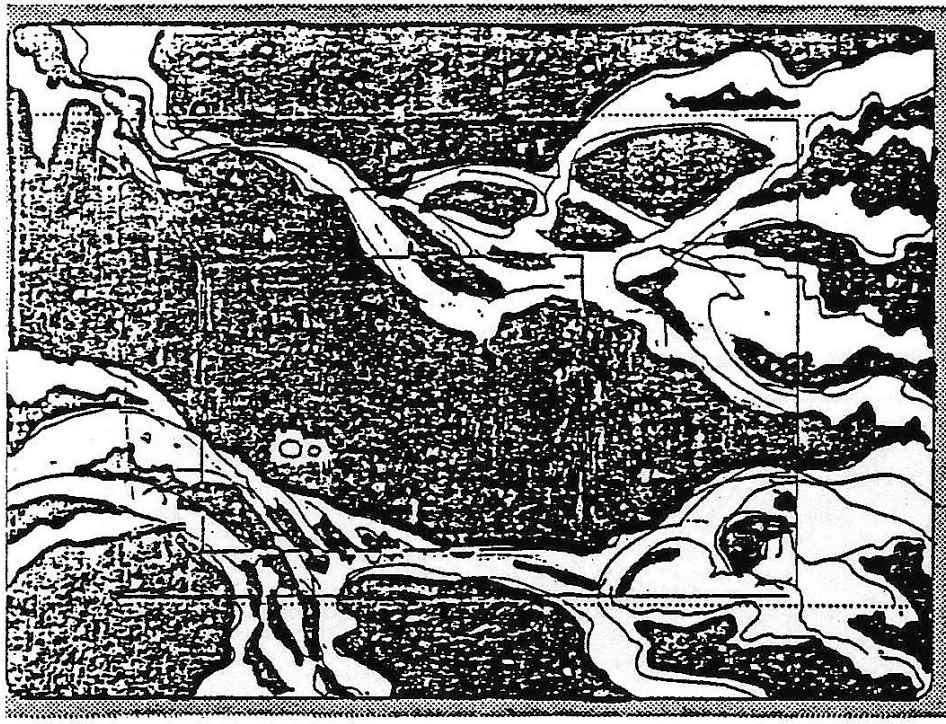
THE TRANSFORMERS
トランスフォーマー
ザ・ムービー
THE MOVIE

SC. 1-1



SC. CONT.

SEQ. 1 Page 1

TION XLS OUTER SPACE. WE TRAVEL THROUGH A NEBULA TOWARDS A DISTANT...

L

SIC/SFX

MERA

ACTION ...BINARY STAR SYSTEM. THE LARGER STAR IS RED THE SMALLER ONE IS BLUE.

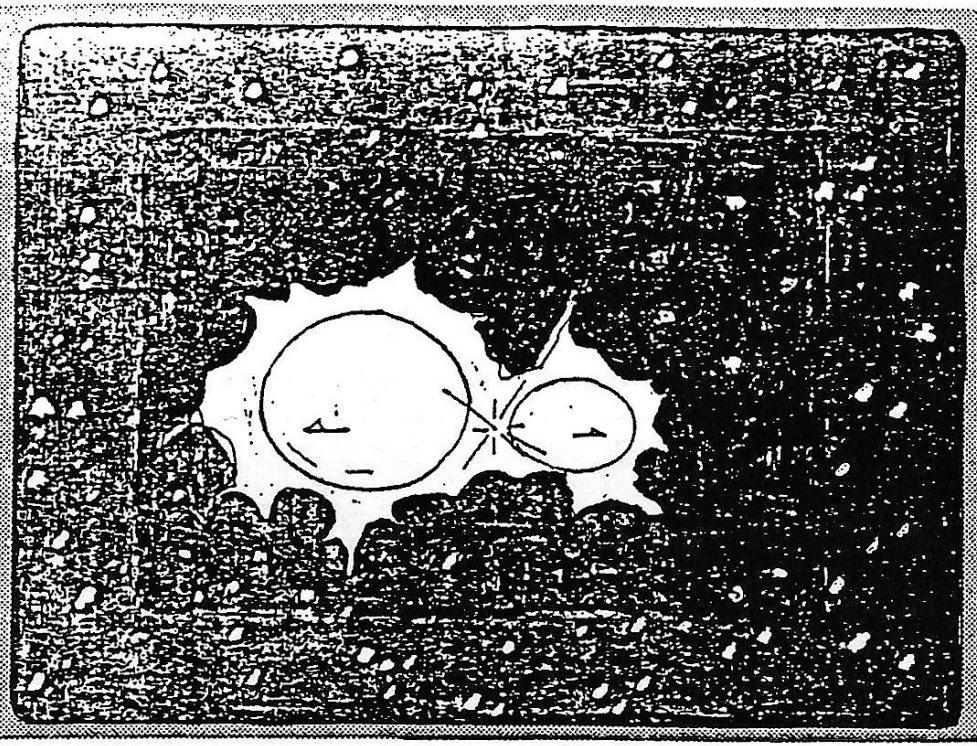
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-2



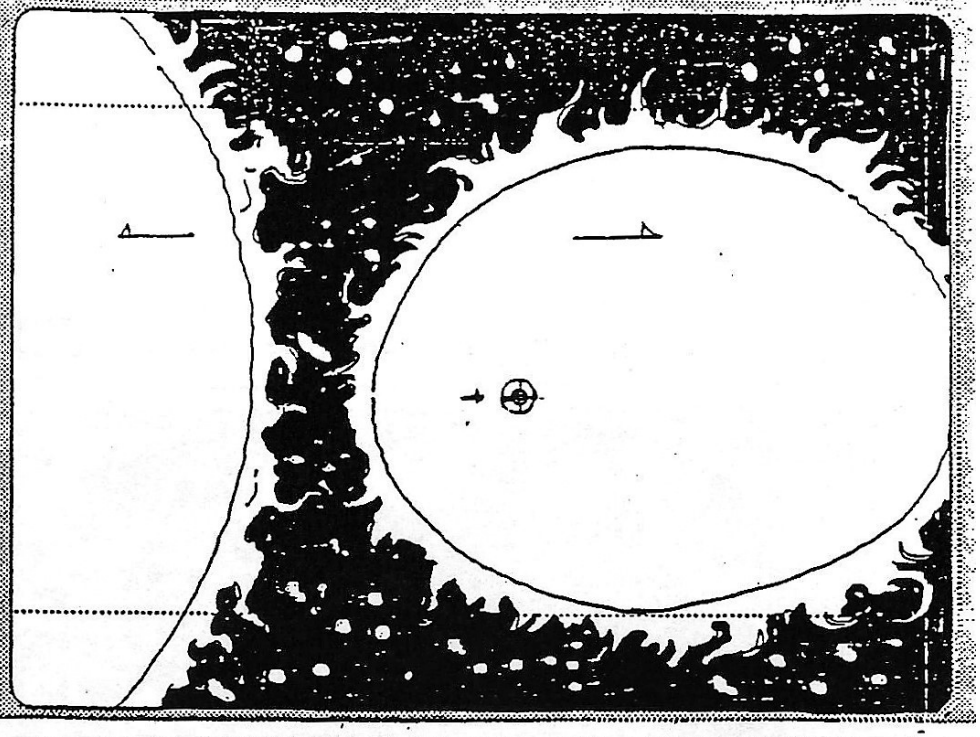
ACTION L.S. THE TWO STARS. IN THE GAP BETWEEN THEM AN OBJECT SUDDENLY GLISTENS IN THEIR LIGHT.

DIAL

MUSIC/SFX

SC. 1-3

SEQ. 1 Page 2



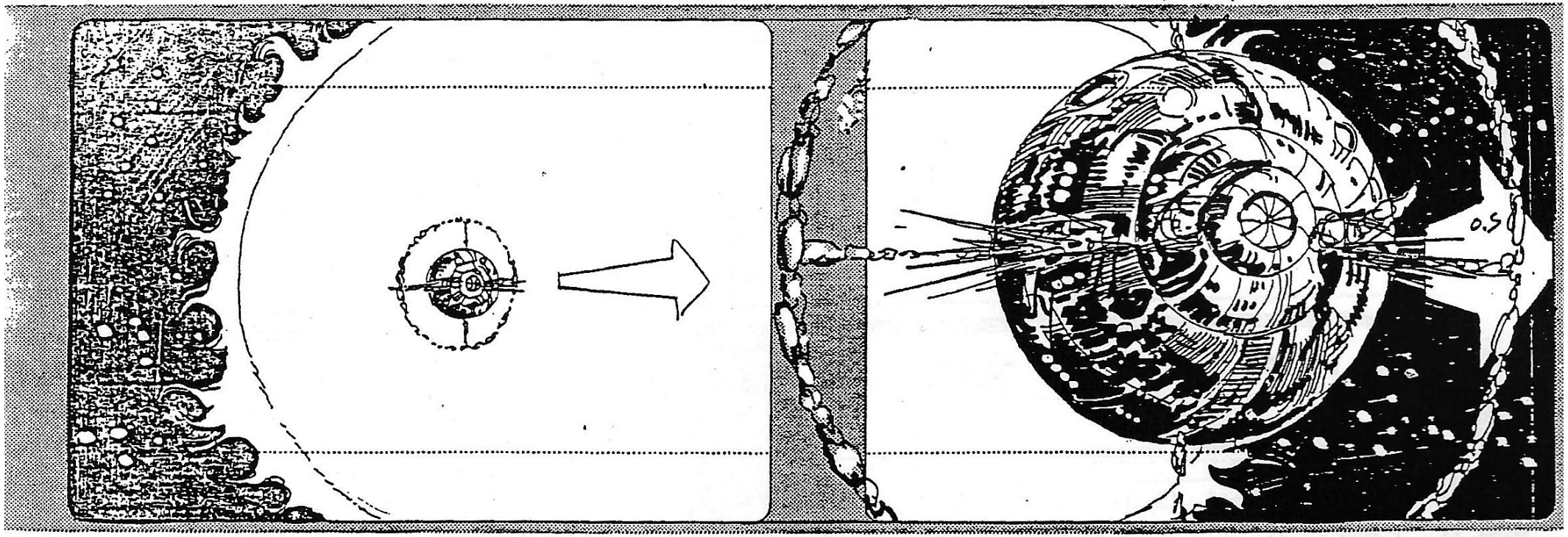
ACTION M.S. THE TWO STARS. UNICRON GLIDES FORWARD FROM OUT OF THE GAP BETWEEN THE TWO STARS.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-4 START → FOLLOW PAN → STOP SEQ. 1 Page 3



ACTION L.S. UNICRON. IT MOVES TOWARDS US, AS IT CROSSES IN FRONT OF THE BLUE STAR.

DIAL

MUSIC/SFX

CAMERA

ACTION UNICRON CONTINUES TO MOVE CLOSER. WE CAN SEE ITS SURFACE FEATURES AS IT PASSES BY AND GLIDES O.S.

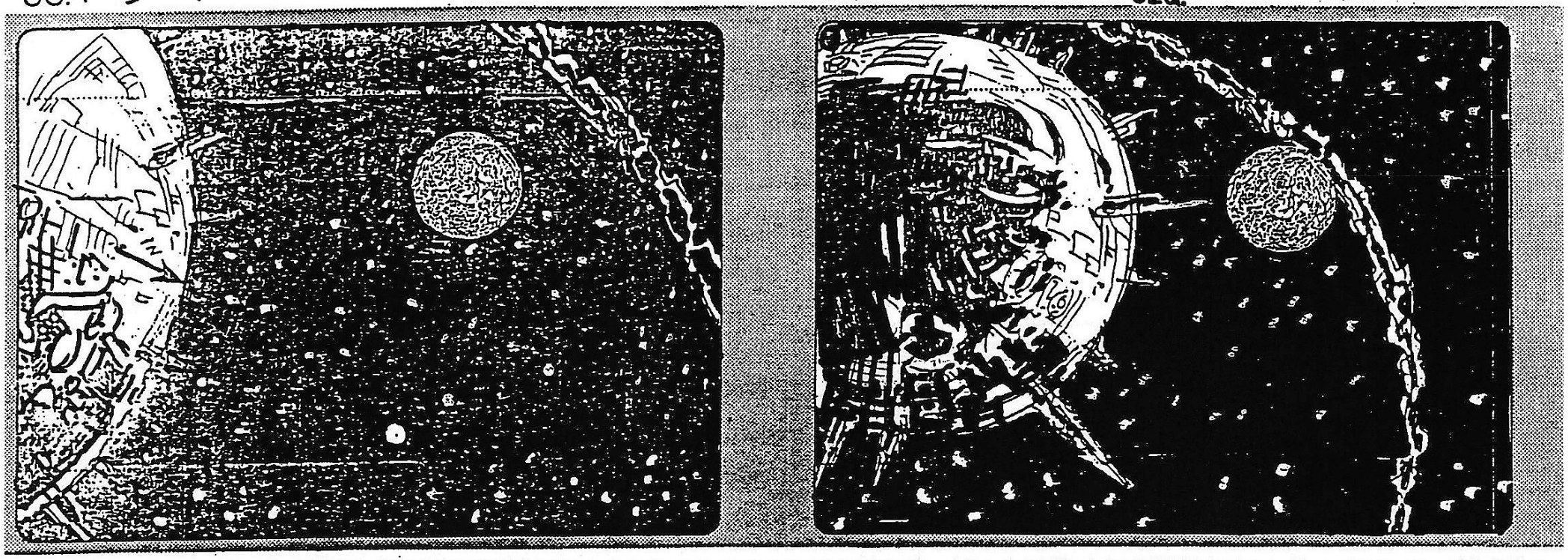
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-5 SC. CONT SEQ. 1 Page 4



:TION X.L.S. THE LITHONE PLANET UNICRON IS IN THE FOREGROUND. UNICRON GLIDES AWAY FROM US...

AL

JSIC/SFX

ACTION ...AND CLOSES IN ON THE SMALL PLANET.

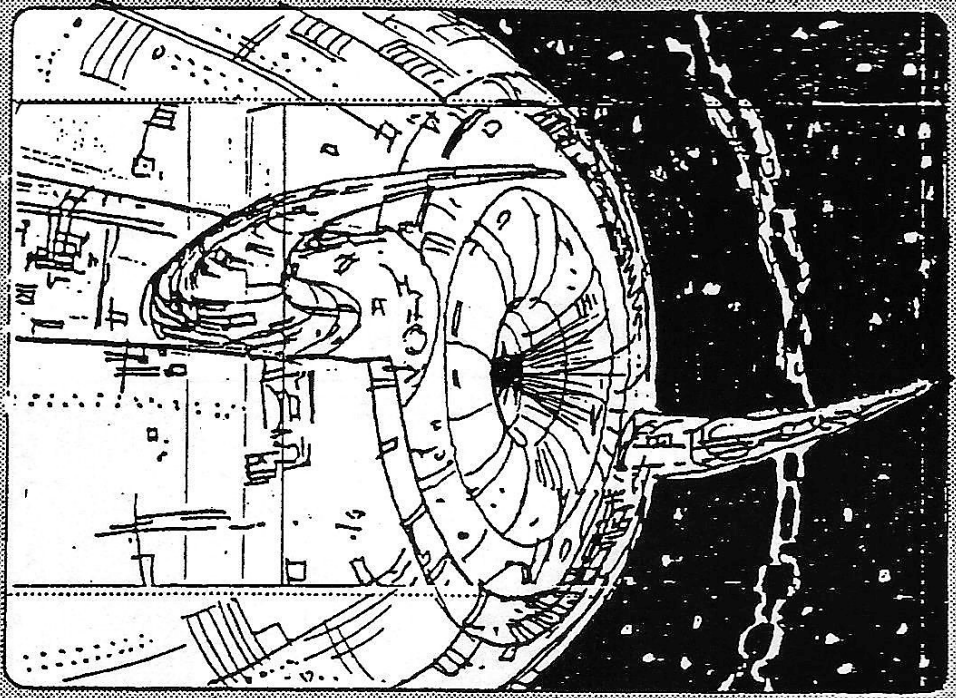
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC: 1-6 SEQ. 1 Page 5



TION

L

SIC/SFX

MERA

ACTION M.S. UNICRON. WE TRAVEL ALONG WITH IT AS IT MOVES THROUGH SPACE. IN THE CENTER OF ITS "MOUTH" A SLIT STARTS TO OPEN. A STRANGE RED GLOW SHINES OUT OF THE OPENING.

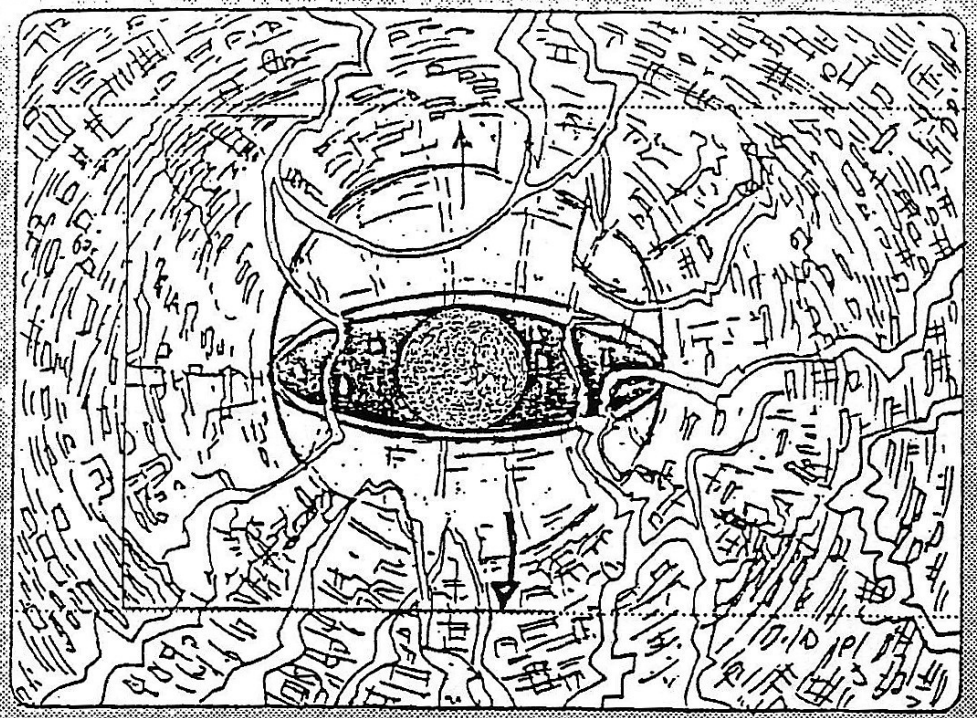
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-7



ACTION C.U. FROM INSIDE UNICRON. THE "MOUTH" AREA. THE SLIT CONTINUES TO OPEN REVEALING THE PLANET LITHONE DIRECTLY IN FRONT OF US. THE STRANGE RED GLOW LIGHTS THE INSIDE OF UNICRON.

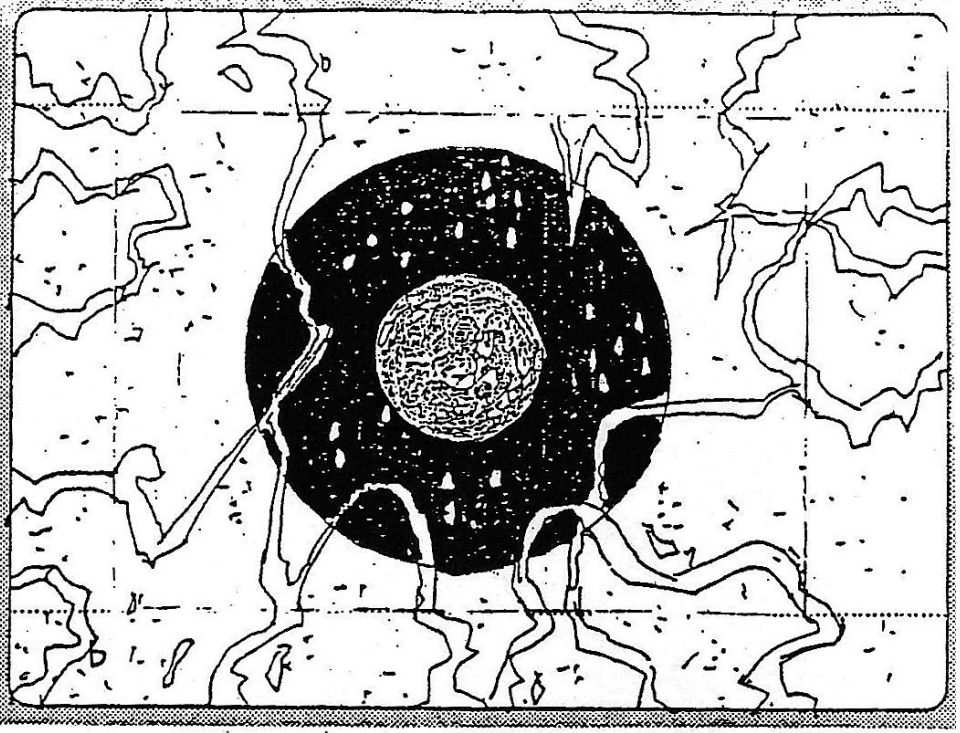
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 1 Page 6



ACTION ...THE SLIT NOW OPEN WE SEE THAT UNICRON IS CONTINUING TO CLOSE IN ON LITHONE.

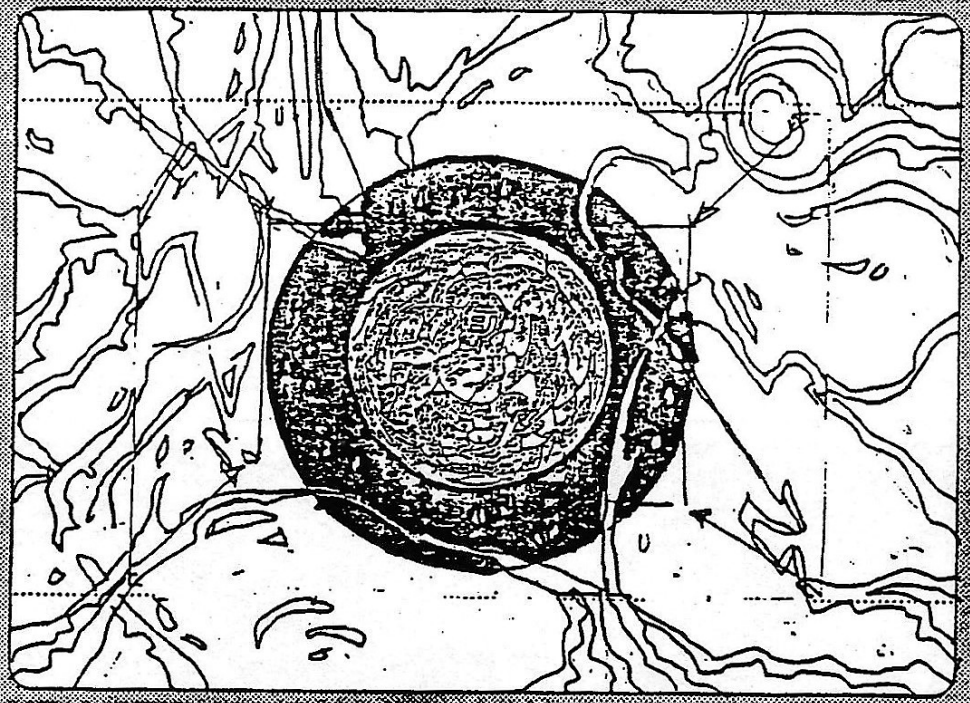
DIAL

MUSIC/SFX

SC. 1-7 CONT. TRUCK-IN

SC.

SEQ. 1 Page 7



ACTION AS UNICRON TRAVELS FORWARD TOWARD THE PLANET LITHONE...
WE TRUCK IN ON A C.U. OF THE OPENING AND LITHONE BEYOND.

DIAL

MUSIC/SFX

CAMERA

ACTION

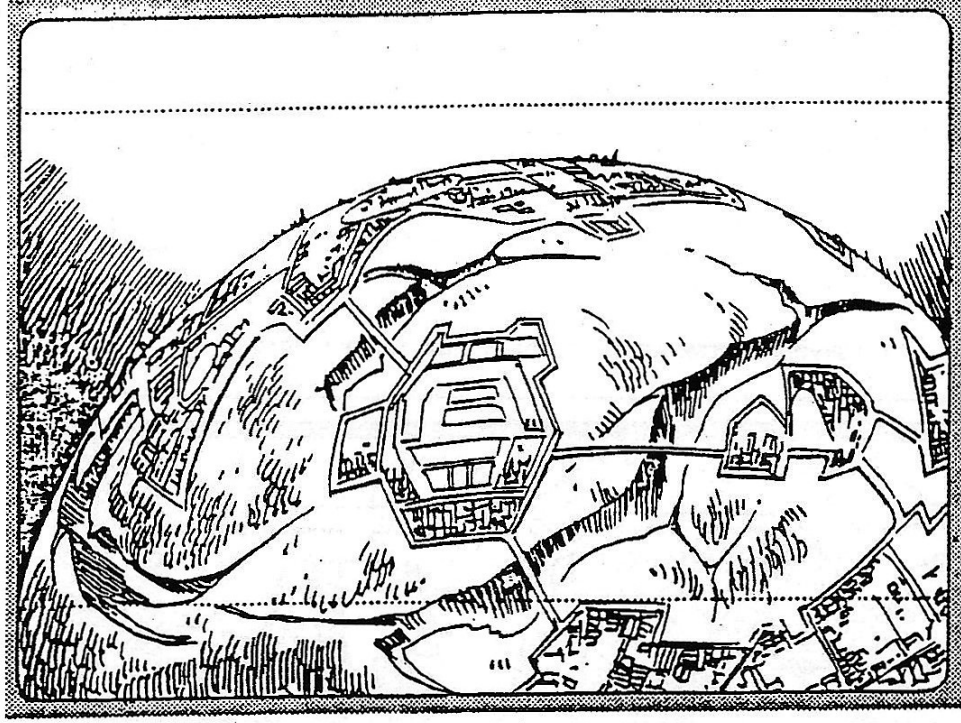
DIAL

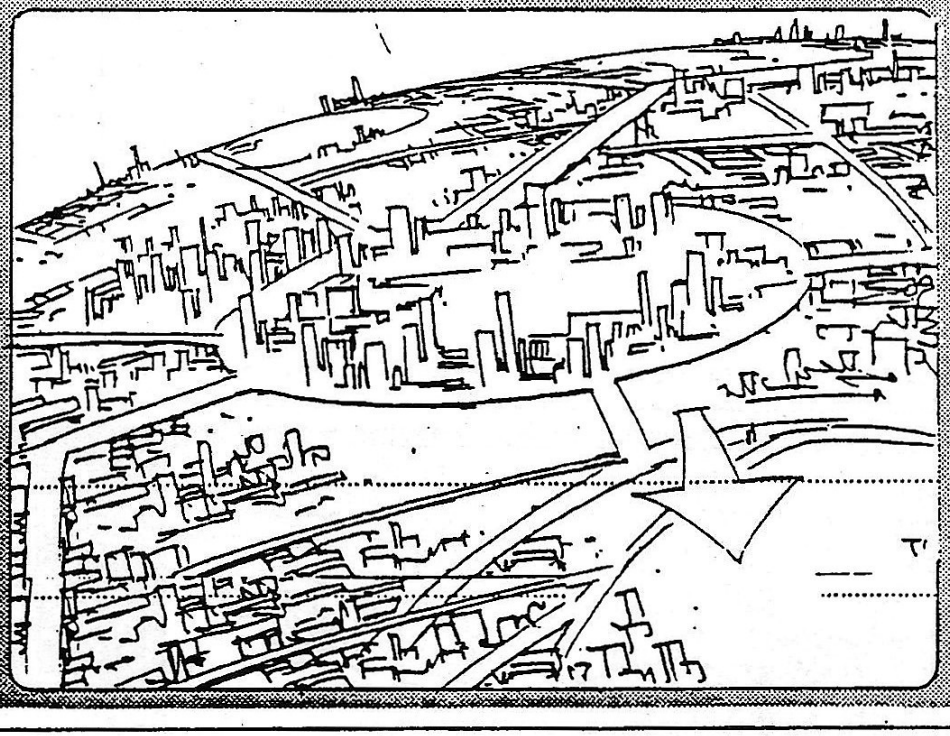
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-8 SC. CONT SEQ. 1 Page 8





TION M.L.S. THE SURFACE OF THE PLANET LITHONE. WE TRAVEL TOWARDS THE SURFACE OF THE ROCKY PLANET. THE RED GLOW OF MOLTEN LAVA SHINES OUT FROM THE BOTTOMS OF THE DEEP CANYONS THAT CUT ACROSS ITS FACE. SECTIONS OF THE PLANET ARE ENCRUSTED WITH HI TECH CITIES AND BRIDGES.

AL

SIC/SFX

ACTION ...WE MOVE IN CLOSER TOWARD THE CENTER OF ONE OF THESE METALLIC CITY AREAS.

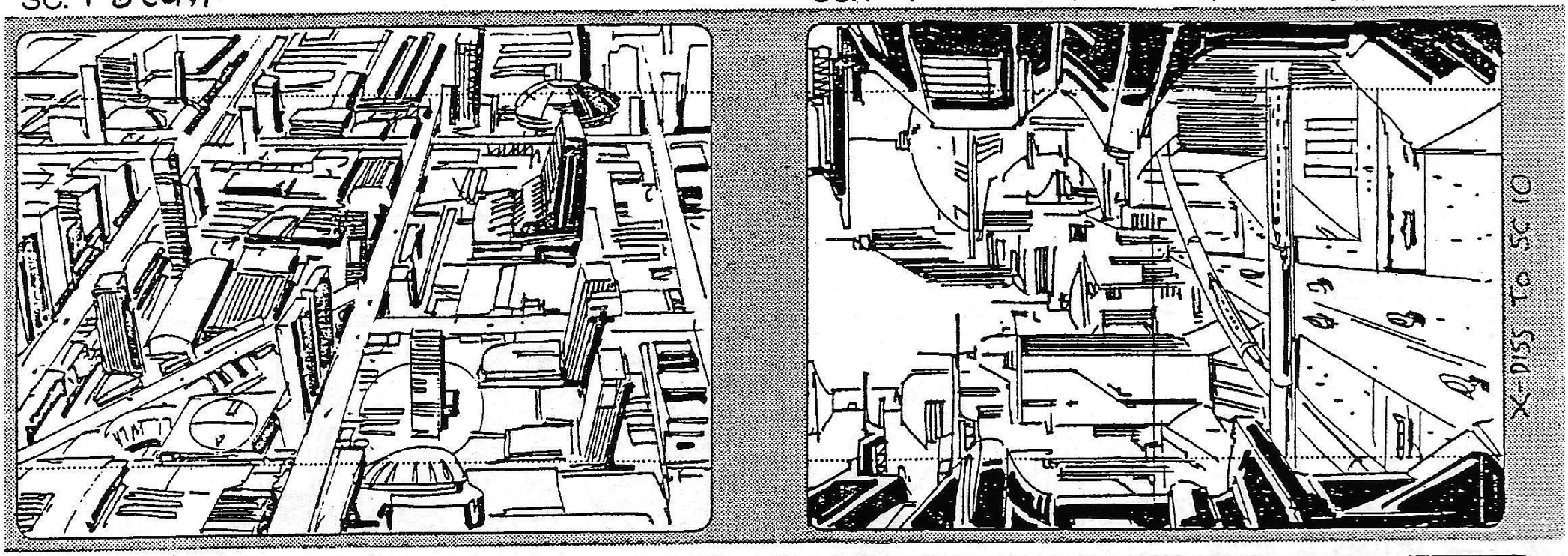
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-8 CONT

SC. 1-9 ← PAN UP SEQ. 1 Page 9



CTION WE NARROW IN ON A COMPLEX OF STRANGE FUTURISTIC BUILDING.

AL

USIC/SFX

AMERA

ACTION M.S. THE BUILDINGS AND STREETS OF THE LITHONE CITY. TRAFFIC MOVES ALONG THE STREETS. STRANGE TRAINS ZOOM THROUGH TRANSPARENT TUBE RAILWAY SYSTEMS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.1-10 START PAN → STOP

ACTION

M.S. THE SIDEWALKS OF LITHONE. WE SEE THAT THE CITIZENS OF LITHONE ARE PEACEFUL ROBOTIC CREATURES.

DIAL

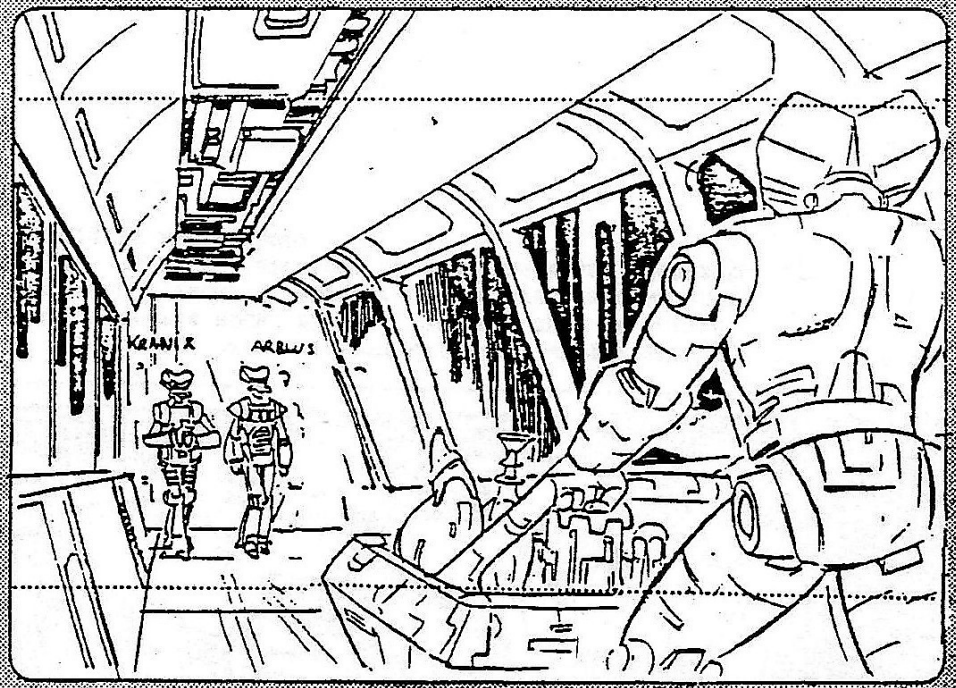
MUSIC/SFX

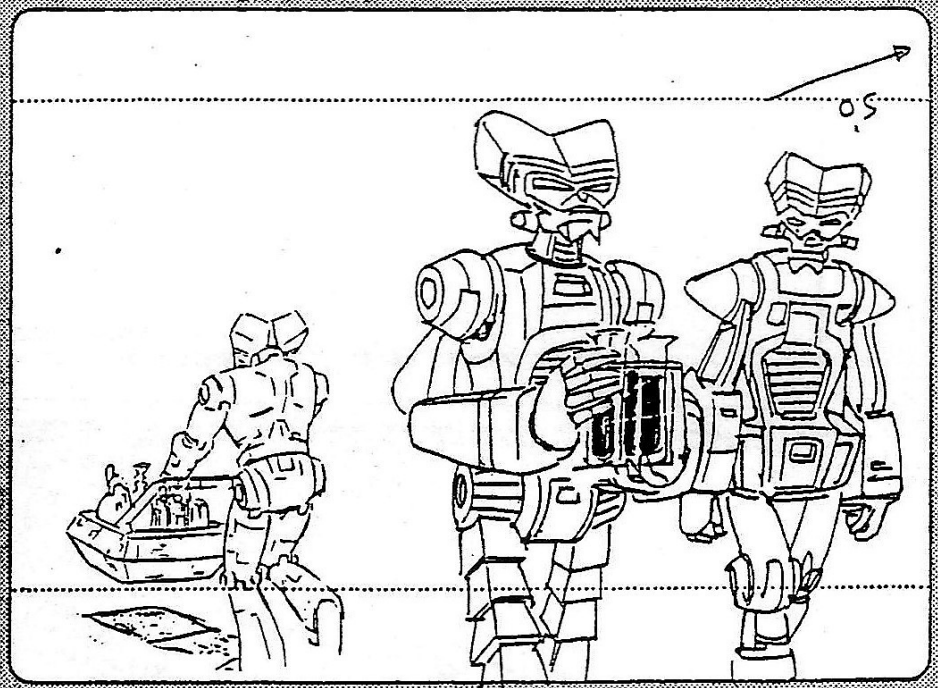
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. KRANIX AND ARBLUS. THEY WALK FORWARD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...KRANIX CARRIES A GLASS BOTTLE FILLED WITH A STRANGE LIQUID.

DIAL

MUSIC/SFX

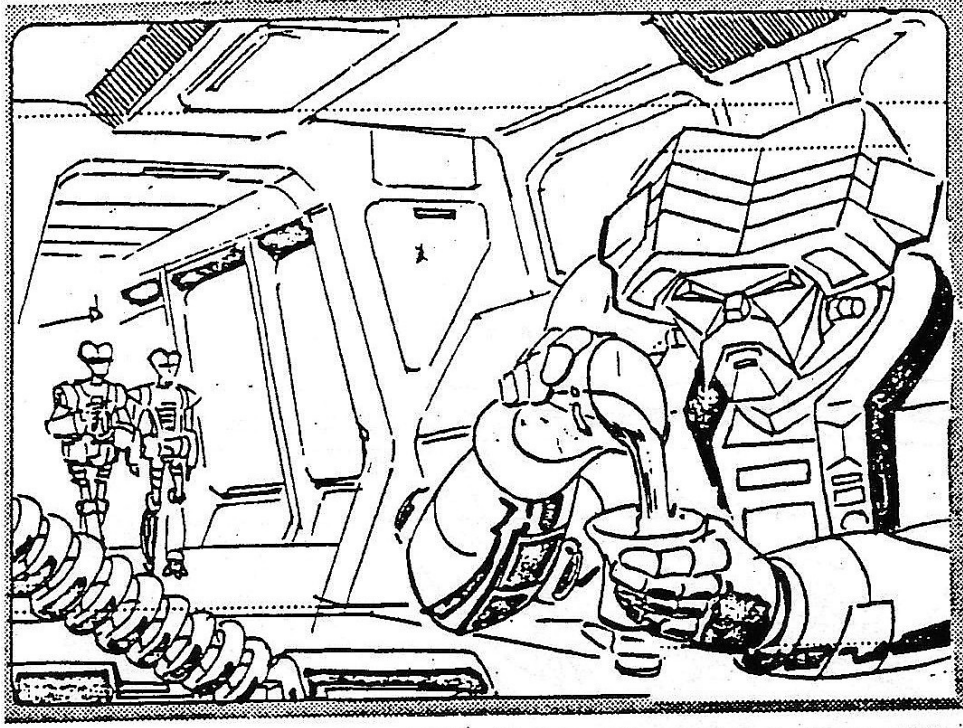
CAMERA

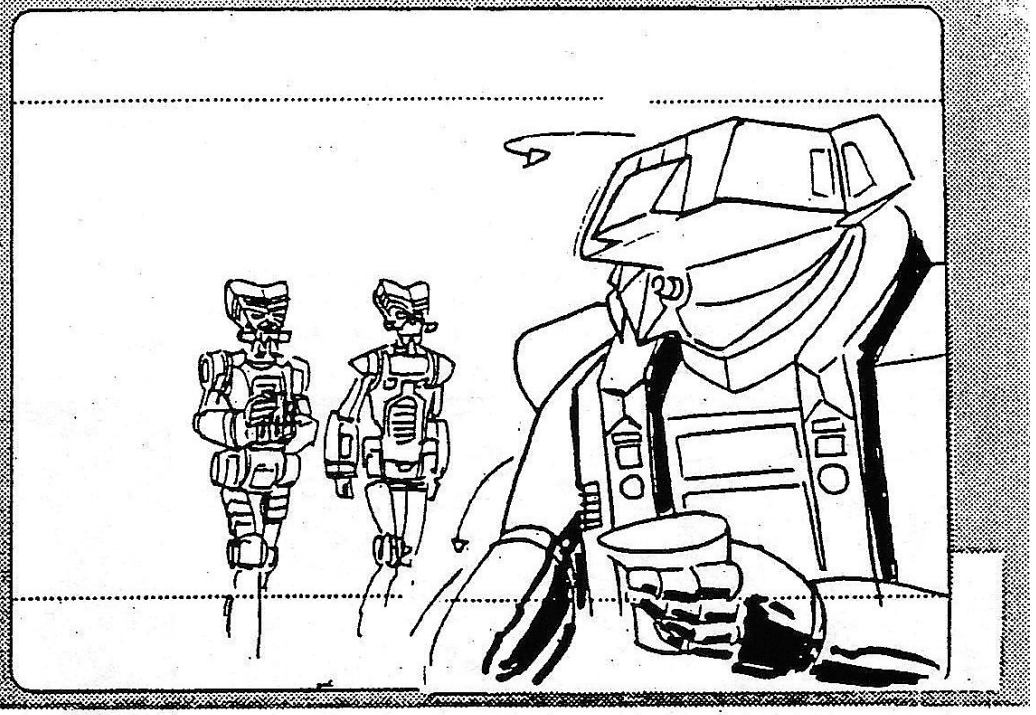
TF RAW
Generation 1 to Beast Hunters and Beyond!!!

SC. 1-12

SC. CONT

SEQ. 1 Page 12





TION M.S. A LITHONE SCIENTIST ROBOT POURS SOME GLOWING LIQUID FROM A BEAKER AS KRANIX AND ARBLUS ENTER THE LABORATORY IN THE BACKGROUND...

AL

SIC/SFX

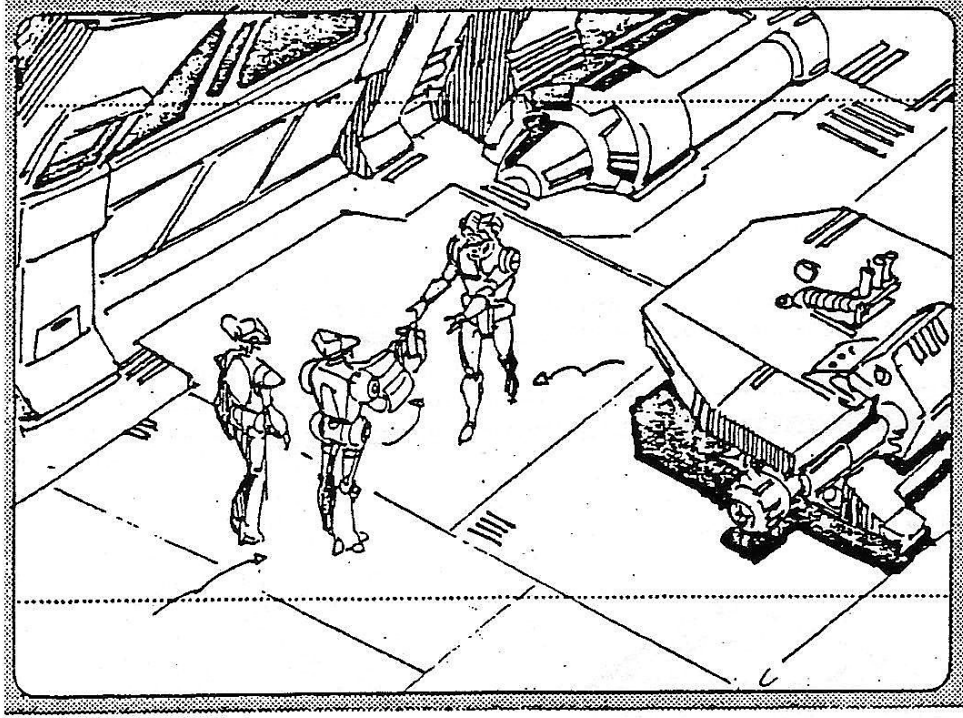
ACTION ...THE LITHONE SCIENTIST ROBOT TURNS TOWARD KRANIX AND ARBLUS AS THEY APPROACH HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.1-13



TION DOWN SHOT THE LABORATORY. THE SCIENTIST ROBOT WALKS OVER TO KRANIX AND ARBLUS. KRANIX HANDS HIM THE BOTTLE.

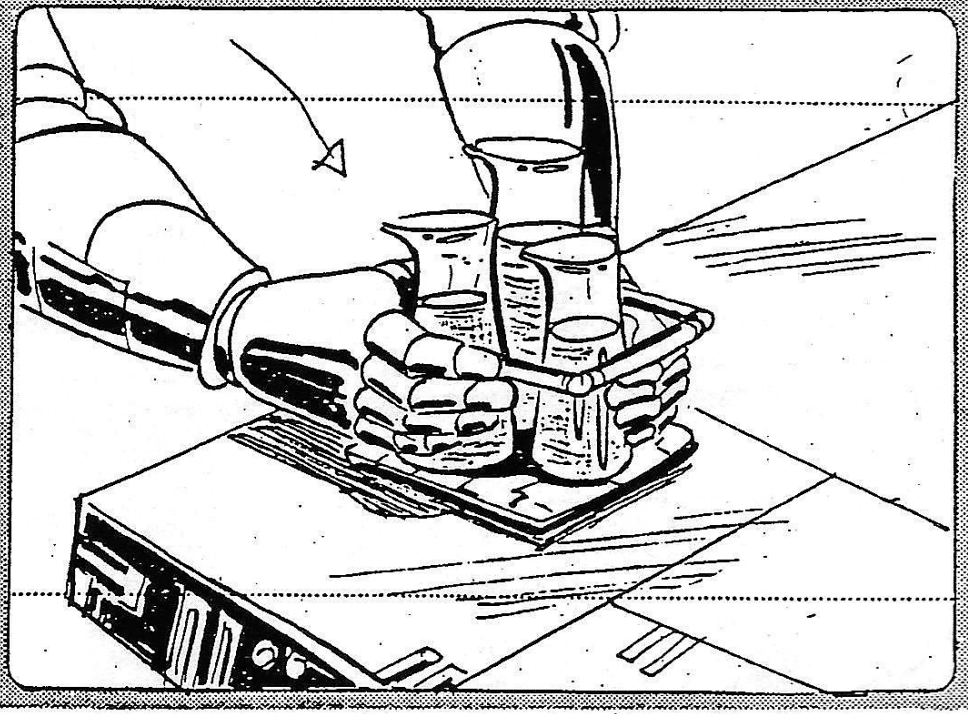
AL

ISIC/SFX

MERA

SC.1-14

SEQ. 1 Page 13



ACTION C.U. A TABLE. THE SCIENTIST ROBOT SETS THE BOTTLE OF STRANGE LIQUID DOWN ON THE TABLE.

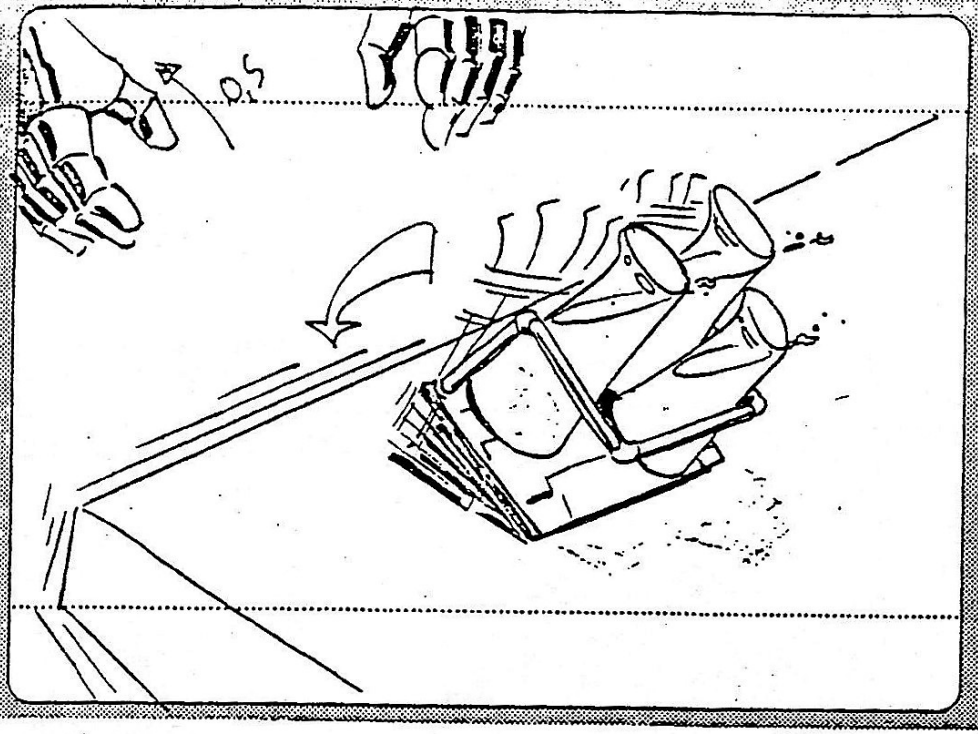
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-14 CONT CAMERA SHAKE



ACTION

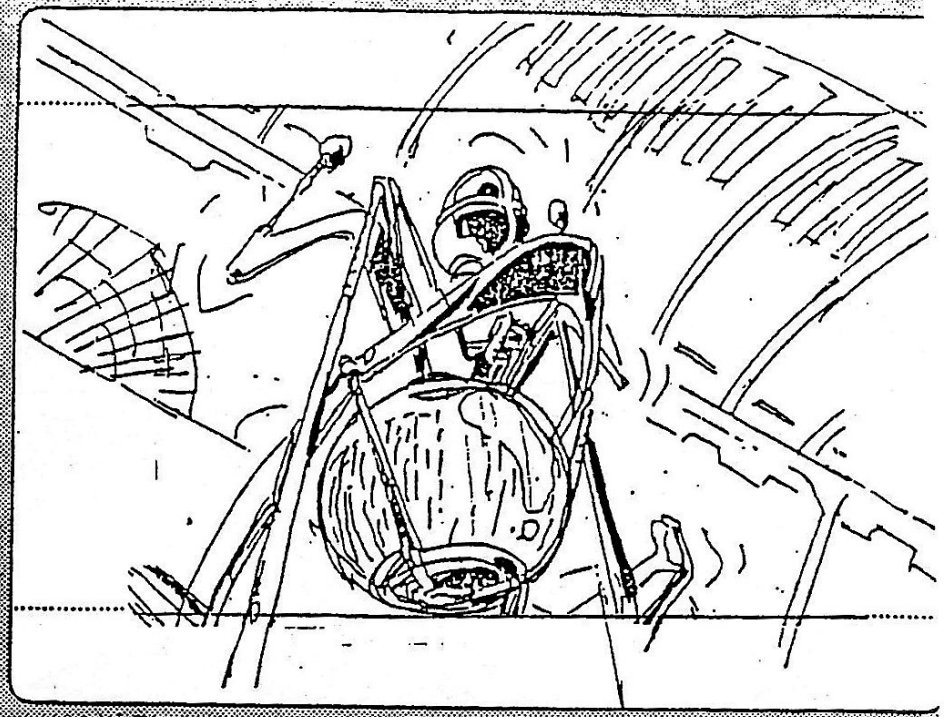
SUDDENLY THE LABORATORY STARTS TO SHAKE CAUSING THE GLASS BOTTLE TO TIP OVER AND FALL OFF THE TABLE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-14 A



ACTION

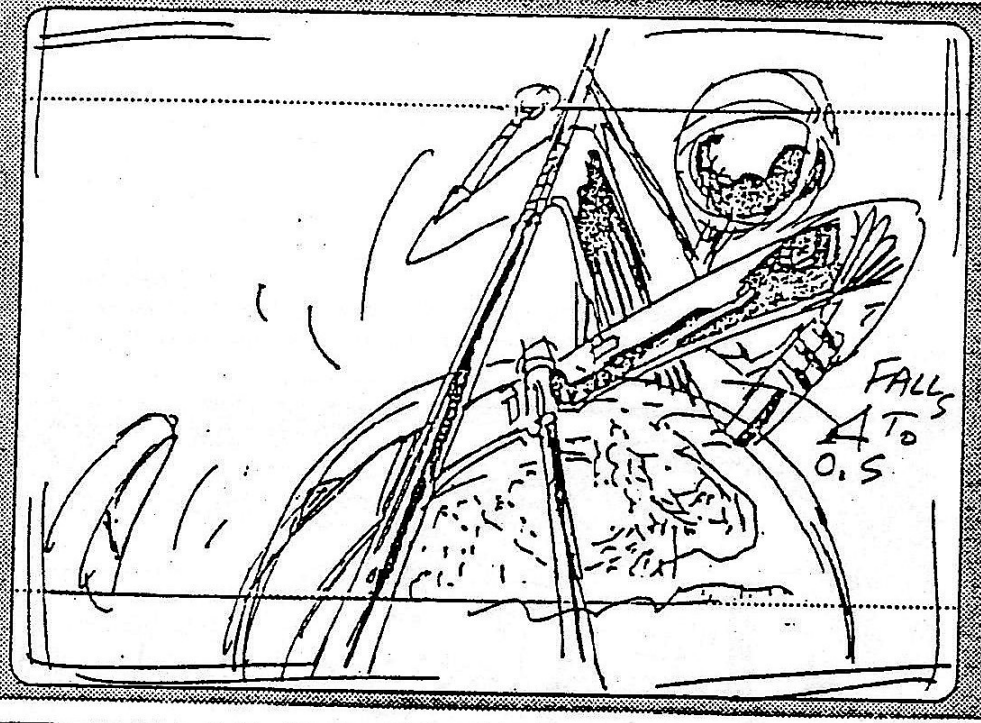
C.U. A strange laboratory bottle shakes violently.

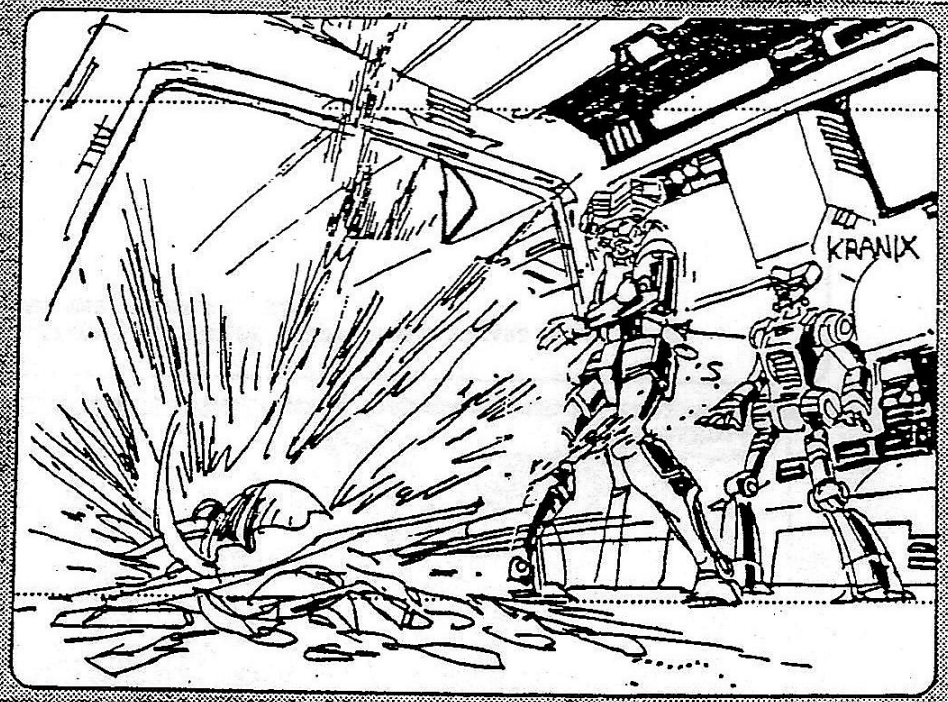
DIAL

MUSIC/SFX

SC. CONT. 1-14A

SC. 1-15





ACTION

The strange bottle tips over

DIAL

MUSIC/SFX

CAMERA

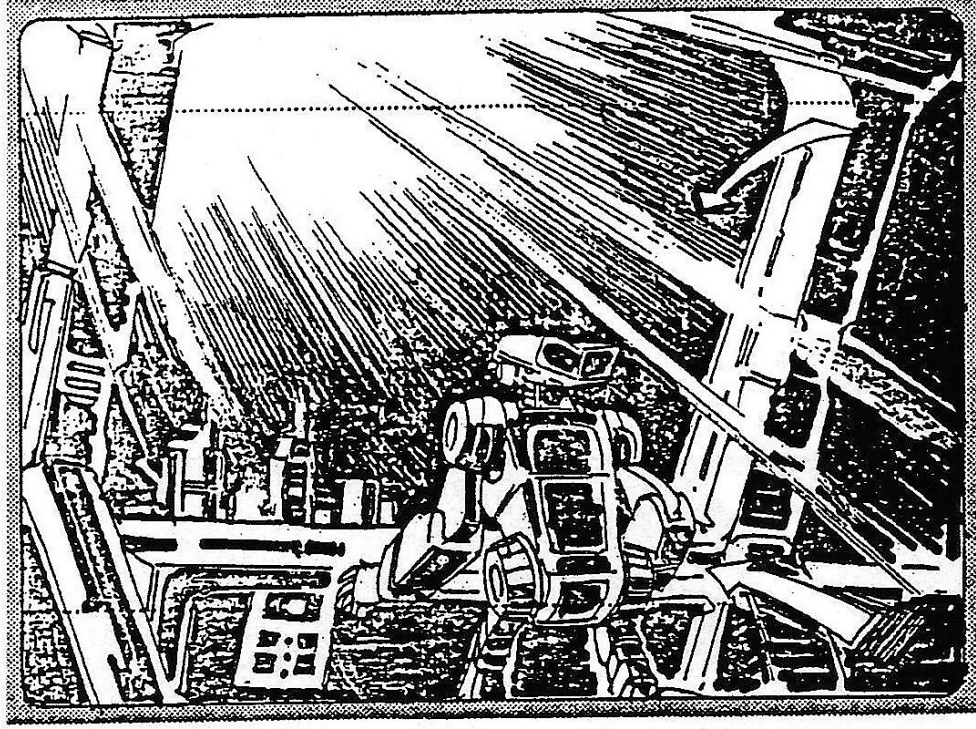
ACTION L.S. THE LABORATORY. THE BOTTLE CRASHES TO THE FLOOR. KRANIX, ARBLUS AND THE THIRD ROBOTIC SCIENTIST REACT IN SHOCK. KRANIX RUNS O.S.

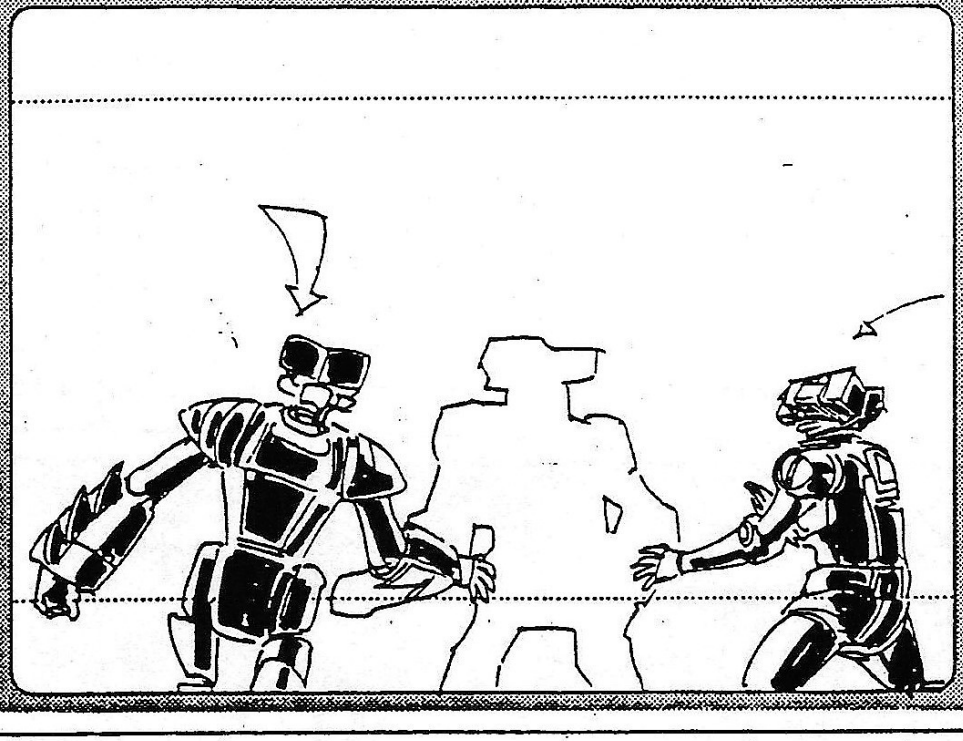
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





:TION M.S. A WINDOW IN THE LABORATORY. KRANIX RUNS IN AND LOOKS OUT AS THE STRANGE RED GLOW FLOODS INTO THE LABORATORY.

AL

JSIC/SFX

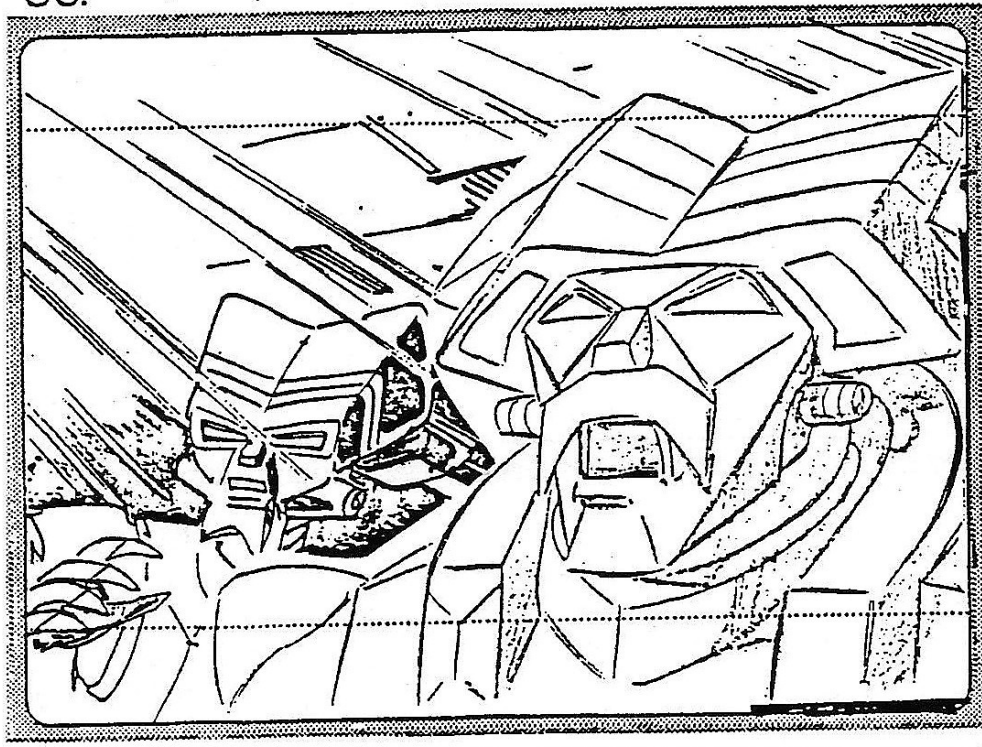
ACTION KRANIX IS JOINED BY ARBLUS AND THE ROBOTIC SCIENTIST WHO RUSH IN BEHIND HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC: 1-17



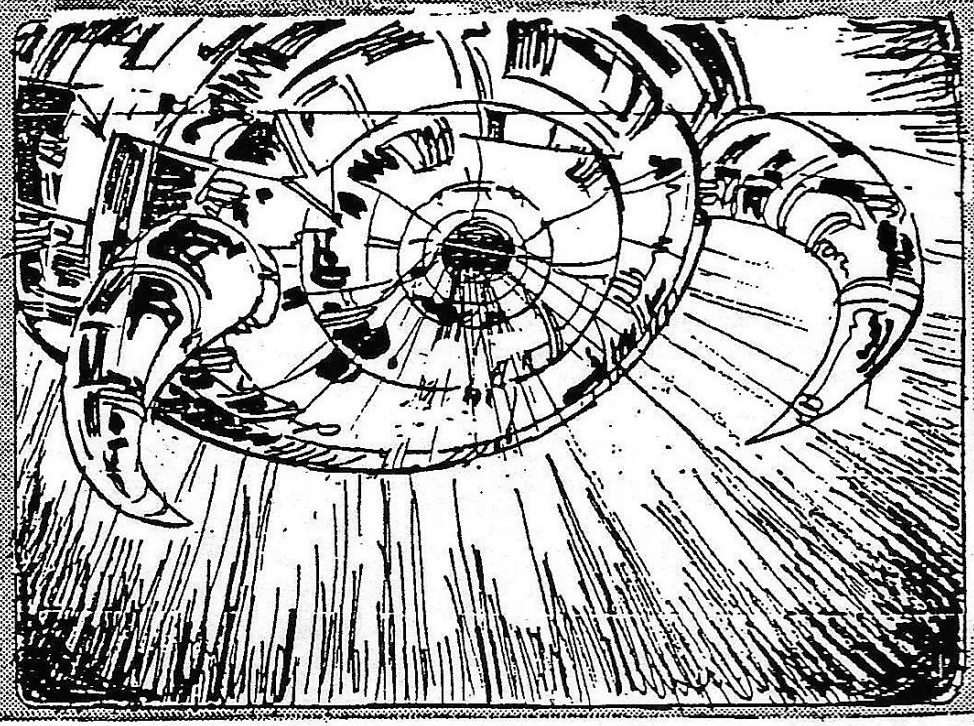
:TION M.C.U. ARBLUS & ROBOTIC SCIENTIST. ARBLUS AND THE ROBOTIC SCIENTIST REACT IN HORROR AT WHAT THEY SEE O.S.

AL

JSIC/SFX

AMERA

SC. 1-18 BACK LIGHT SEQ. 1 Page 17



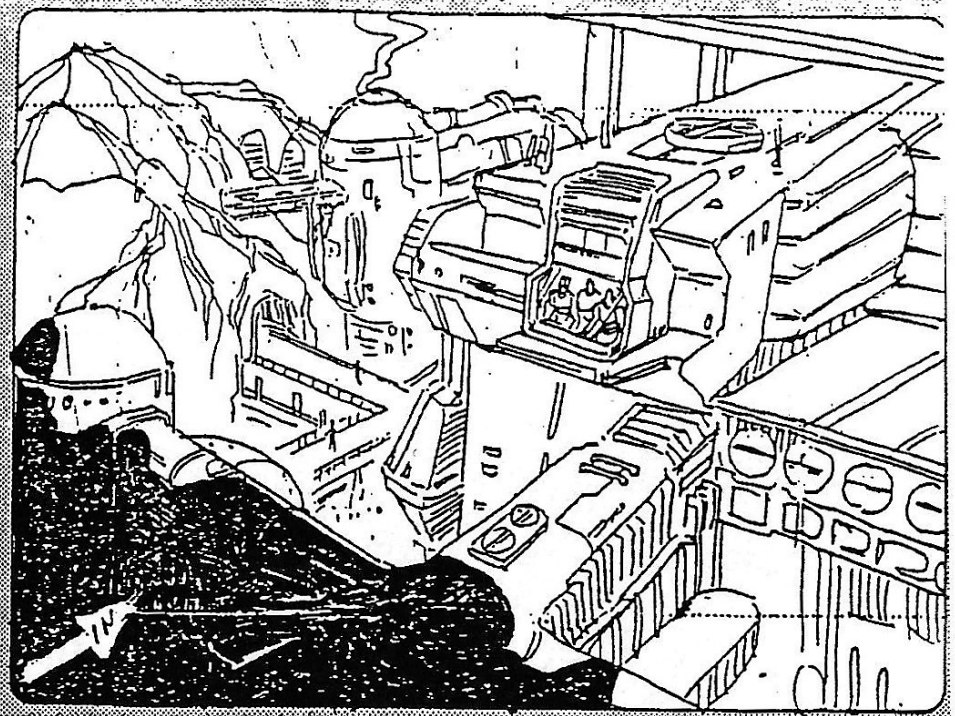
ACTION P.O.V. UNICRON SLOWLY LOWERS INTO FRAME AS IT ADVANCES ON THE CITY. THE RED LIGHT SHINES OUT FROM THE OPENING. IN THE DISTANCE CLOUDS OF DUST AND OBJECTS FROM THE PLANET START RISING INTO THE AIR AND ARE PULLED TOWARD UNICRON.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

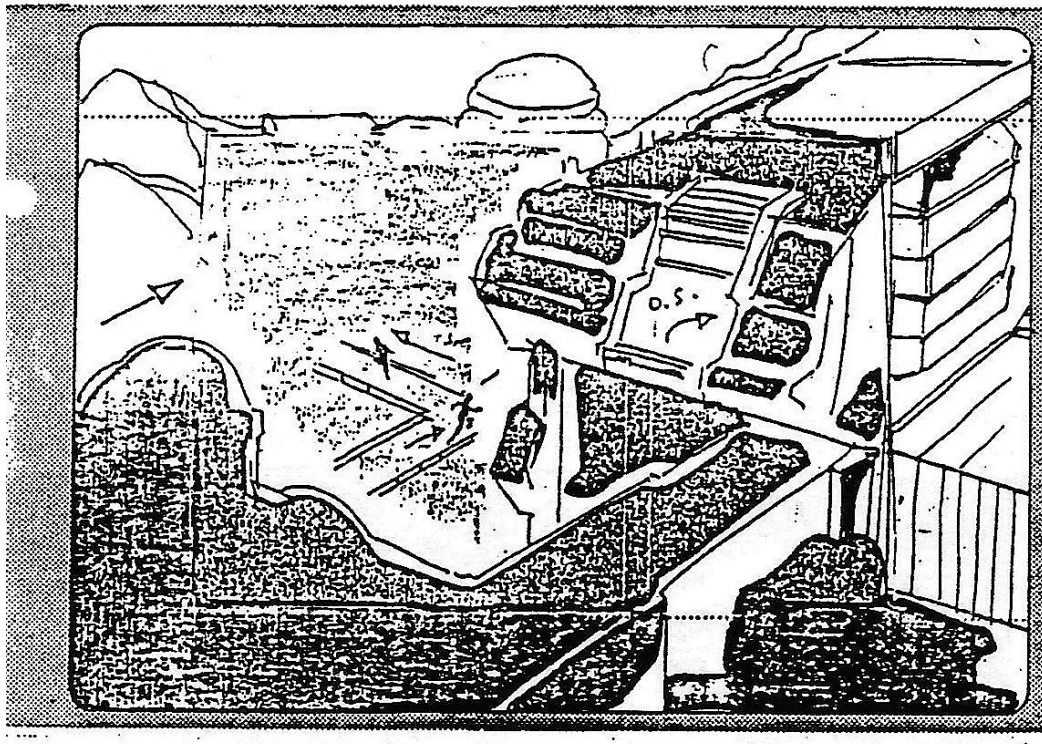
ACTION L.S. EXTERIOR OF THE LABORATORY WINDOW AND BUILDING. KRANIX, ARBLUS AND THE ROBOTIC SCIENTIST WATCH IN TERROR AS A DARK SHADOW MOVES IN TOWARD THEM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 1-19



ACTION THE CITY GROWS DARKER AND DARKER. THE THREE LITHONE SCIENTISTS TURN FROM THE WINDOW AND RUN O.S. AS THE SHADOW OF UNICRON COVERS THE ENTIRE SCENE.

DIAL

MUSIC/SFX

CAMERA

SC. 1-20 SEQ. 1 Page 19

ACTION L.S. THE LITHONE CITY. UNICRON'S SHADOW MOVES IN AND...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

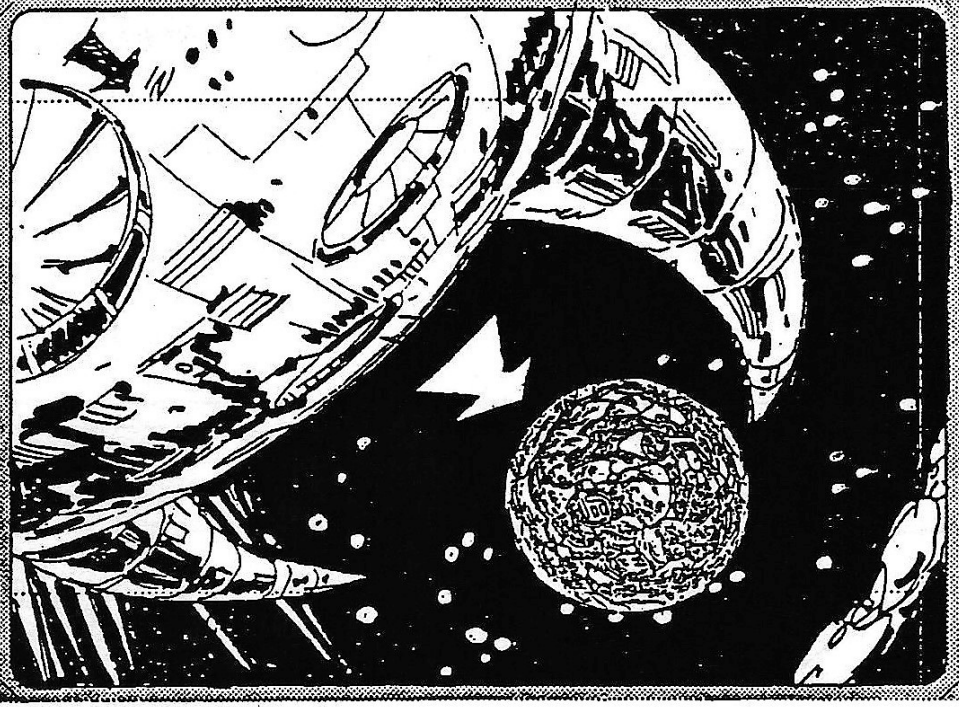
SC. CONT 1-20

'ION ...ENGULFS THE ENTIRE AREA.

L

IC/SFX

SC. 1-21 SEQ. 1 Page 20



NO PAGE 21

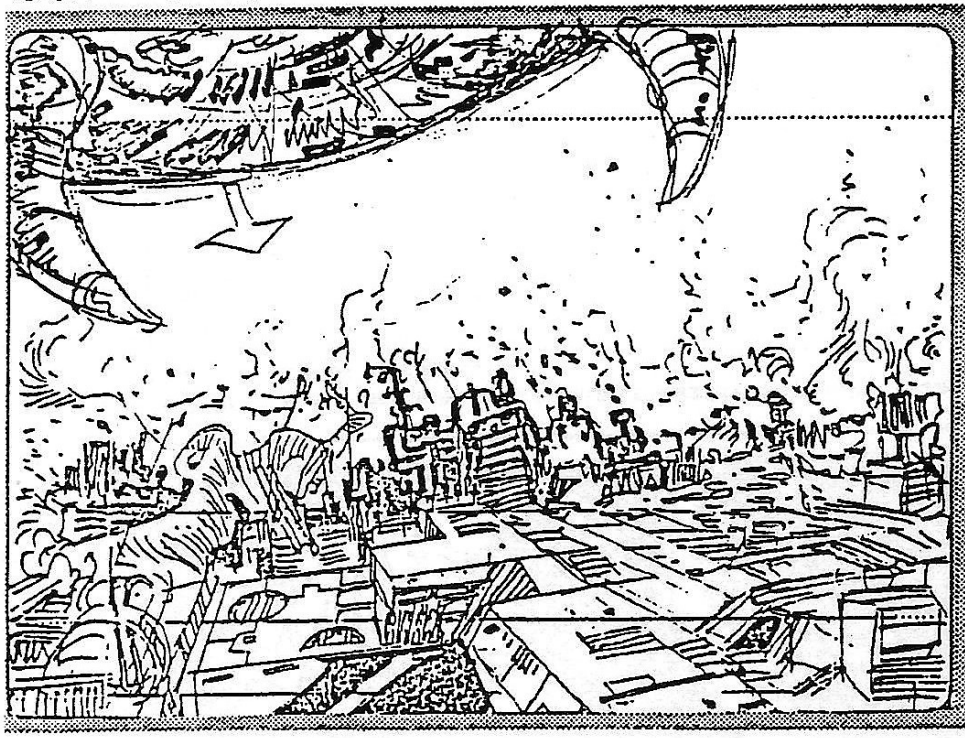
ACTION M.S. UNICRON AS IT GLIDES FORWARD CLOSING IN ON THE PLANET LITHONE.

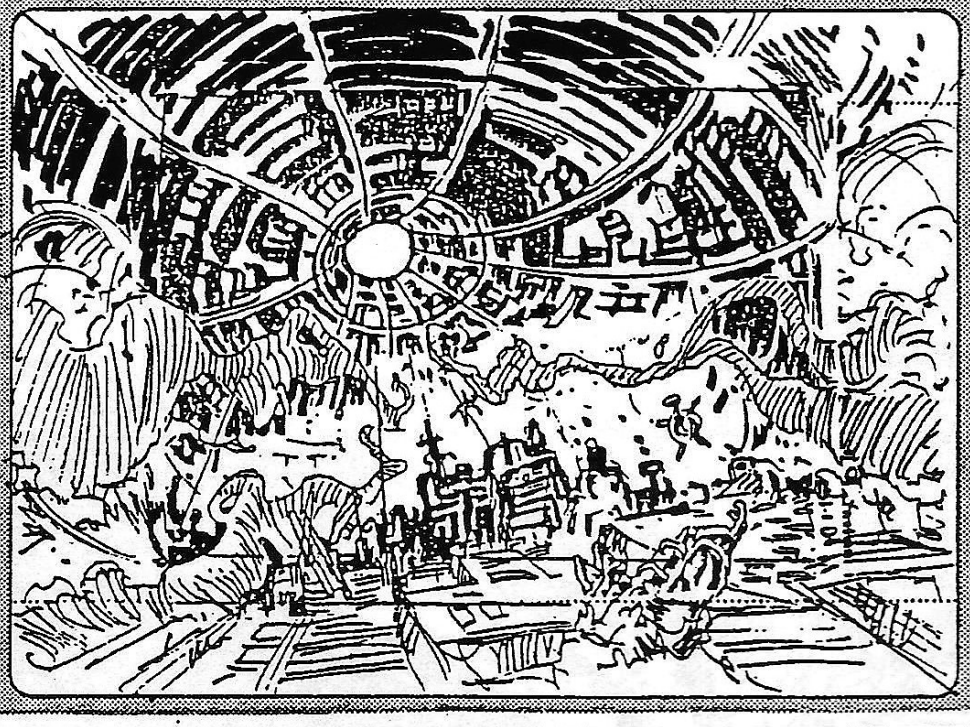
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-23 SC. CONT. SEQ. 1 Page 22





ION DOWN SHOT. DIRT, OBJECTS, CITIZENS AND BUILDINGS ARE RIPPED FROM THE SURFACE OF LITHONE AND CARRIED UP TOWARD UNICRON, WHO MOVES DOWN, CLOSES IN, AND FILLS THE ENTIRE SKY.

L

IC/SFX

IERA

ACTION

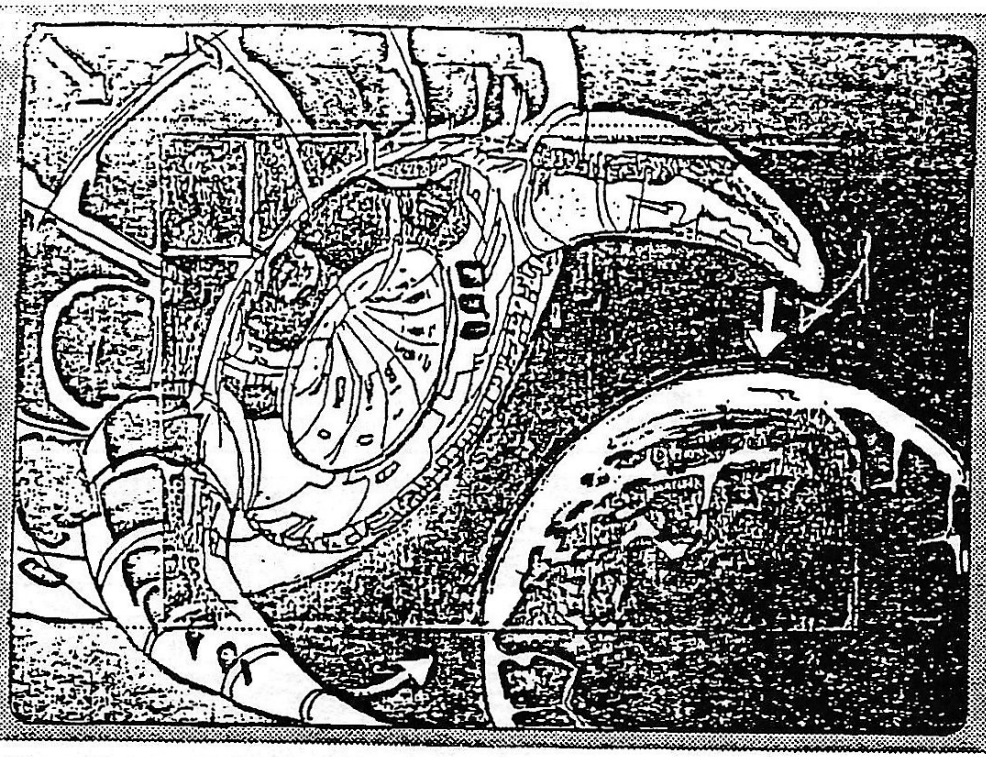
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-24



ACTION M.S. UNICRON AS IT SLOWLY DRIFTS FORWARD. ITS HORNS CLOSE IN ON LITHONE.

DIAL

MUSIC/SFX

SC. 1-25

SEQ.

Page 23

ACTION M.C.U. UNICRON'S HORN AS IT SMASHES INTO THE SURFACE OF LITHONE.

DIAL

MUSIC/SFX

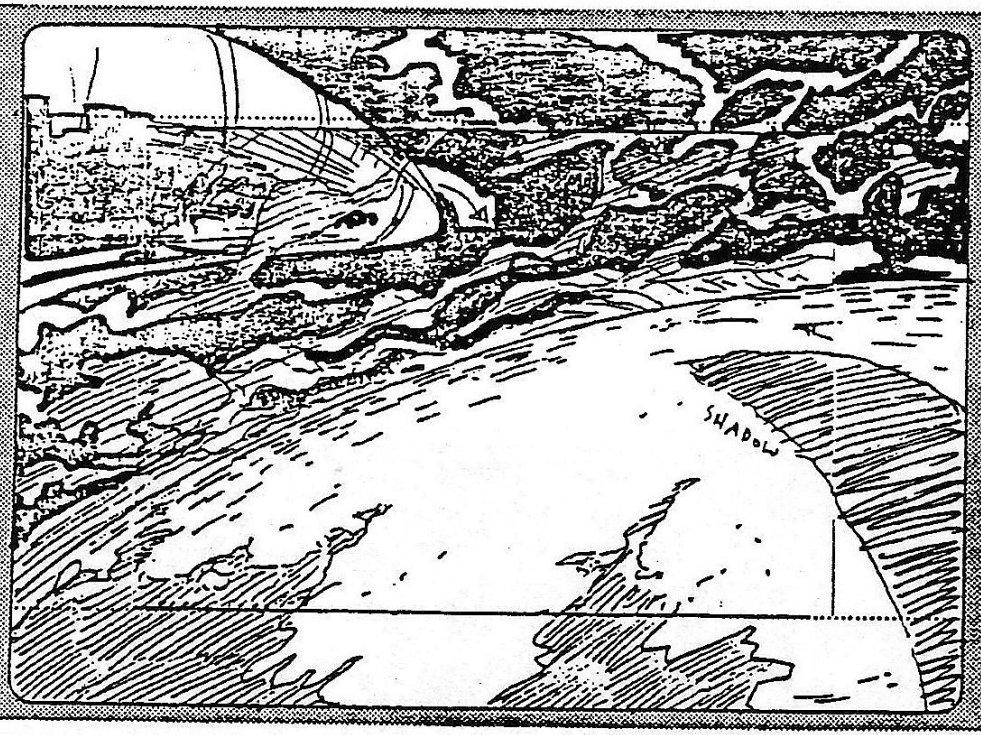
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-26.

SC.

SEQ. 1

Page 24



ACTION M.S. THE PLANET LITHONE AS THE OTHER HORN OF UNICRON CURVES DOWNWARD TOWARDS ITS SURFACE.

DIAL

MUSIC/SFX

CAMERA

ACTION

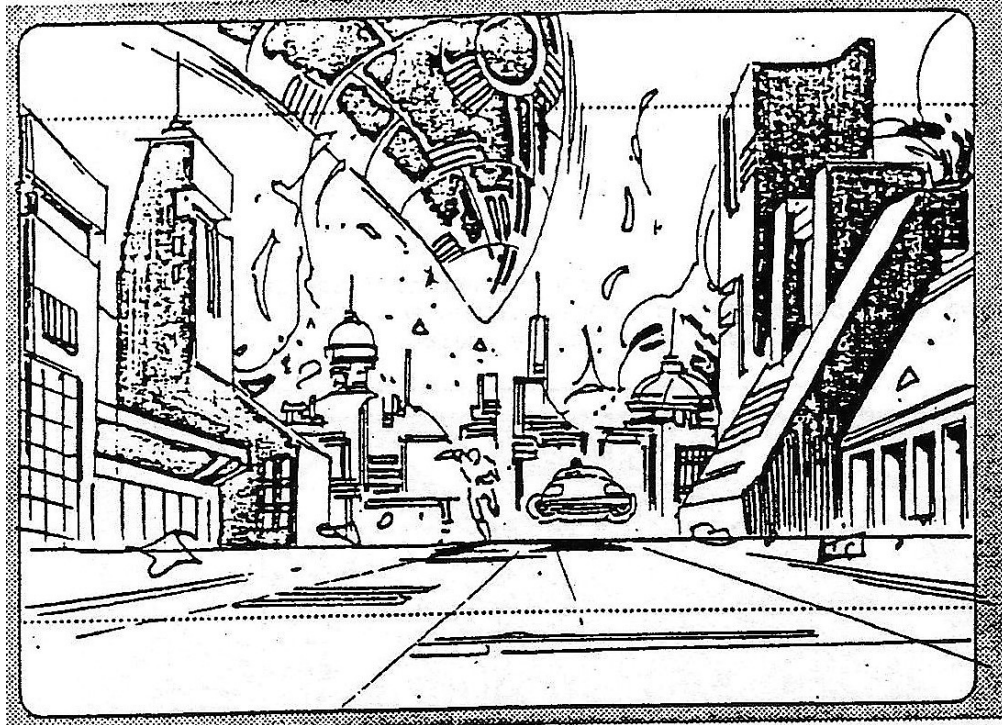
DIAL

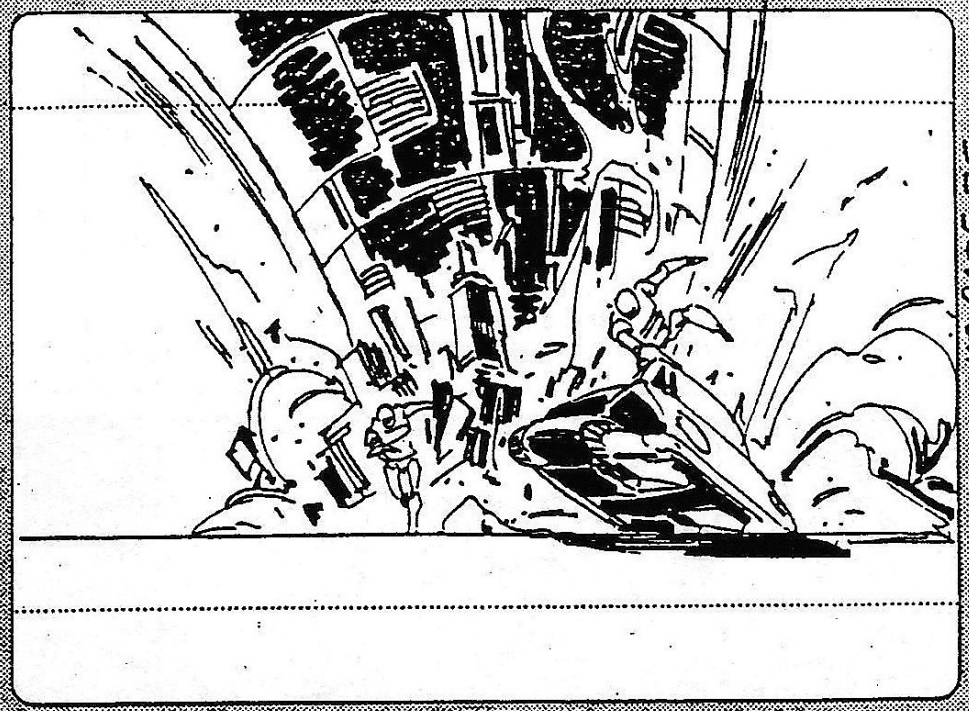
MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-27 SC. CONT. SEQ. 1 Page 26





NO PAGE 25

:TION M.L.S. A STREET ON LITHONE. CITIZENS AND VEHICLES RACE FORWARD AS THE HORN OF UNICRON MOVES DOWN AND TOWARDS US...

AL

USIC/SFX

ACTION ...RIPPING INTO THE SURFACE OF THE PLANET. IT SMASHES BUILDINGS IN ITS PATH AS IT...

DIAL

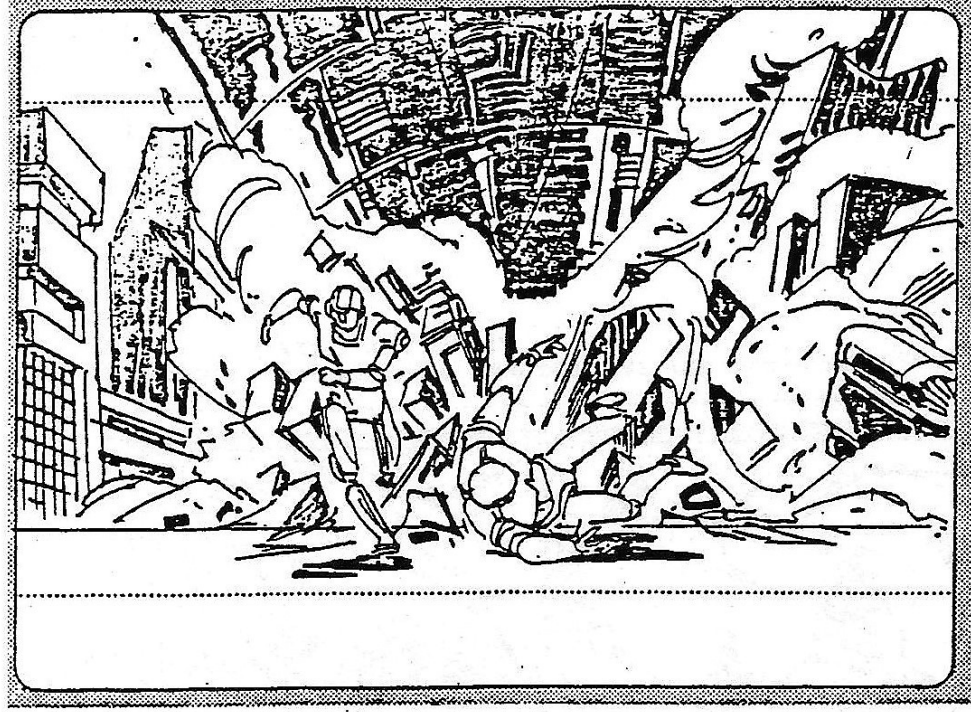
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 1-27

SC. CONT

SEQ. 1 Page 27



TION ...TEARS INTO THE PLANET DESTROYING EVERYTHING IN ITS PATH. THE CITIZENS FLEE IN PANIC TOWARD US.

AL

SIC/SFX

MERA

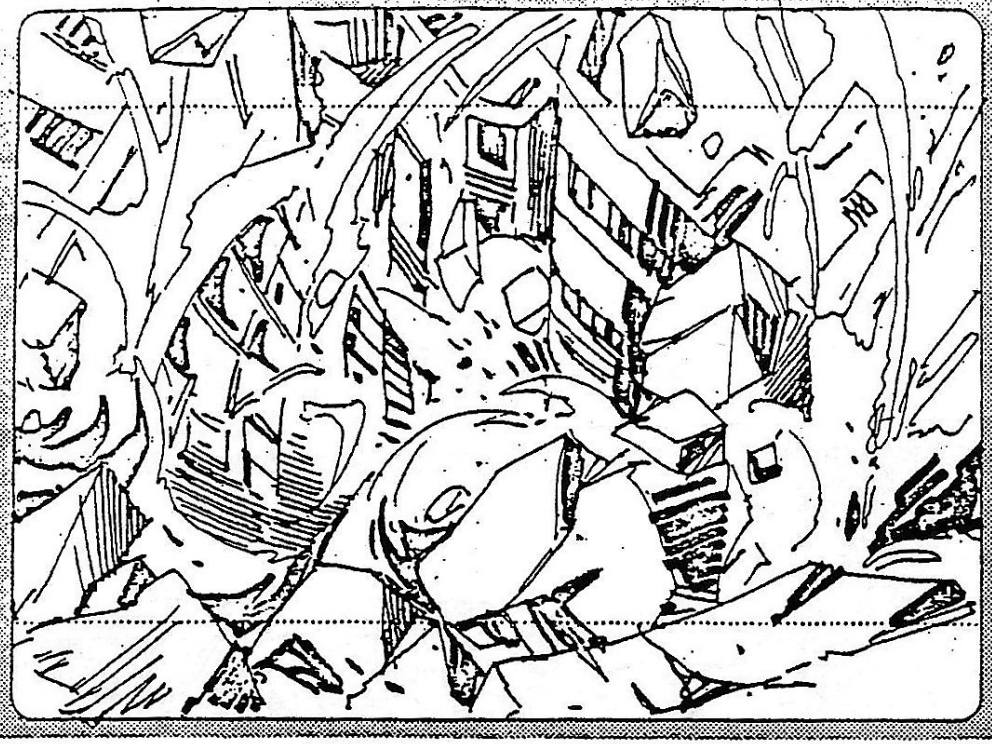
ACTION THEY ARE TERRIFIED AND RACE O.S. AS...

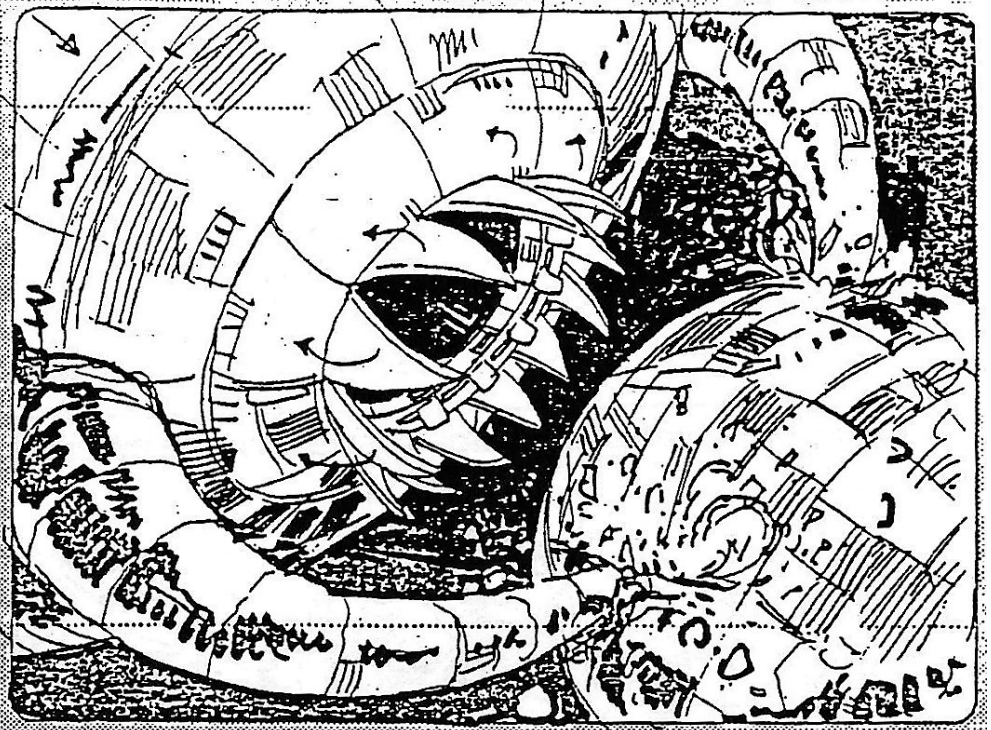
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...UNICRON'S HORN DESTROYS THE GROUND BENEATH THEM AND FILLS THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. UNICRON IMBEDS ITS HORNS DEEPLY INTO LITHONE. THE BEAKS OF ITS MOUTH OPEN.

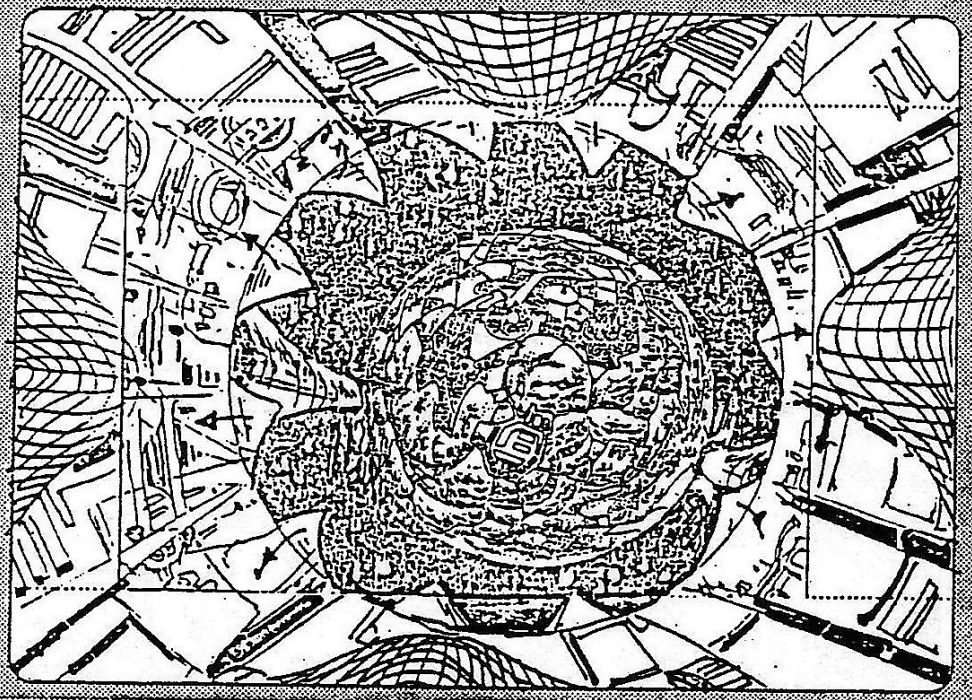
DIAL

MUSIC/SFX

CAMERA

TF RAW
For Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-29



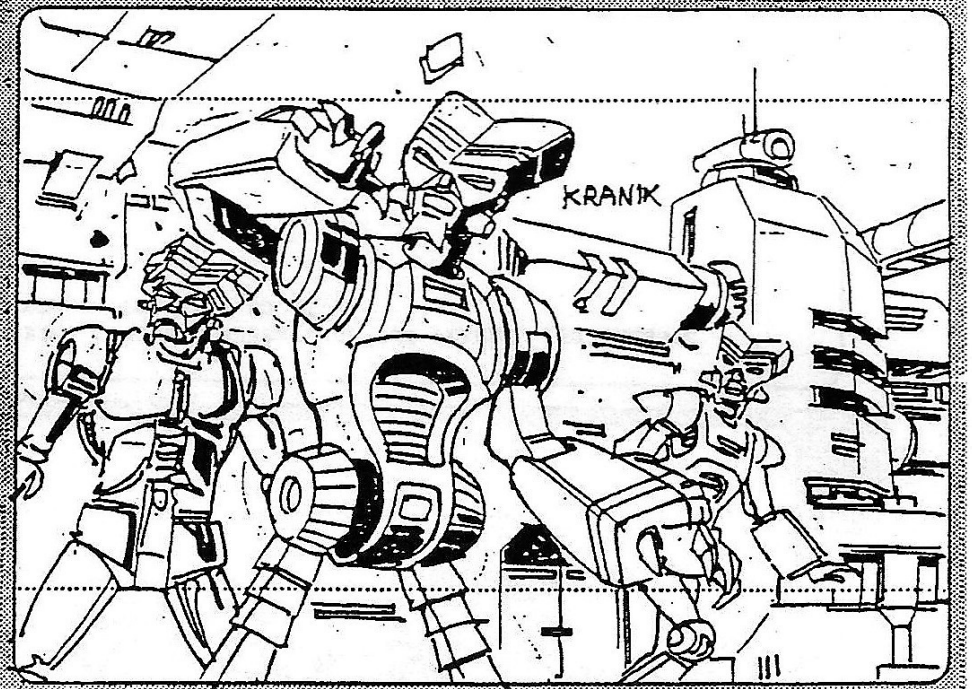
ACTION M.S. FROM INSIDE UNICRON. THE BEAKS OF THE MOUTH CONTINUE TO OPEN. WE SEE THE PLANET LITHONE BEING DRAWN TOWARD THE MOUTH BY THE TWO HORNS.

DIAL

MUSIC/SFX

CAMERA

SC 1-30



ACTION M.L.S. KRANIX, ARBLUS AND THE ROBOTIC SCIENTIST. THEY LOOK BACK IN HORROR AT THE O.S. UNICRON.

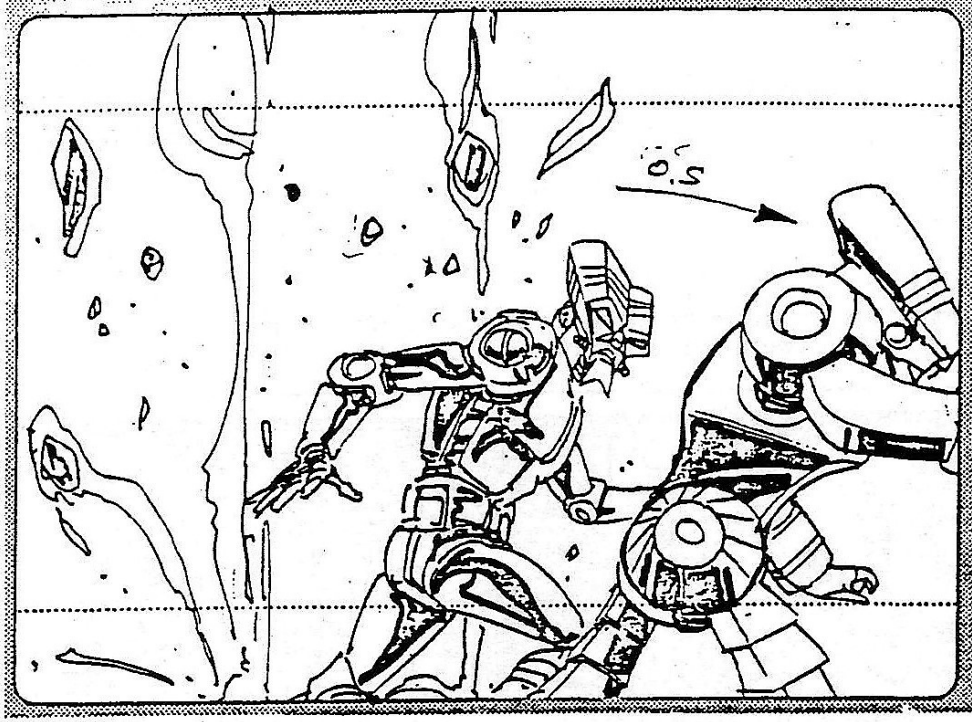
DIAL KRANIX The ships!

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 1-30



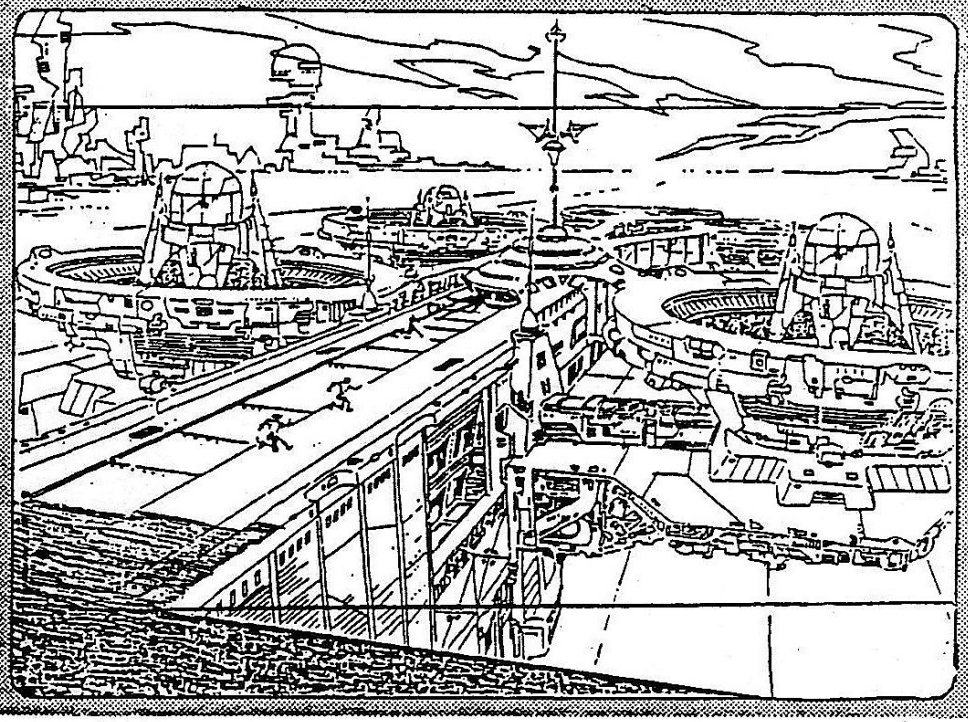
TION THINGS AROUND THEM ARE PULLED APART AND CARRIED UP TOWARD UNICRON. THEY TURN AND RUN O.S.

AL KRANIX (CONT) Get to the ships!

ISIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-31 SEQ. 1 Page 30

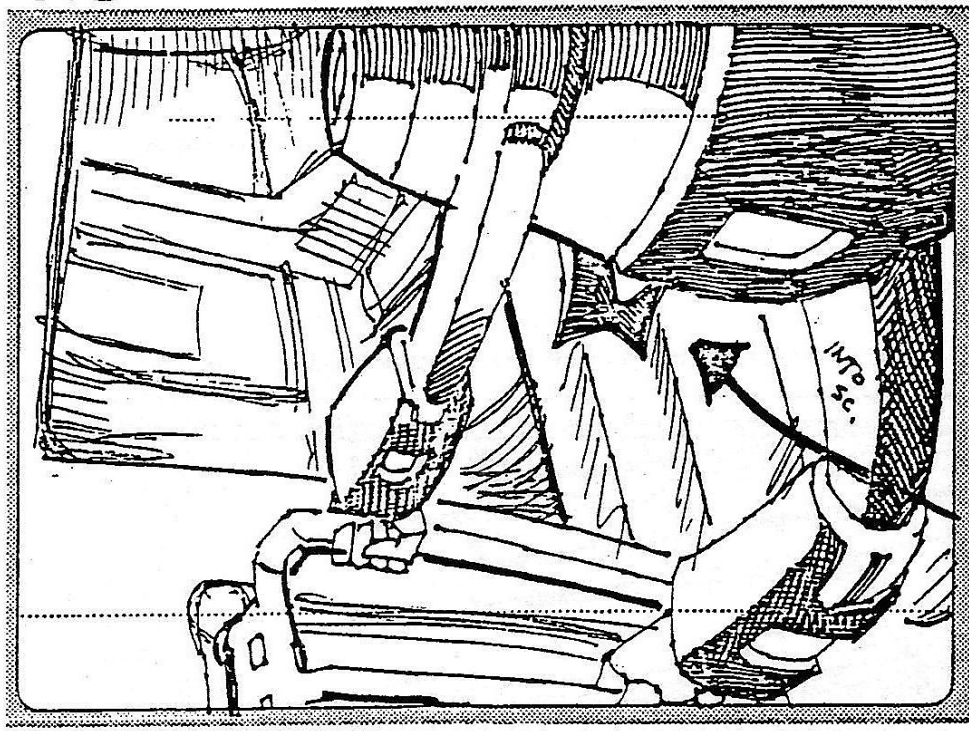


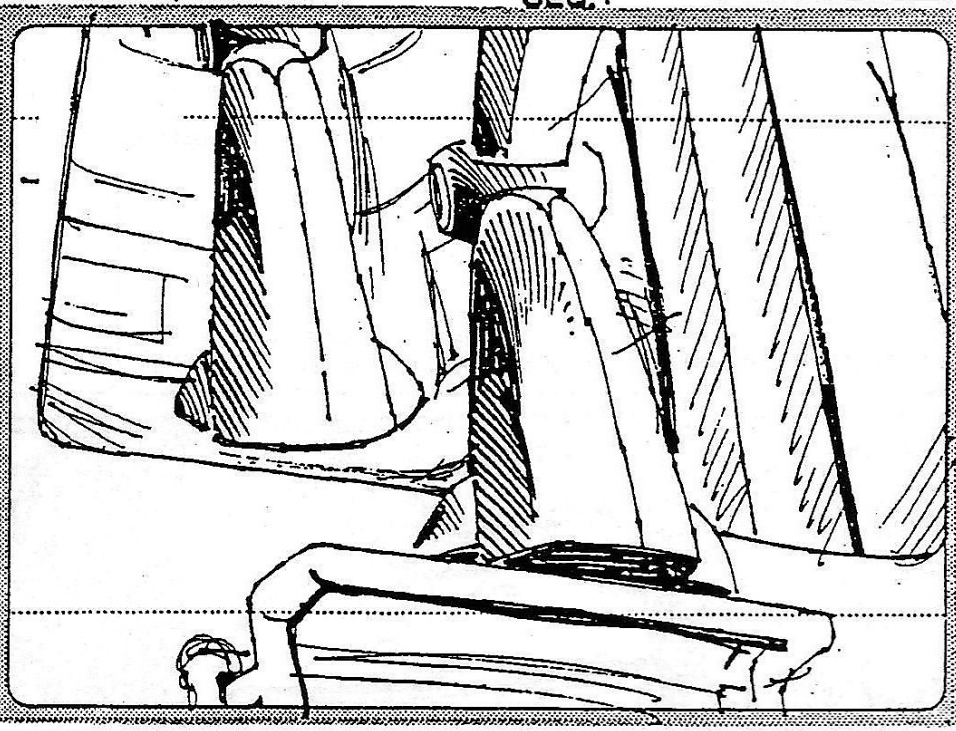
ACTION L.S. LITHONE ROCKET LAUNCH AREA. KRANIX, ARBLUS AND THE ROBOTIC SCIENTIST RACE TOWARD THEIR ROCKETS AS THE PLANET IS SWEPT AWAY AROUND THEM.

DIAL KRANIX (CONT) It's our only chance!

MUSIC/SFX

SC.32 SC. CONT SEQ.1 Page 31





:TION M.C.U. THE DOOR TO THE ROCKET SHIP, AS KRANIX BOARDS THE SHIP...

AL

ISIC/SFX

MERA

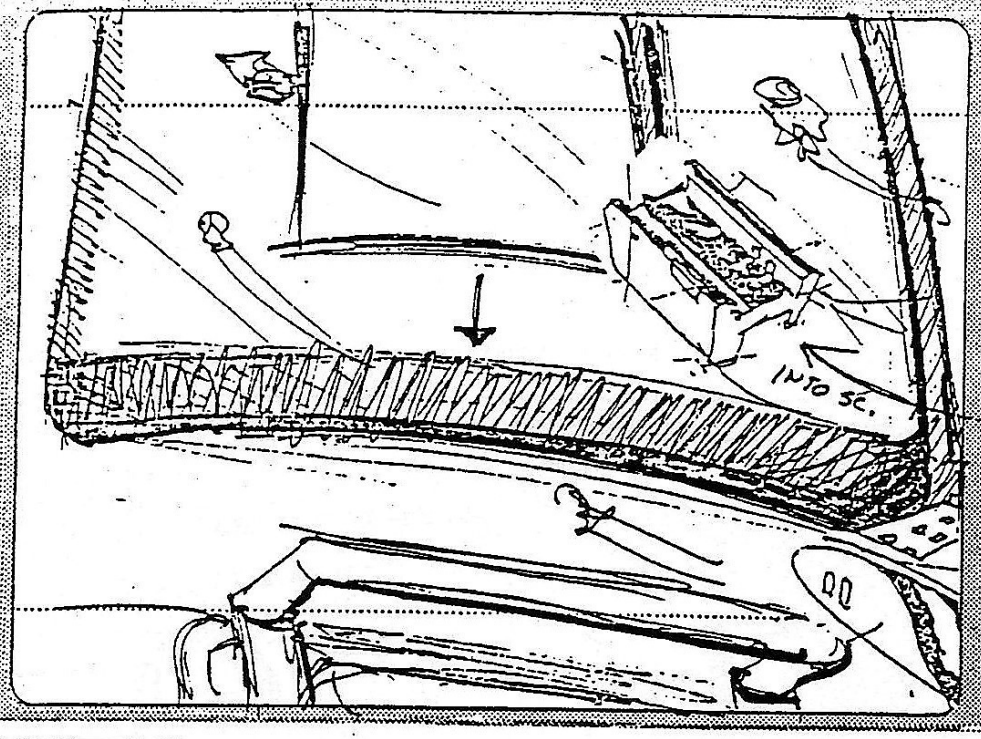
ACTION ...HE CLIMBS IN THROUGH THE OPEN HATCH...

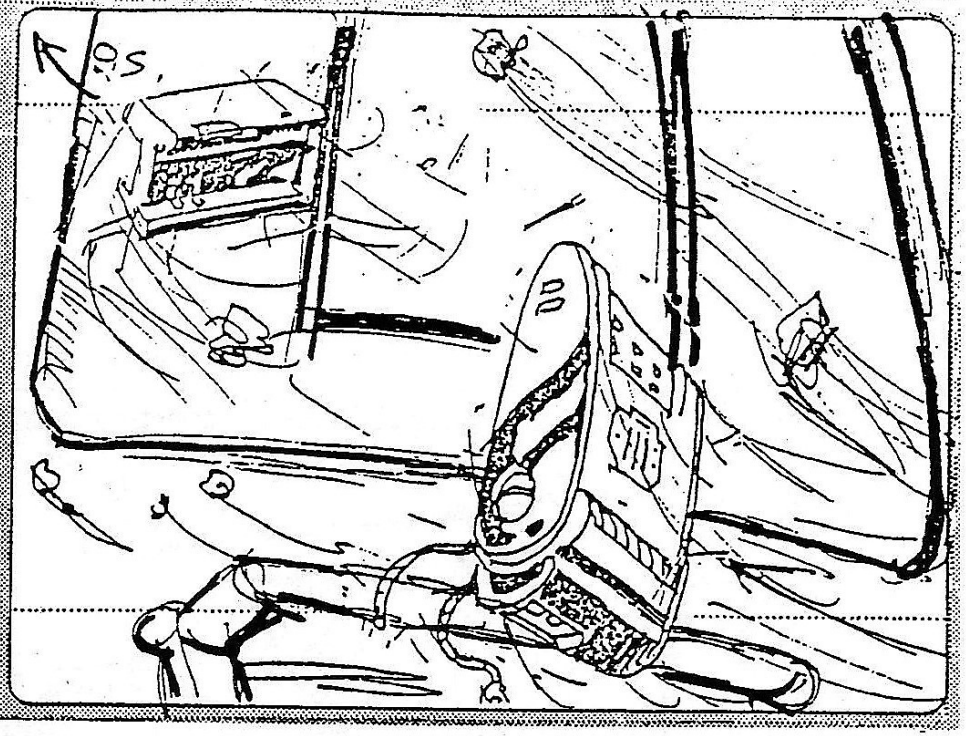
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...THE HATCH CLOSES AUTOMATICALLY BEHIND HIM...

DIAL

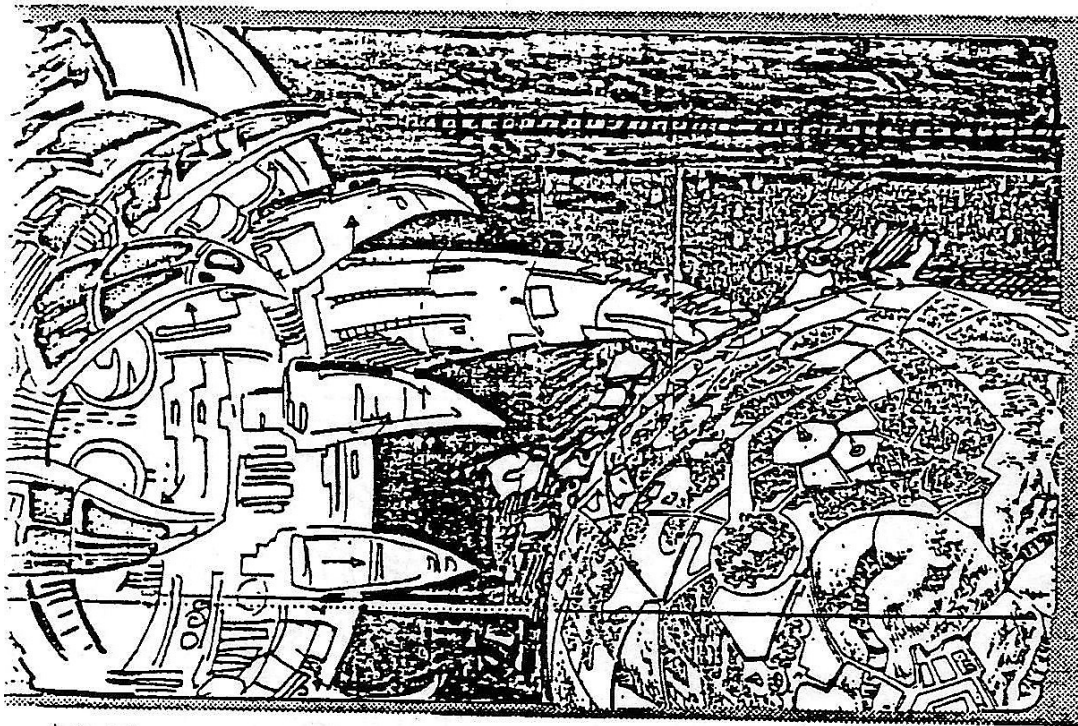
MUSIC/SFX

ACTION ...AS THE FURIOUS WINDS GROW STRONGER, SWEEPING DEBRIS AND OBJECTS UPWARD.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. THE PLANET LITHONE IS PULLED TOWARD UNICRON BY UNICRON'S HORNS. UNICRON OPENS ITS MOUTH WIDER AS THE PLANET DRAWS NEAR.

DIAL

MUSIC/SFX

CAMERA

ACTION

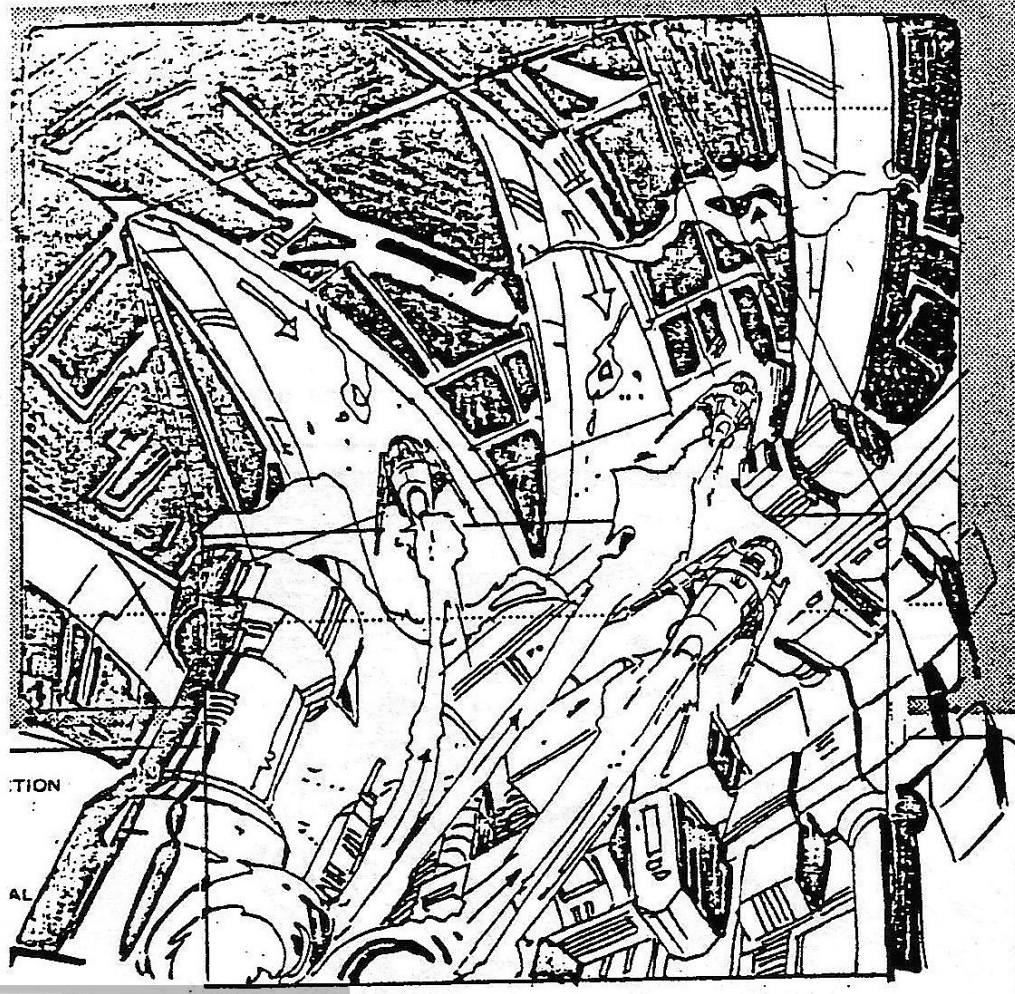
DIAL

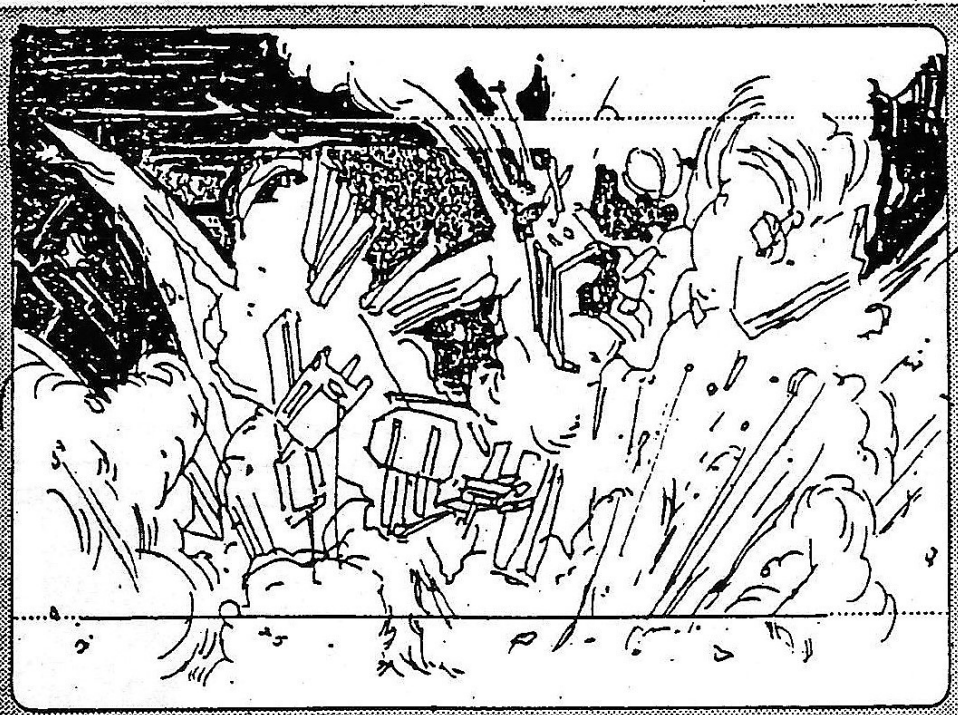
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-34 PAN & TRUCK OUT SC. CONT SEQ 1 Page 34





TION

AL

ISIC/SFX

UP SHOT THE LITHONE ROCKET LAUNCH AREA. AS THE BEAKS OF UNICRON START TO CLOSE DOWN ON THE PLANET, THE THREE ROCKETS TAKE OFF AND ZOOM OUT BETWEEN THEM...

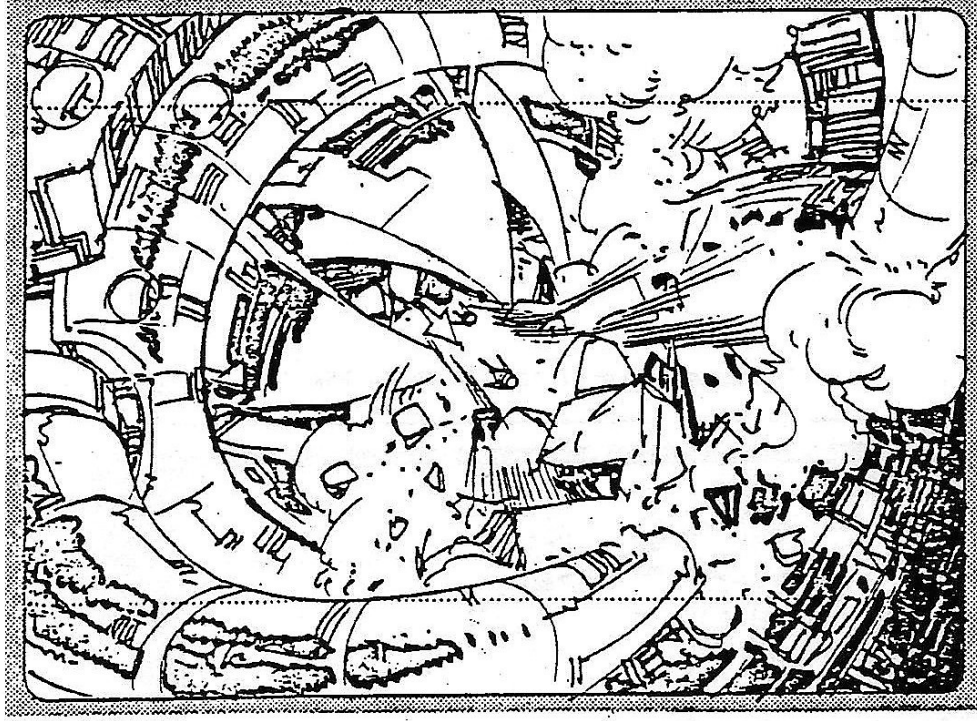
ACTION ...THE BEAKS BIT INTO THE PLANET, DESTROYING EVERYTHING IN THEIR PATH.

DIAL

MUSIC/SFX

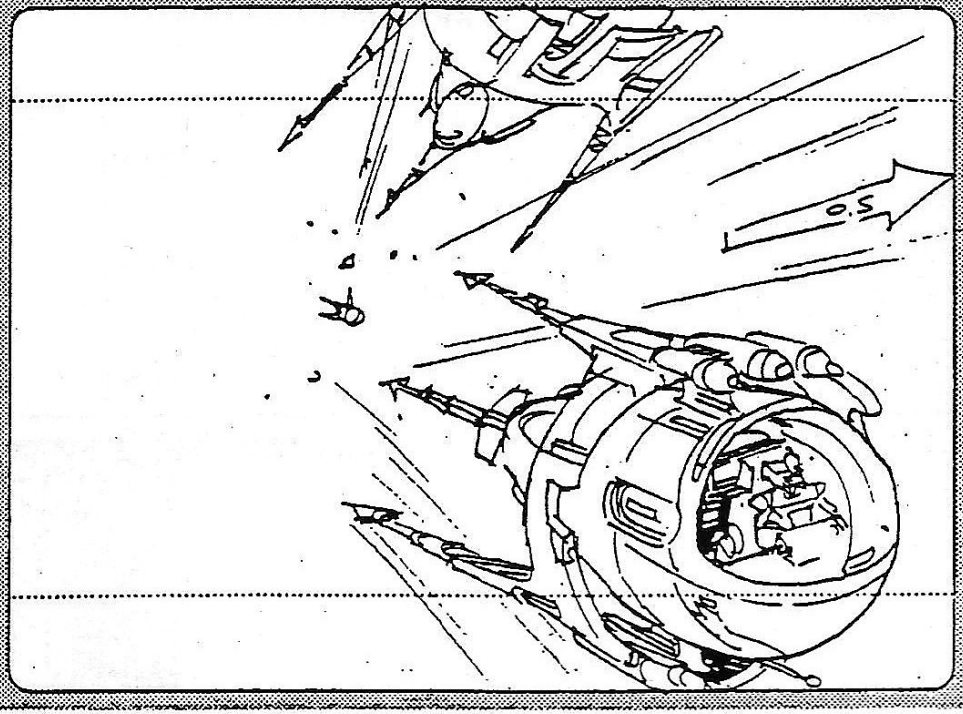
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-35



SC. 1-35 CONT

Page 35



CTION M.S. UNICRON AS THE BEAKS BIT OFF HALF OF THE LITHONE PLANET.

IAL

USIC/SFX

AMERA

ACTION THE THREE ROCKET SHIPS ZOOM AWAY FROM THE PLANET, TWO OF THEM RACE O.S. BUT...

DIAL

MUSIC/SFX

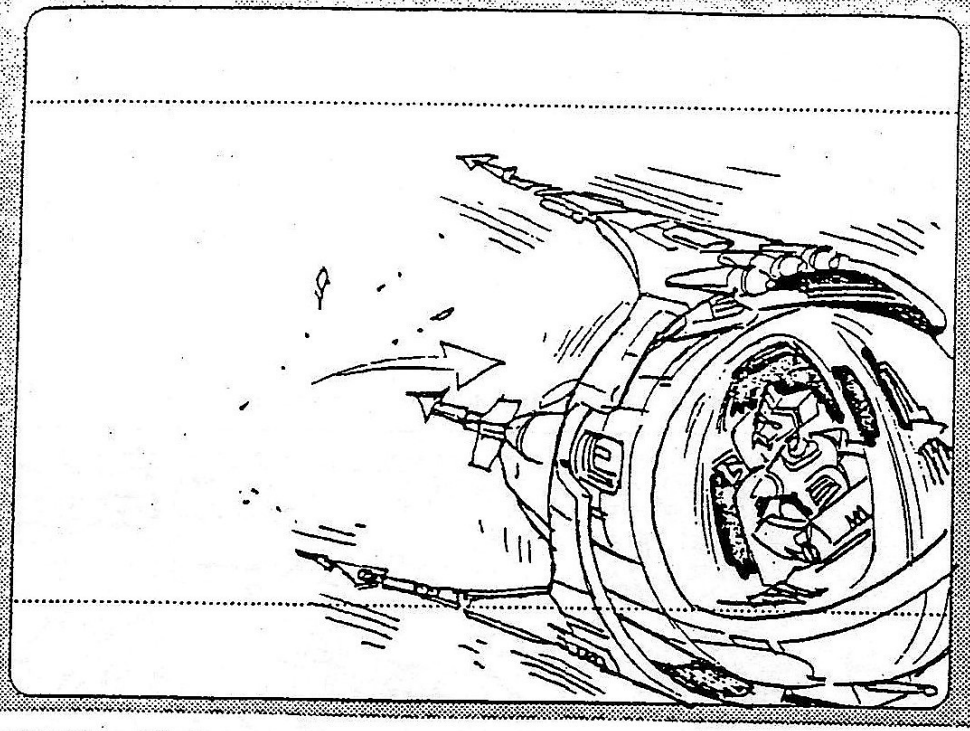
CAMERA

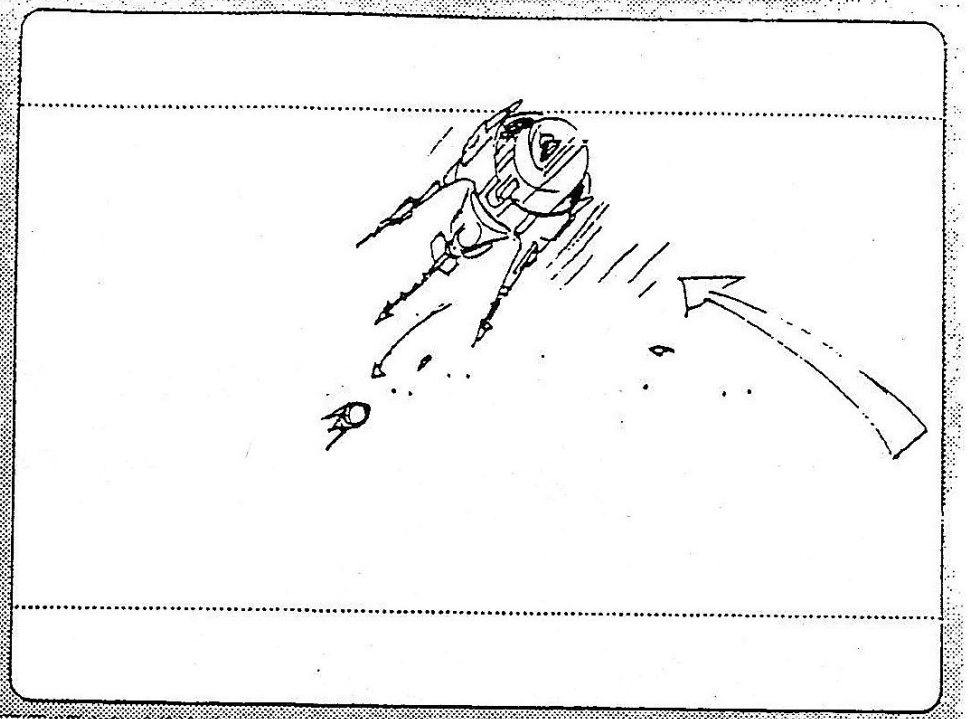
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-35 CONT

SC. 1-35 CONT

Page 35A





ACTION ...THE THIRD ROCKET IS DRAWN BACK...

DIAL

MUSIC/SFX

ACTION

DIAL

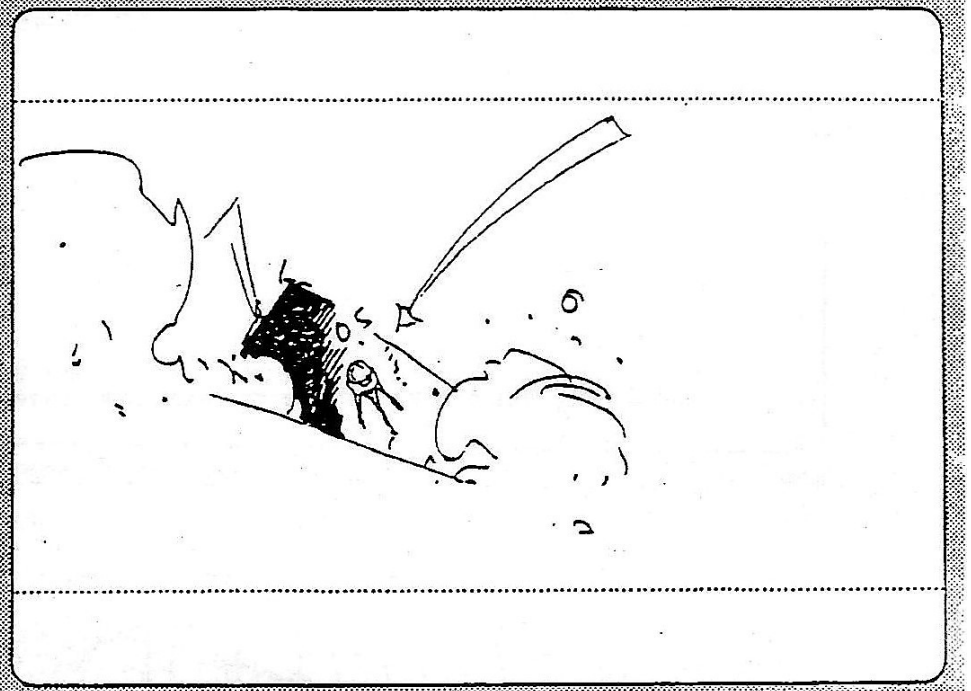
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-35A

SC. 1-35A CONT'

Page 35 B



ACTION ...AND SUCKED INTO THE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...MOUTH OF UNICRON.

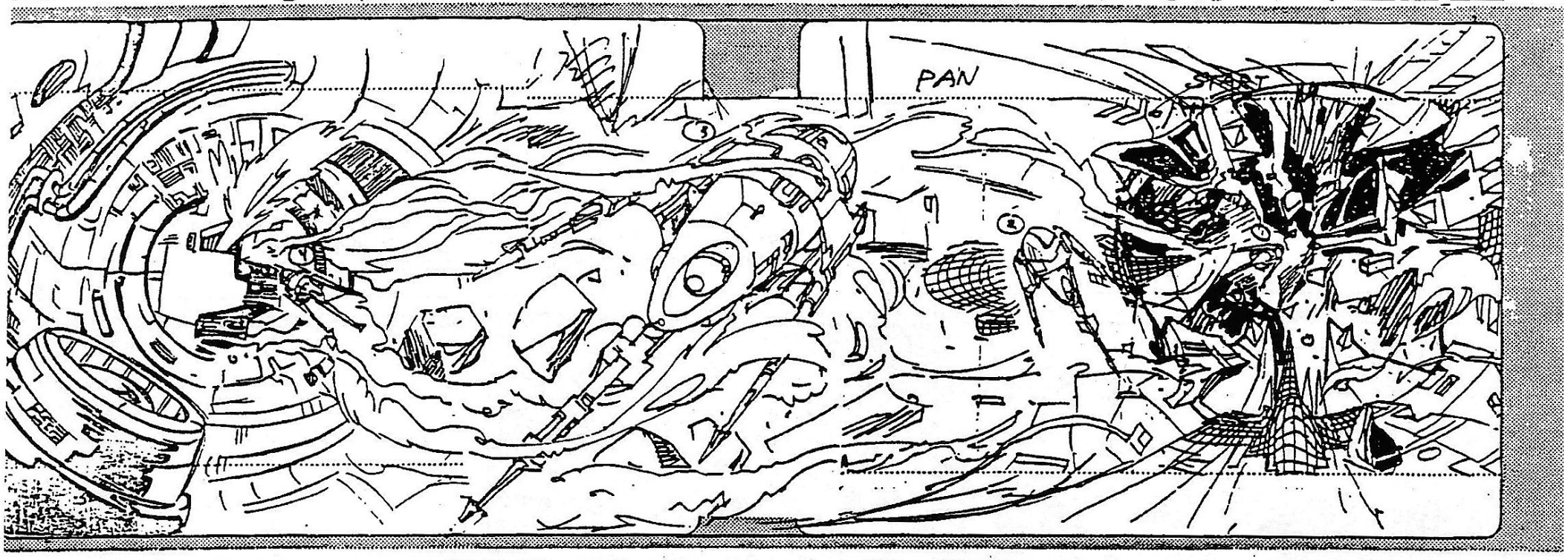
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC1-36 STOP ← PAN START SEQ. 1 Page 36



ON M.L.S. INSIDE UNICRON'S MOUTH. PIECES OF LITHONE, ITS CITIES AND THE ROCKET TUMBLE PAST AND ARE CARRIED TO THE GIANT CRUSHER AT THE FAR END OF UNICRON'S MOUTH CHAMBER.

ACTION

DIAL

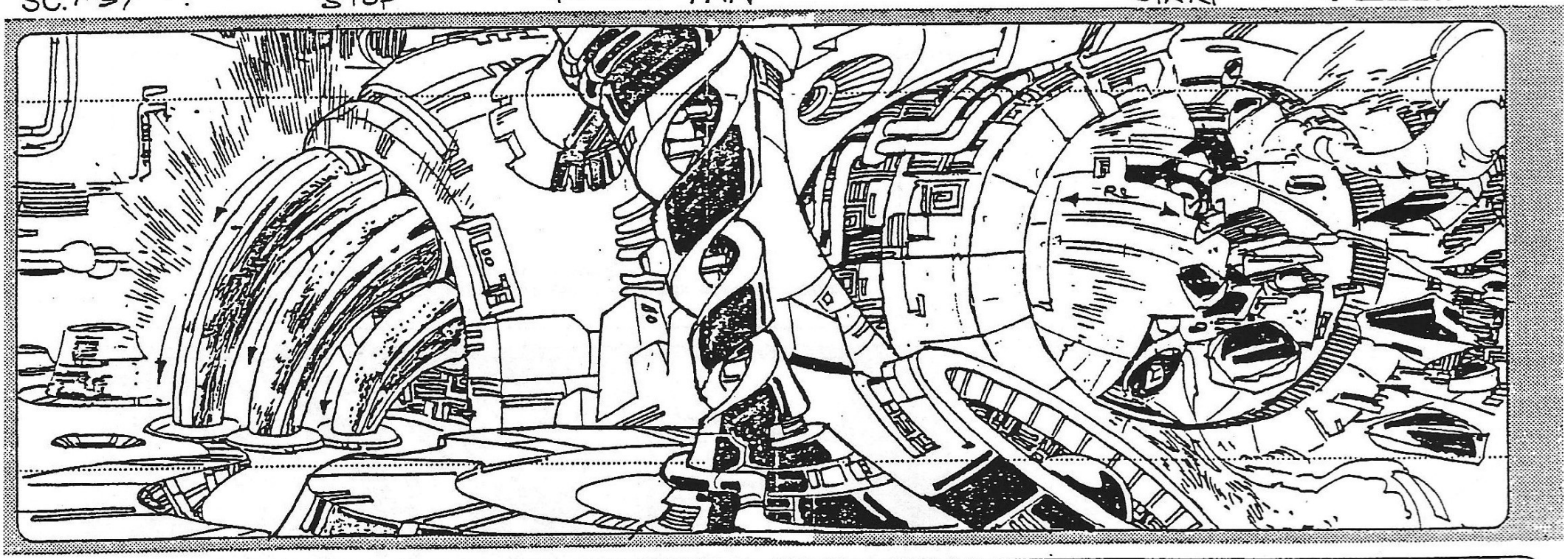
MUSIC/SFX

C/SFX

IFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SEQ.

SC. 1-37 STOP ← PAN → START Page 37



CTION C.U. THE GIGANTIC CRUSHER INSIDE UNICRON. IT SMASHES AND MUNCHES THE DEBRIS THAT WAS LITHONE, TO POWDER. THEN SENDS THIS MIXTURE THROUGH THREE TRANSPARENT TUBES DEEPER INTO UNICRON.

IAL

USIC/SFX

AMERA

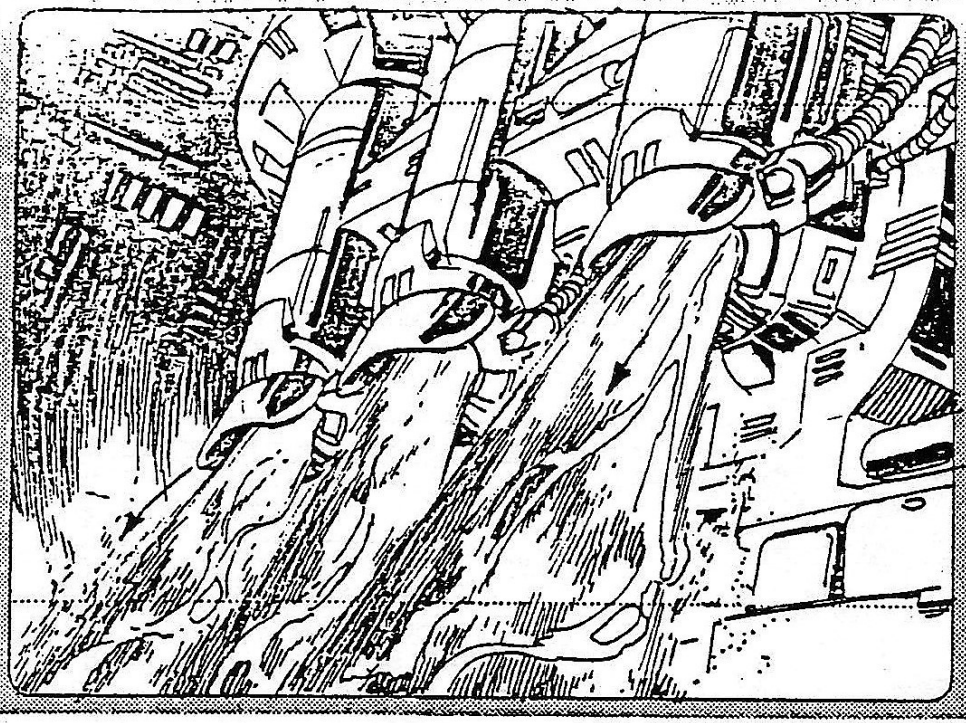
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION C.U. THE TUBE EXIT DOCRS INSIDE UNICRON. THE MIXTURE SHOOTS OUT. RELEASING POWERFUL WAVES OF ENERGY.

DIAL

MUSIC/SFX

CAMERA

ACTION

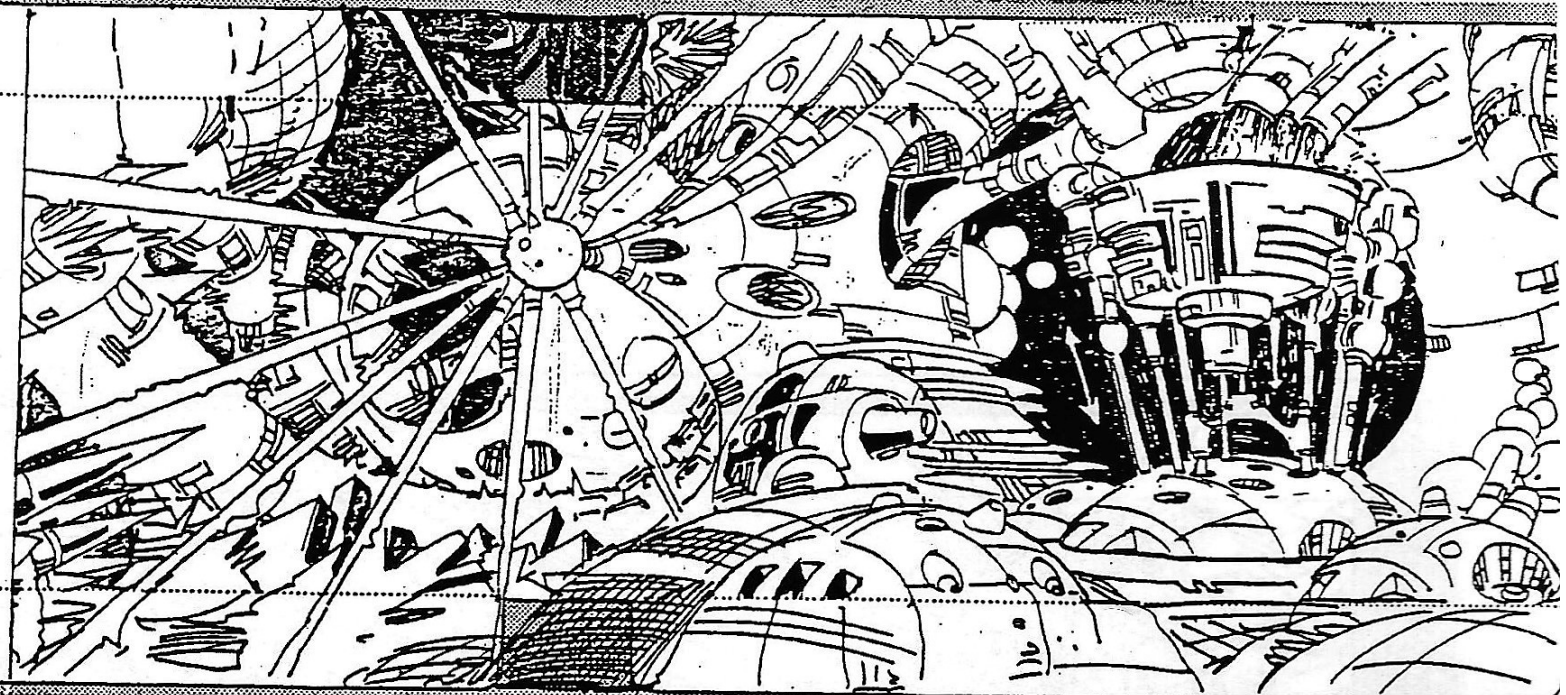
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 1-39 STOP PAN ← START SEQ. Page 39



ACTION L.S. UNICRON'S HEART AREA. THE ENERGY REACHES UNICRON'S HEART WHICH PUMPS WITH INCREASED POWER, WE PAN OVER TO UNICRON'S BRAIN AREA...

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

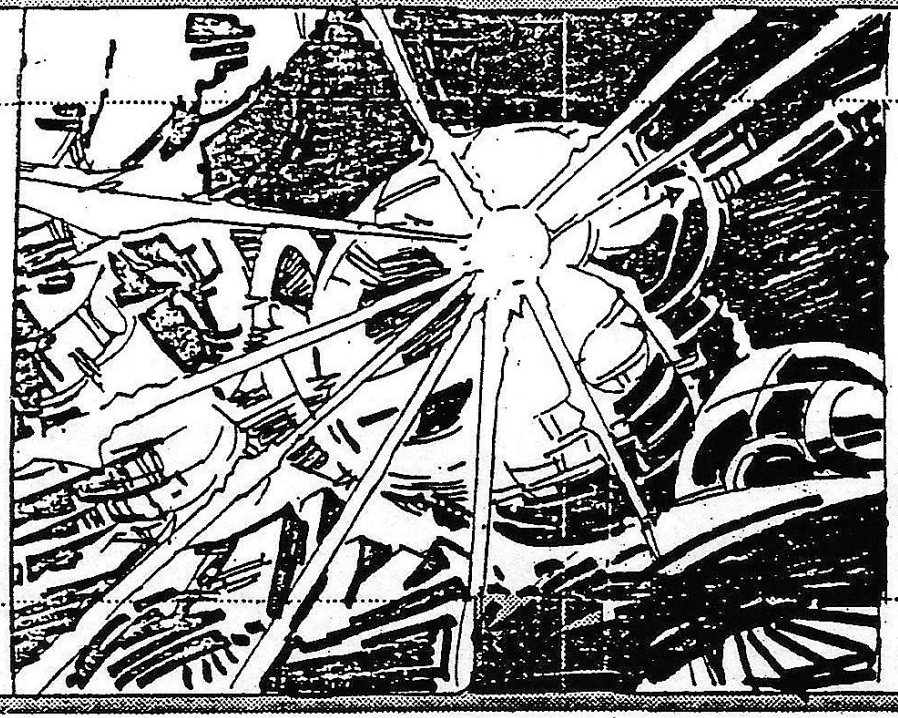
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-39 CONT

SEQ. Page 40



TION ...WHERE THE BRAIN LIGHTS UP WITH GLOWING ENERGY, SENDING WAVES OF LIGHT OUT ALONG ITS MANY BRANCHING CIRCUITS.

AL

SIC/SFX

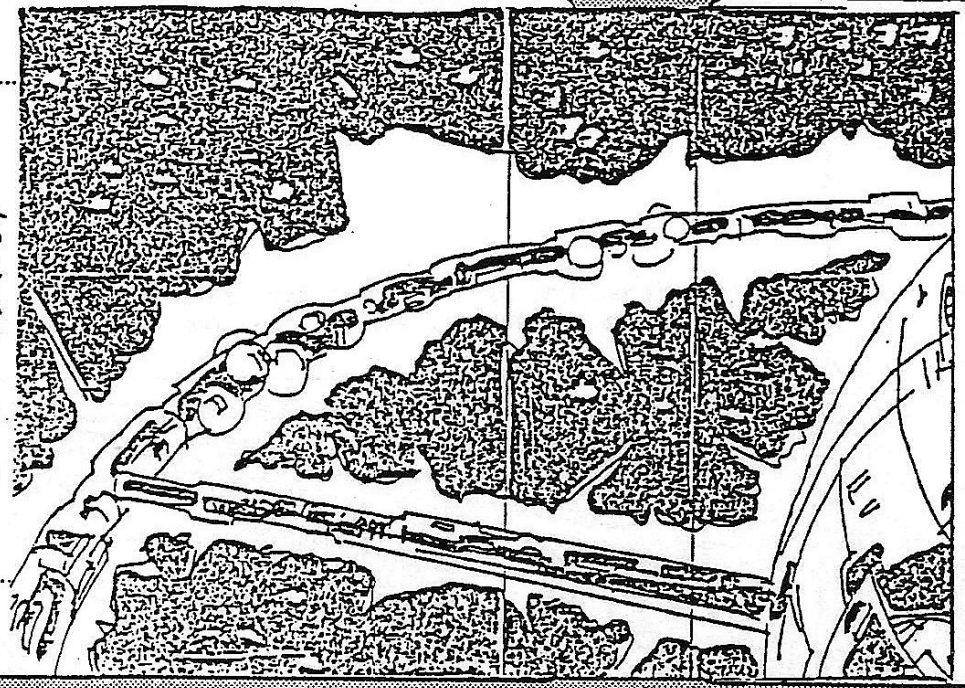
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-40 STOP PAN START SEQ. 1 Page 41



ON M.S. OUTSIDE UNICRON. AS WE PAN UP THE LENGTH OF UNICRON'S RING IT SPARKLES, LIGHTS UP AND GLOWS WITH POWERFUL ENERGY.

C/SFX

RA

ACTION

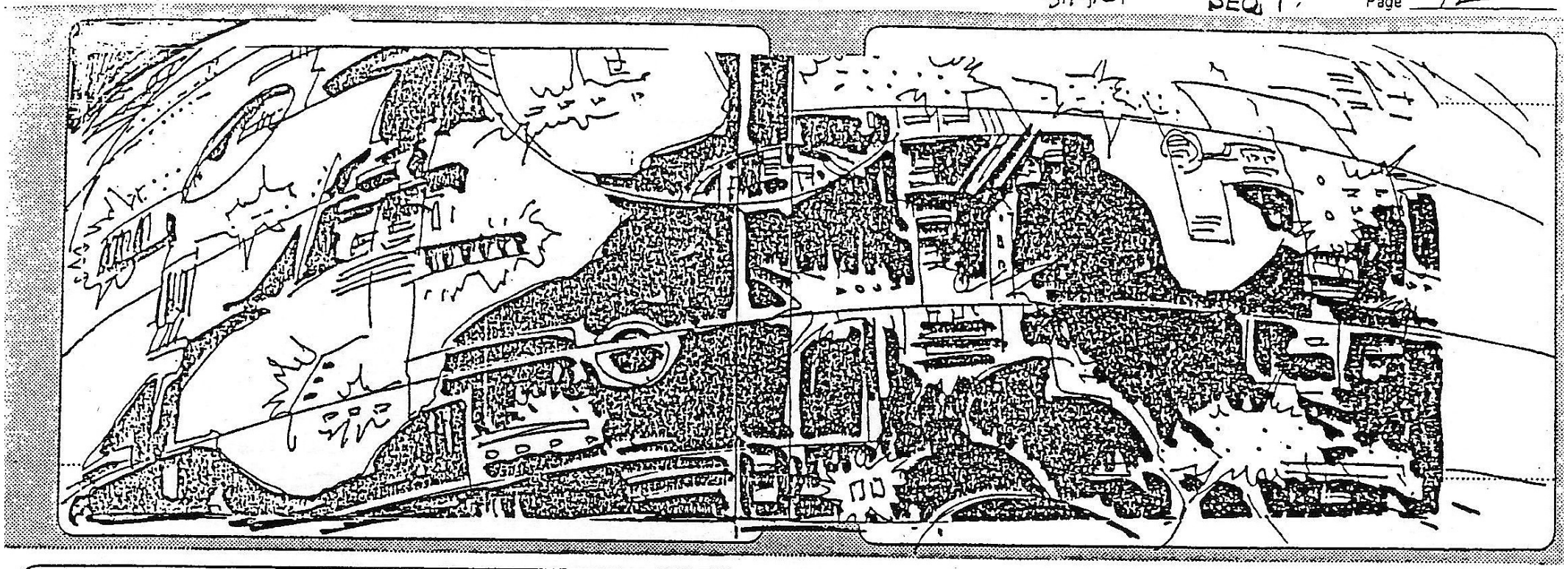
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.1-41 STOP ← START SEQ 1. Page 42



ACTION

C.U. THE SURFACE OF UNICRON. WE PAN ITS SURFACE TO SEE IT FLASH, BLINK, SPARKLE, AND LIGHT UP WITH GLOWING ENERGY.

DIAL

MUSIC/SFX

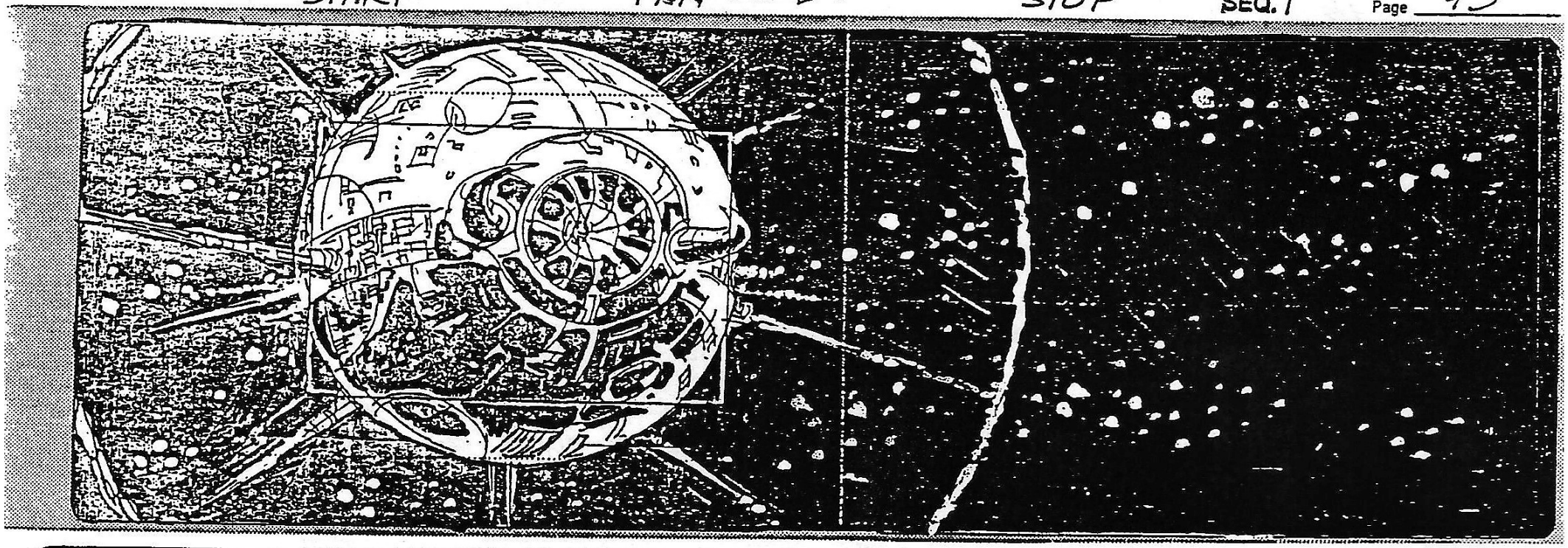
ACTION

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-42. START PAN → STOP SEQ. 1 Page 43



ACTION L.S. UNICRON AS IT MOVES ON THROUGH SPACE THIS POWERFUL LOOKING PLANET NOW GLOWS WITH ENERGY. FLOATING ALONG BATHED IN ITS OWN BRILLIANT LIGHT. WE PAN AWAY TO LOOK IN THE DIRECTION THAT IT IS HEADING.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

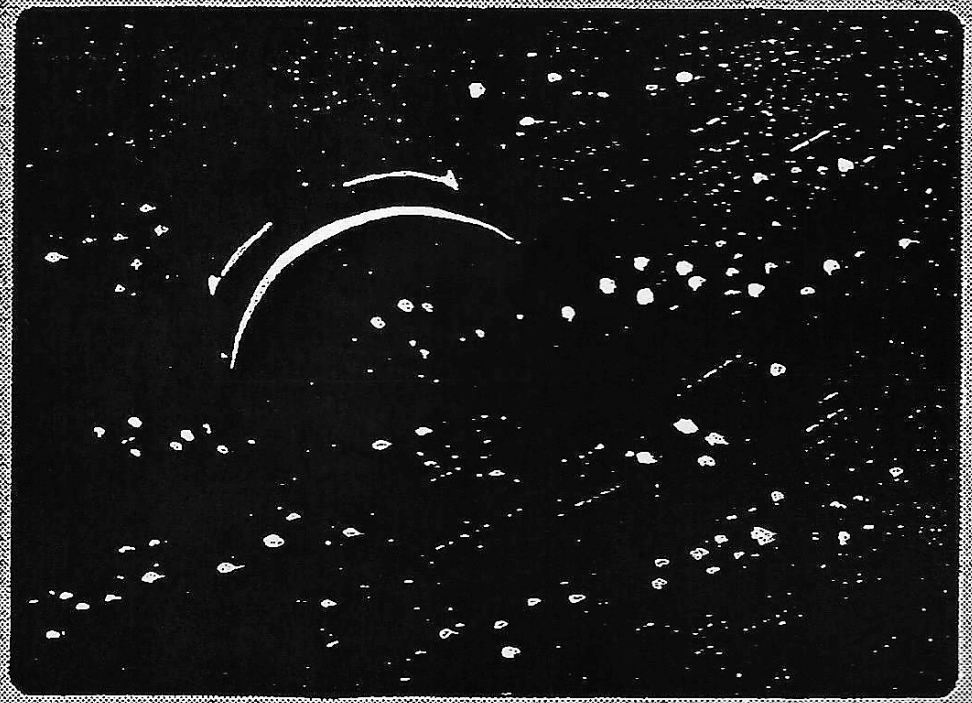
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 2-1

SC. CONT, 2-1



SEQ. 2 Page 1

ACTION SEQUENCE 2 IS COMPOSED OF ONE SCENE WHICH IS A CONTINUAL TRUCK IN, TRAVELING THROUGH THE VAST REGIONS OF OUTER SPACE. WE START OUT THE SCENE TRAVELING THROUGH AN EXPANSIVE STAR FIELD. THE STARS ARE OF VARIOUS COLOR AND BRIGHTNESS.

DIAL

MUSIC/SFX

CAMERA

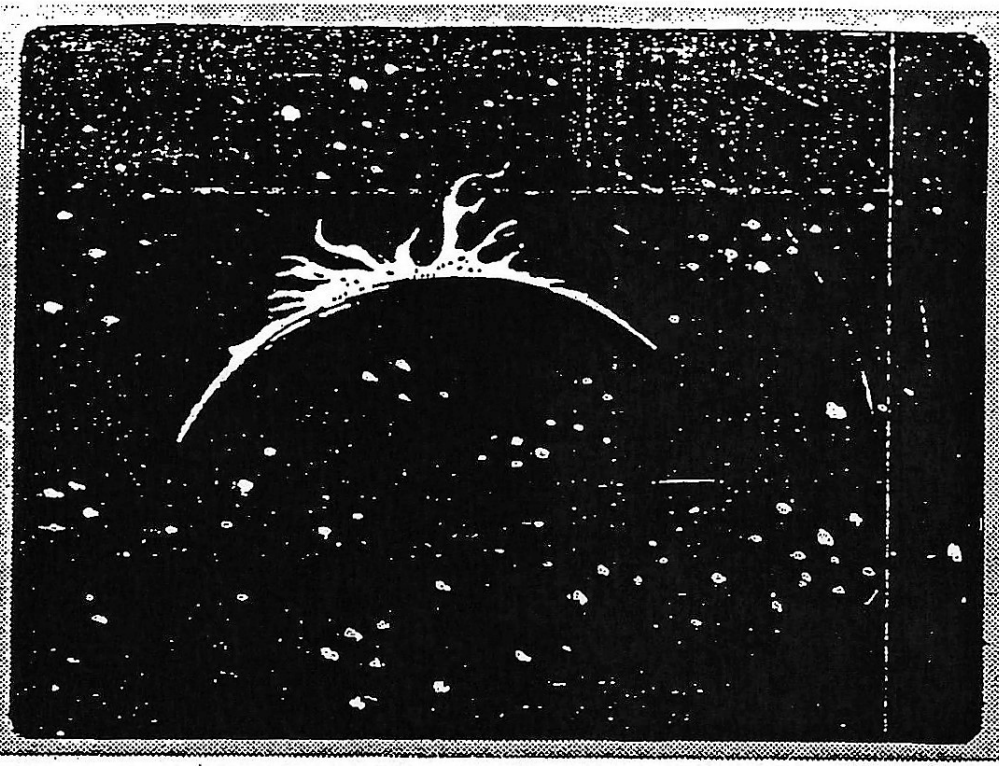
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION AS WE TRAVEL FORWARD, A BRIGHTLY GLOWING CRESCENT OF A STRANGE GREEN STAR OPENS BEFORE US. WE CONTINUE MOVING TOWARD IT.

DIAL

MUSIC/SFX

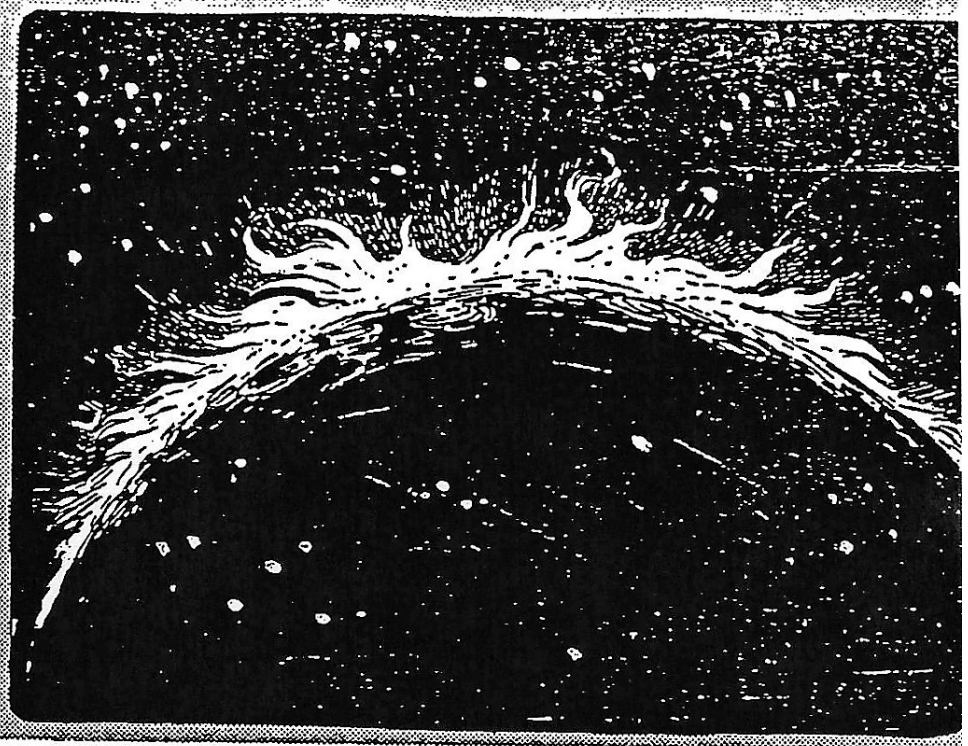
CAMERA



ACTION AS WE APPROACH THE CRESCENT, TONGUES OF BLUE FLAME FLASH UP FROM ITS SURFACE.

DIAL

MUSIC/SFX



ACTION CLOSING IN ON THIS STRANGE STAR, WE CAN START TO MAKE OUT SURFACE FEATURES, SWIRLING EMERALD GREEN POOLS...

DIAL

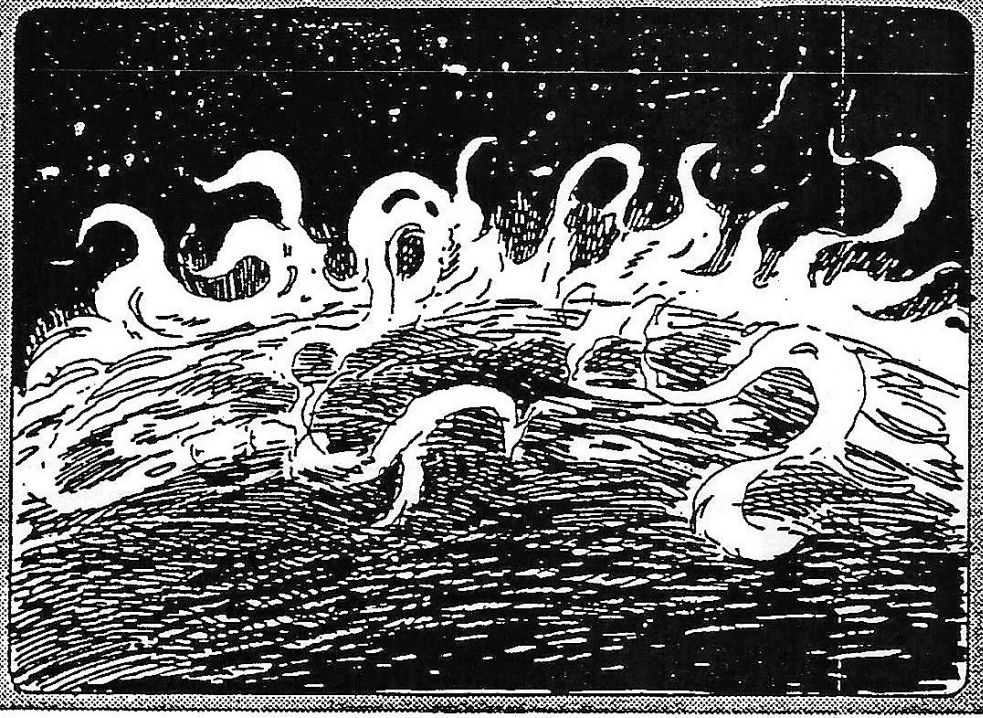
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 2-1

SC. CONT

SEQ. 2 Page 3



ACTION ...ERUPT, SENDING OUT SINUOUS BRIGHT BLUE FLAMES THAT SHOOT UP INTO SPACE AND DIE AWAY.

DIAL

MUSIC/SFX

CAMERA

ACTION WE CONTINUE MOVING FORWARD ACROSS THE TOP OF THE STRANGE GREEN-BLUE STAR CLOSE TO ITS SURFACE.

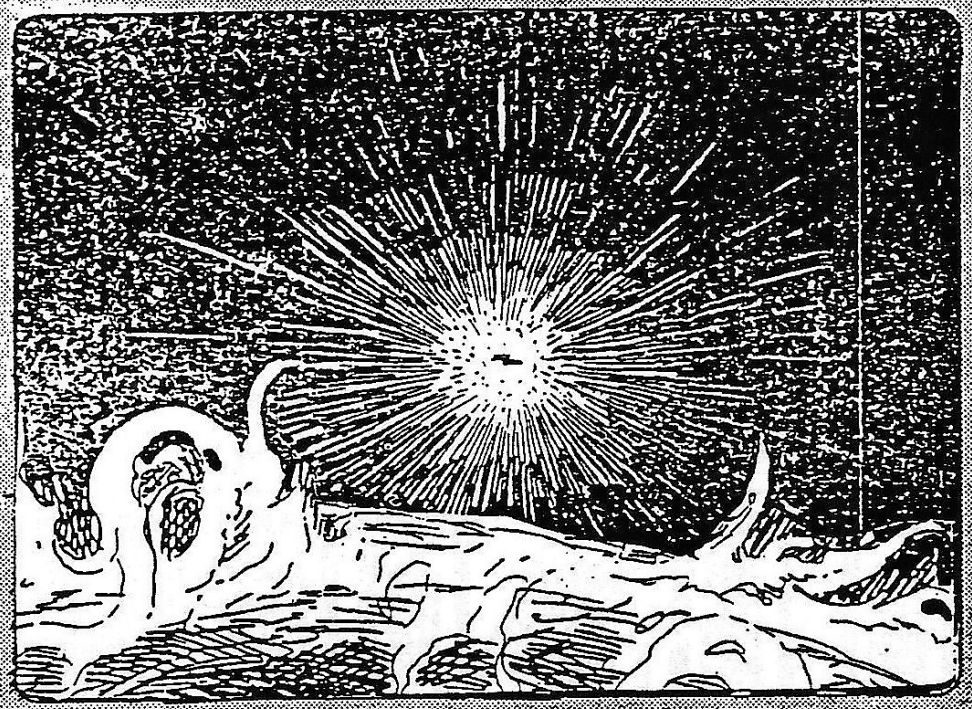
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 2-1



ACTION SUDDENLY, AS THE LAST PORTION OF THE GREEN-BLUE STAR GLIDES OUT OF SCENE BELOW, A BRIGHT LIGHT BLAZES FORTH IN THE FAR DISTANCE, LIKE THE EXPLOSION OF A THOUSAND SUNS.

DIAL

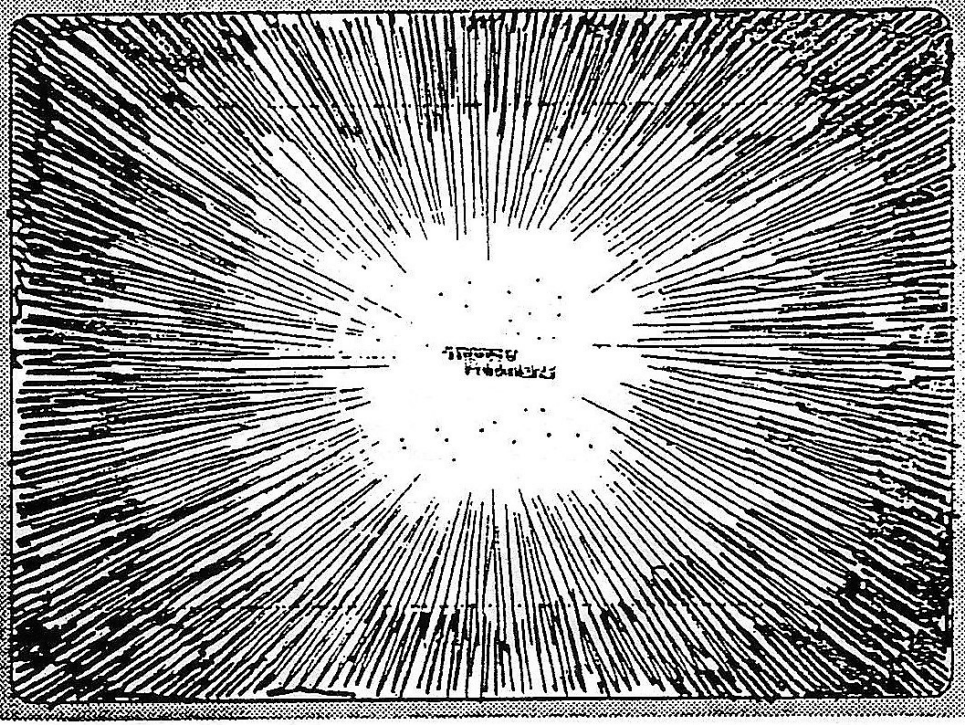
MUSIC/SFX

CAMERA

TF RAW
Ion 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 2 Page 4



ACTION WE CONTINUE TO MOVE FORWARD TOWARD THIS EXPANDING LIGHT. IN ITS CENTER WE CAN START TO MAKE OUT THE WORD TRANSFORMERS.

DIAL

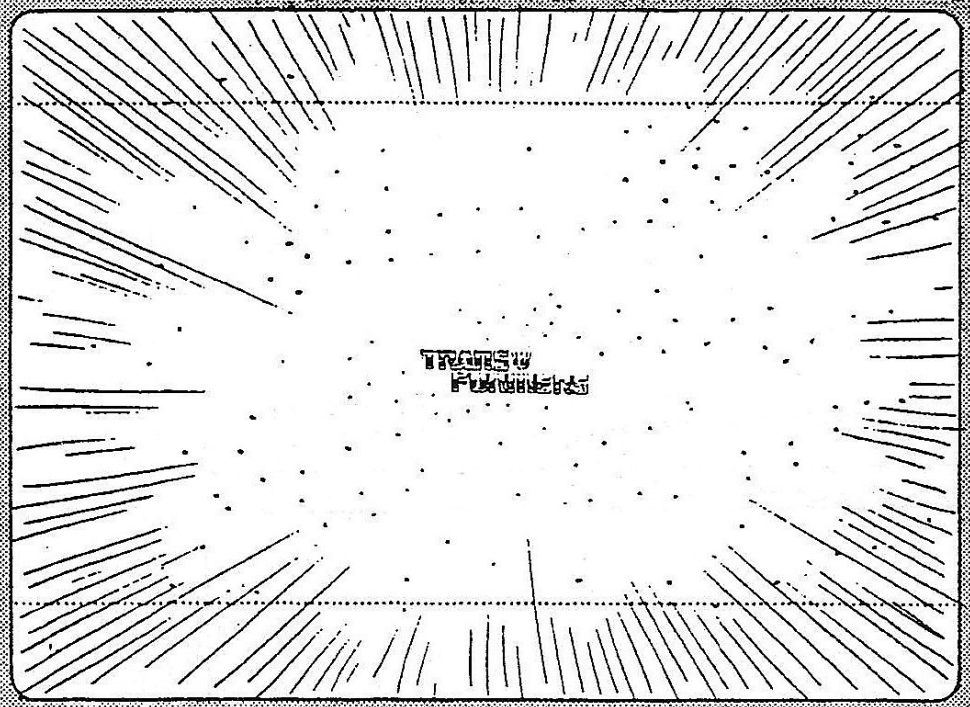
MUSIC/SFX

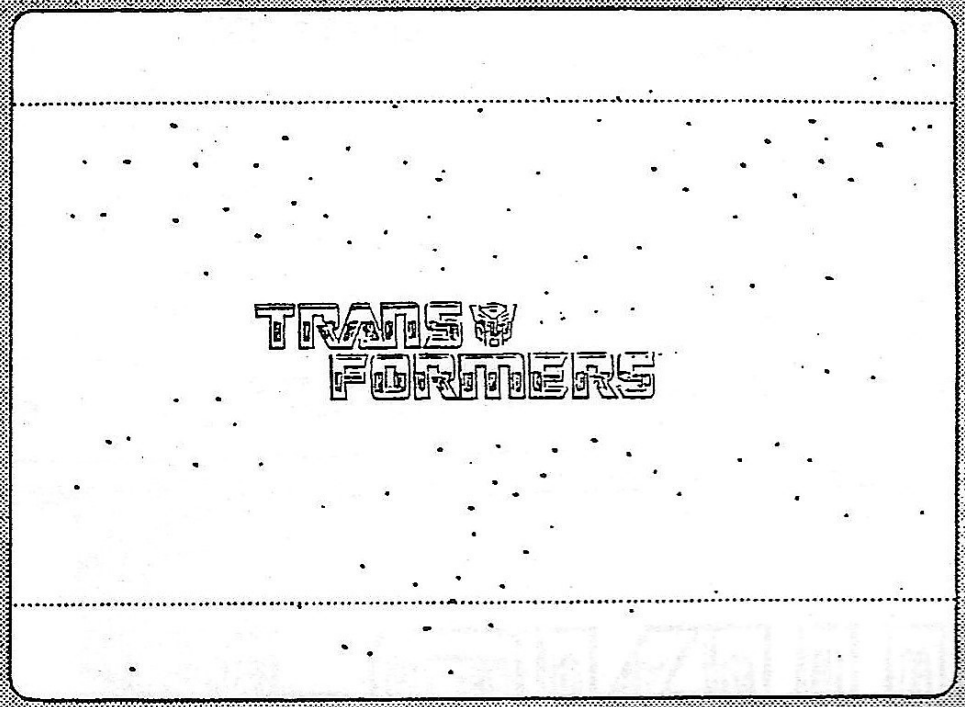
CAMERA

SC. CONT 2-1

SC. CONT

SEQ. 2 Page 5





ACTION THE WORD IS IN THE FORM OF THE TRANSFORMERS LOGO, THAT WE ARE SO FAMILIAR WITH. AS WE CLOSE IN ON THE LOGO THE BLAZING LIGHT FILLS THE SCENE. THEN WE MOVE PAST IT...

DIAL

MUSIC/SFX

CAMERA

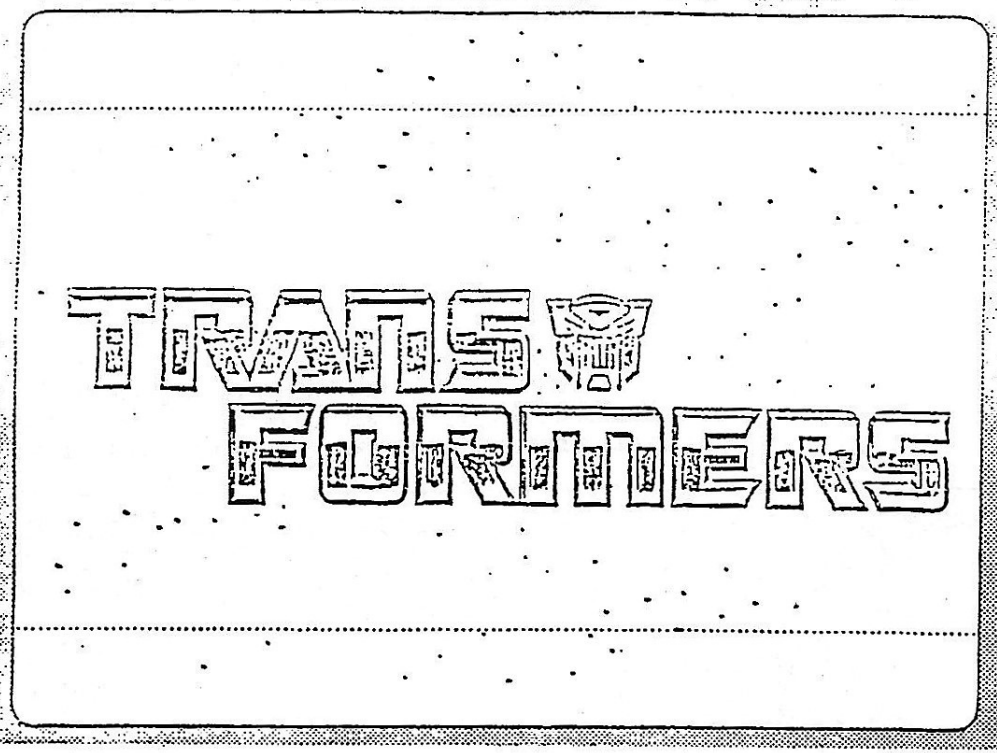
ACTION ...TO SEE THE TRANSFORMER LOGO CENTERED AGAINST A STAR-STUDDED SKY.

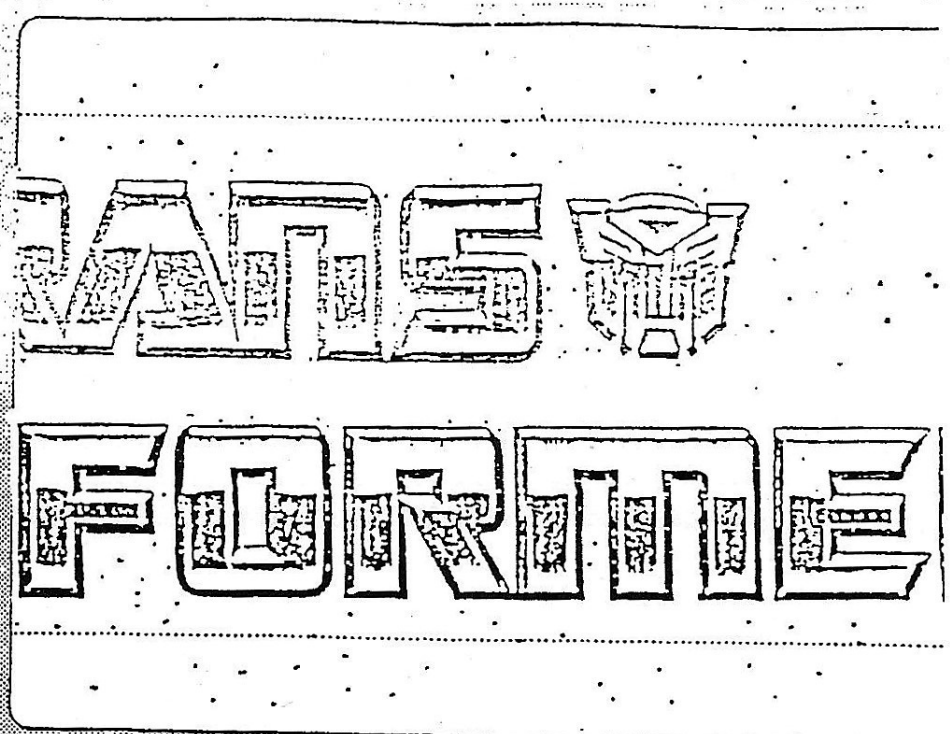
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION WE CONTINUE TO MOVE IN ON THE TRANSFORMER LOGO WHICH APPEARS TO ACCELERATE TOWARD US AS WE...

DIAL

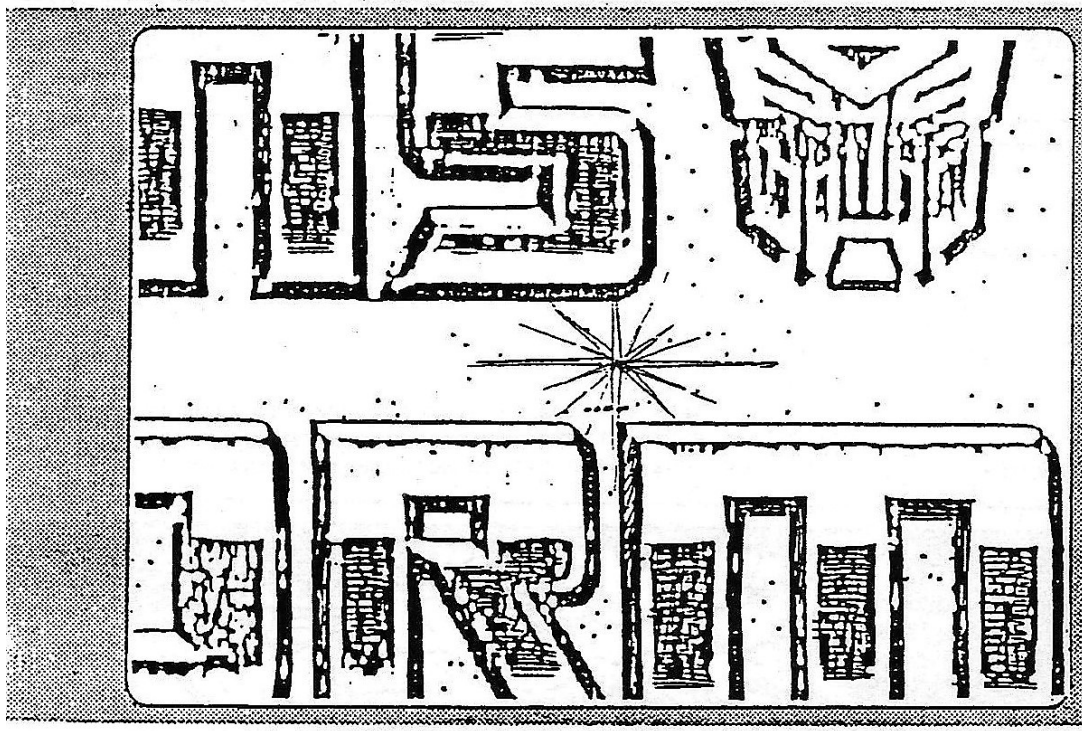
MUSIC/SFX

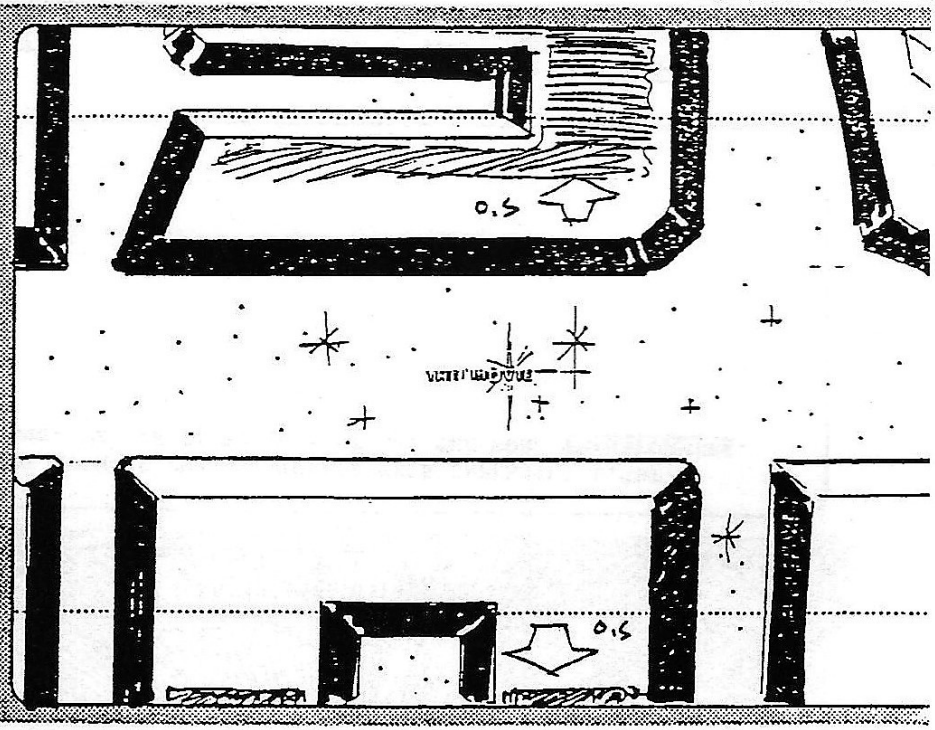
ACTION ...CLOSE IN ON IT AND MOVE TOWARD THE GAP BETWEEN THE TWO LINES OF LETTERING.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION AS WE APPROACH THE GAP BETWEEN THE TWO LINES OF LETTERS, A BRIGHT LIGHT FLARES UP, REFLECTING OFF OF SOME OBJECT BEYOND.

DIAL

MUSIC/SFX

CAMERA

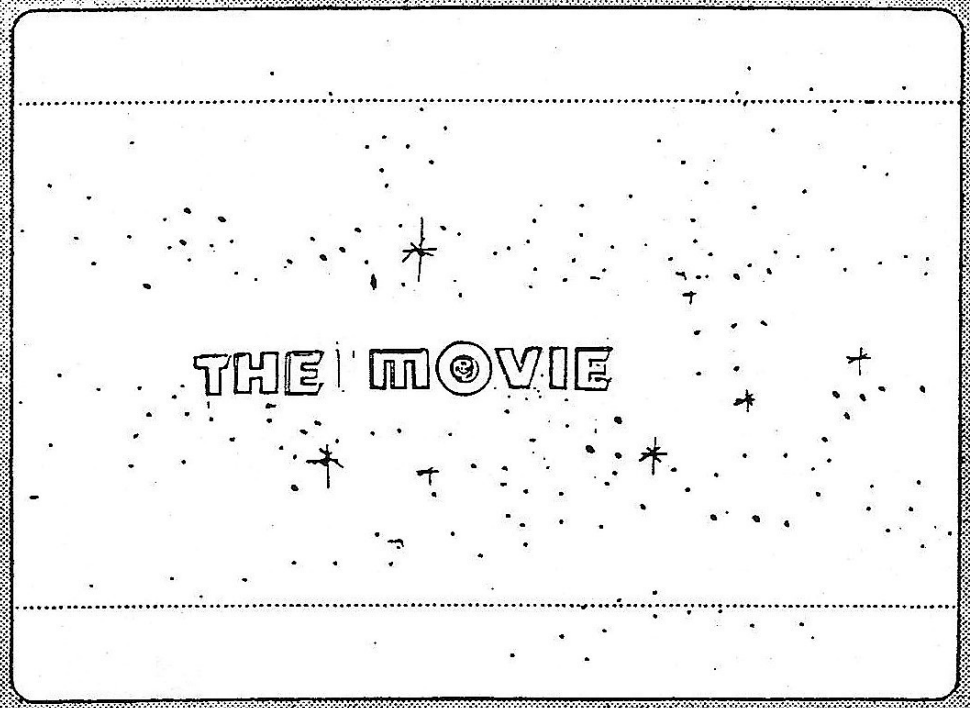
ACTION AS WE PASS BETWEEN THE LETTERS OF THE TRANSFORMING LOGO THE SPARKLING REFLECTION DIES DOWN AND WE CAN START TO MAKE OUT THE WORDS THE MOVIE IN THE FAR DISTANCE.

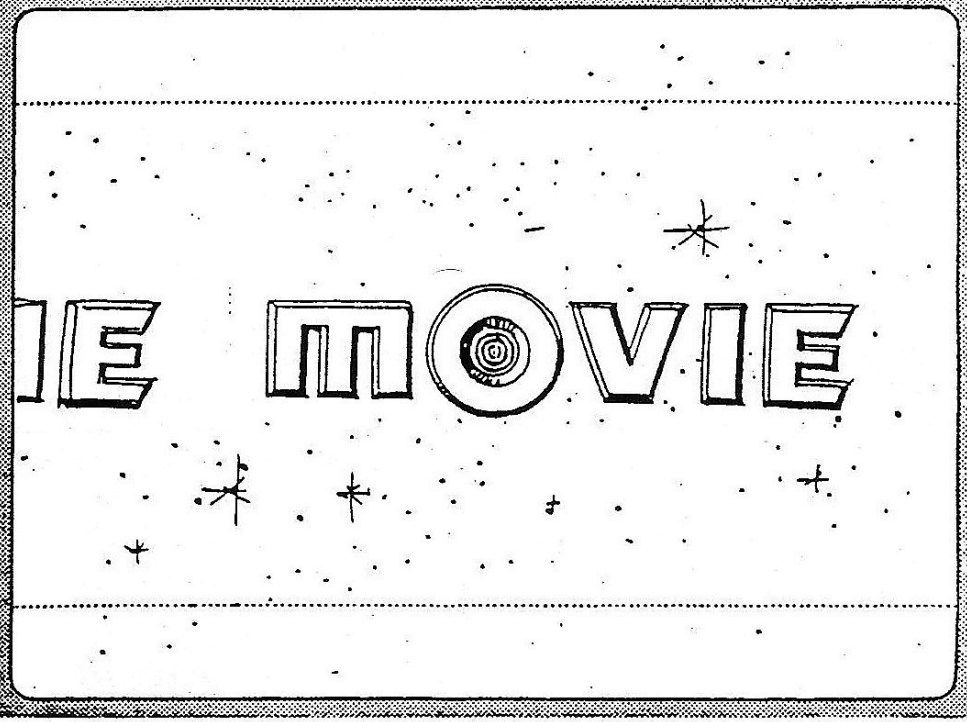
DIAL

MUSIC/SFX

CAMERA

TF RAW
The Generation 1 to Beast Hunters and Beyond!!!!





ACTION HAVING PASSED THROUGH THE TRANSFORMER LOGO WE CONTINUE MOVING TOWARD THE WORDS "THE MOVIE" WHICH ARE CENTERED AGAINST A FIELD OF BRIGHT STARS.

DIAL

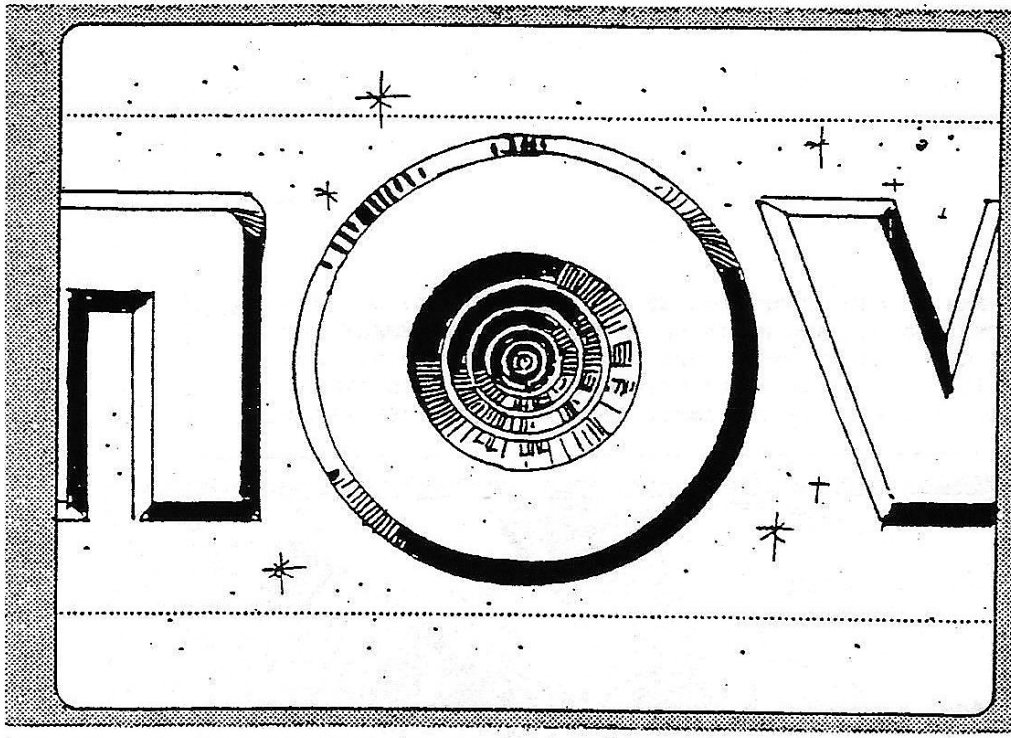
MUSIC/SFX

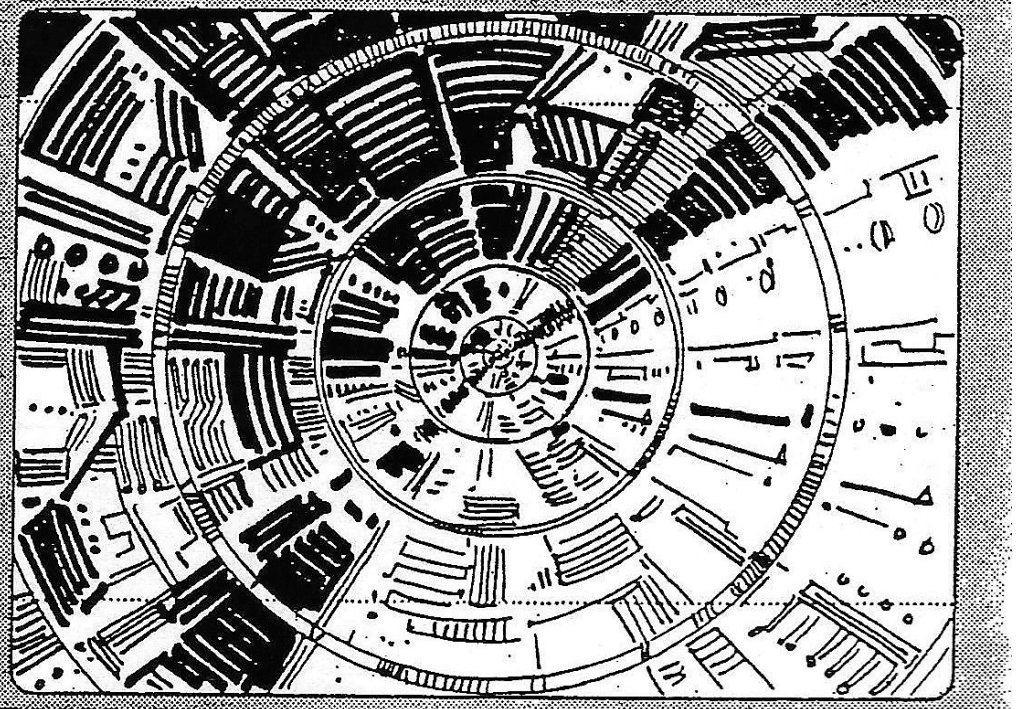
TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

ACTION WE CONTINUE MOVING IN, CENTERING ON THE "O" IN THE WORD "MOVIE".

DIAL

MUSIC/SFX





ACTION THESE WORDS ALSO ACCELERATE TOWARDS US AS WE CLOSE IN...

DIAL

MUSIC/SFX

CAMERA

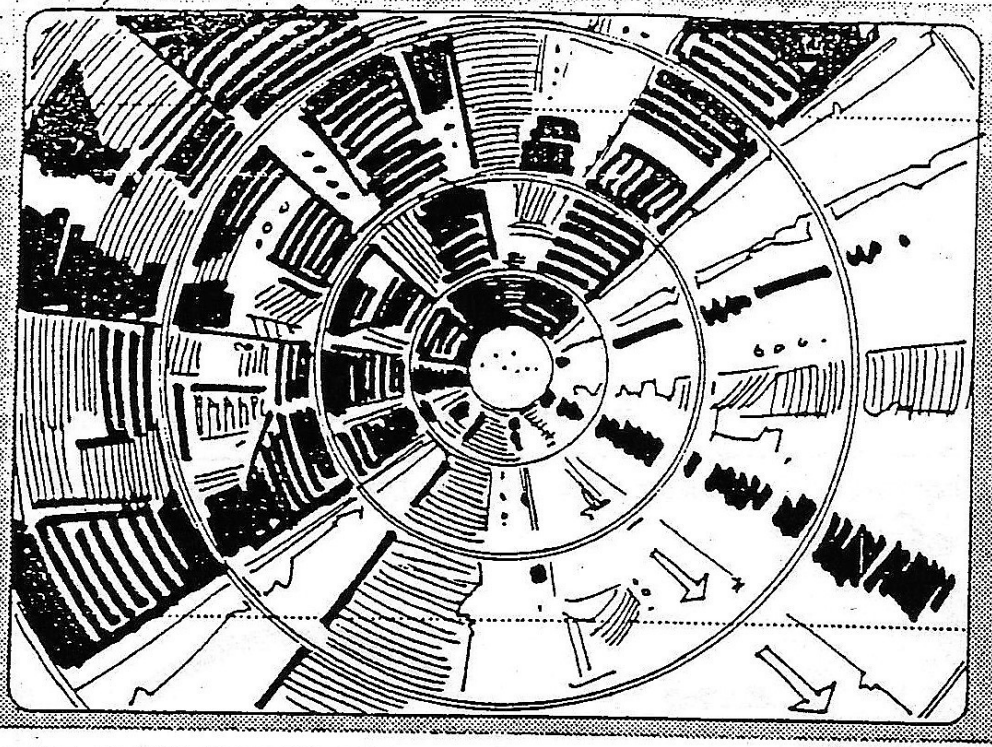
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

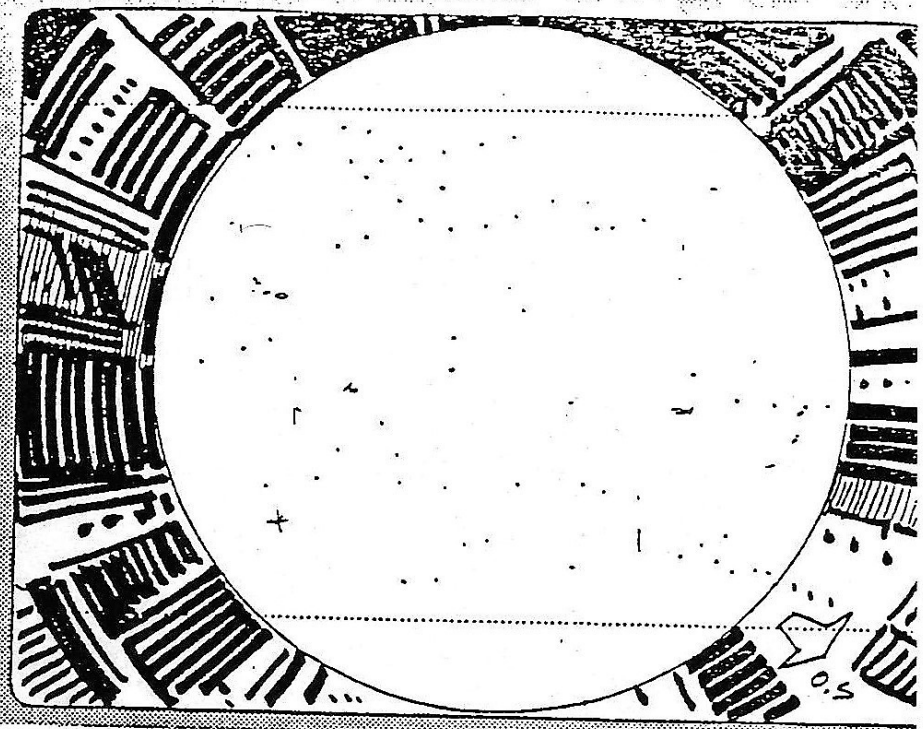
ACTION ...AND MOVE INTO THE ROUND OPENING IN THE CENTER OF THE LETTER "O". THE INSIDE OF THE OPENING FORMS A TUNNEL THAT IS LINED WITH STRANGE FLASHING LIGHTS AND GLOWING CIRCUITRY, RINGS OF LIGHT PULSATE IN WAVES AS WE PASS BY. SOME OF THE LIGHTS GO ON IN SERIES AND APPEAR TO RACE ALONG THE SIDES OF THE TUNNEL, SOME AWAY, OTHERS TOWARD US. THEY ARE LIGHTS OF DIFFERENT COLOR, SIZE AND SHAPE.

DIAL

MUSIC/SFX

CAMERA





ACTION OTHER AREAS OF CIRCUITRY ALONG THE WALL OF THIS HI TECH TUNNEL GLOW AND PULSATE WITH BRILLIANCE, THEN DIE OUT. THE CIRCULAR BANDS AROUND THE TUNNEL LIGHT UP IN SERIES AND APPEAR TO RACE TOWARD US AS IN THE FAR DISTANCE THE OPENING AT THE OTHER END OF THE TUNNEL CAN BE SEEN.

DIAL

MUSIC/SFX

CAMERA

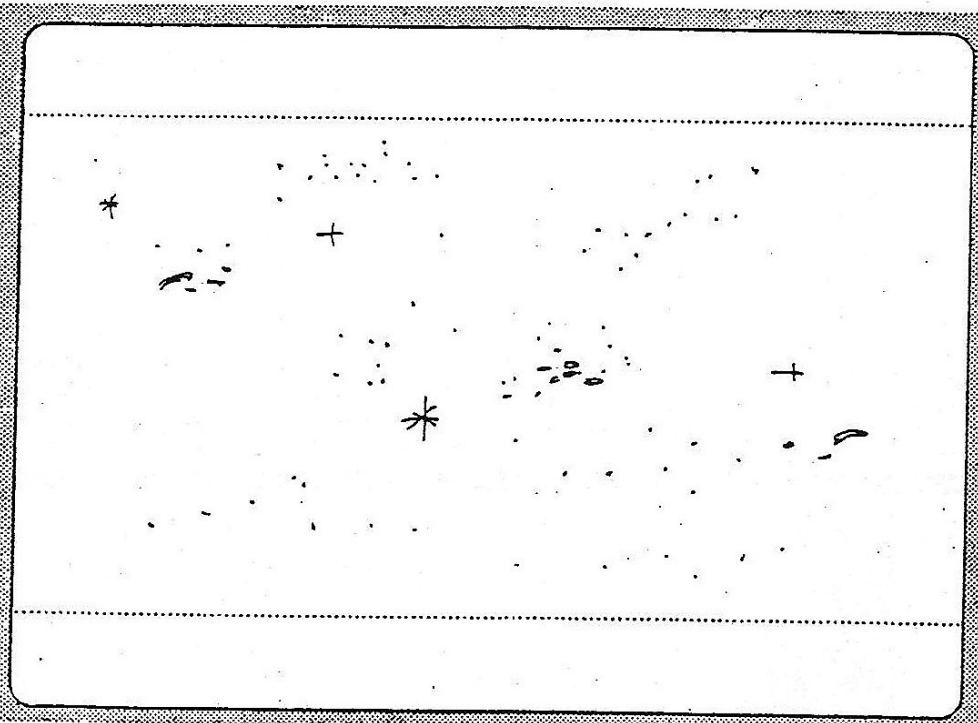
ACTION IT APPEARS THAT WE SPEED FORWARD AND SHOOT OUT OF THE END OF THE TUNNEL AND FIND OURSELVES...

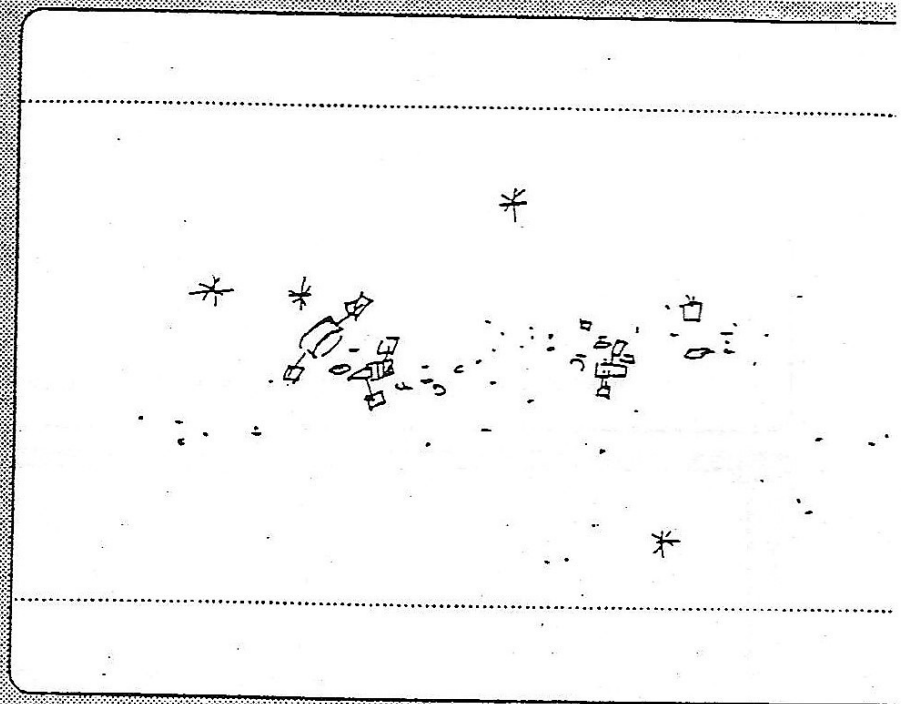
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Beast Hunters and Beyond!!!!





ACTION ...INTO A VAST, SERENE AREA OF SPACE...IT AT FIRST SEEMS LIKE WE'VE STOPPED MOVING BUT NO WE ARE CONTINUING TO TRAVEL FORWARD.

DIAL

MUSIC/SFX

CAMERA

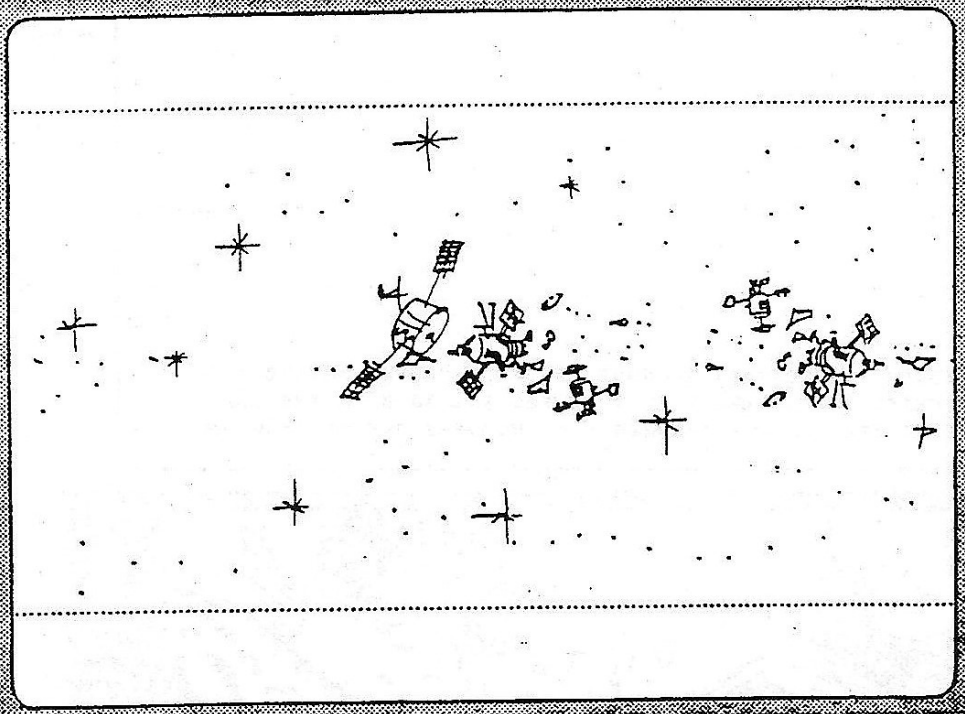
ACTION WE ARE APPROACHING SOME STRANGE OBJECTS THAT ARE DIRECTLY AHEAD OF US. AT FIRST IT IS HARD TO DISTINGUISH WHAT THEY ARE.

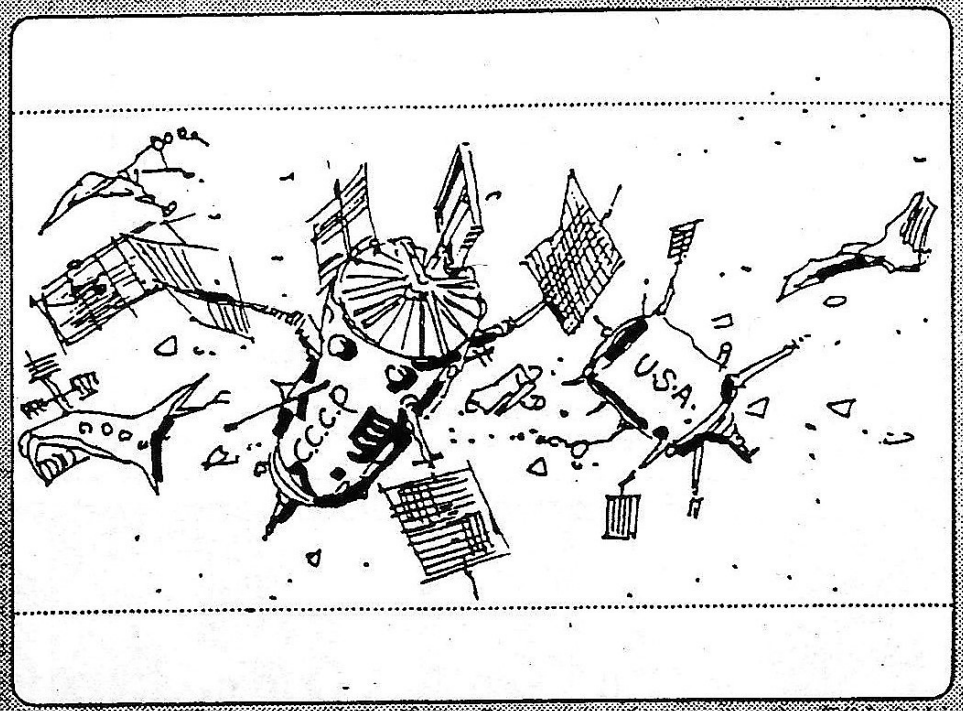
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...BUT AS WE CLOSE IN WE CAN SEE THAT THEY ARE CLUSTERS OF SATELLITES.

DIAL

MUSIC/SFX

CAMERA

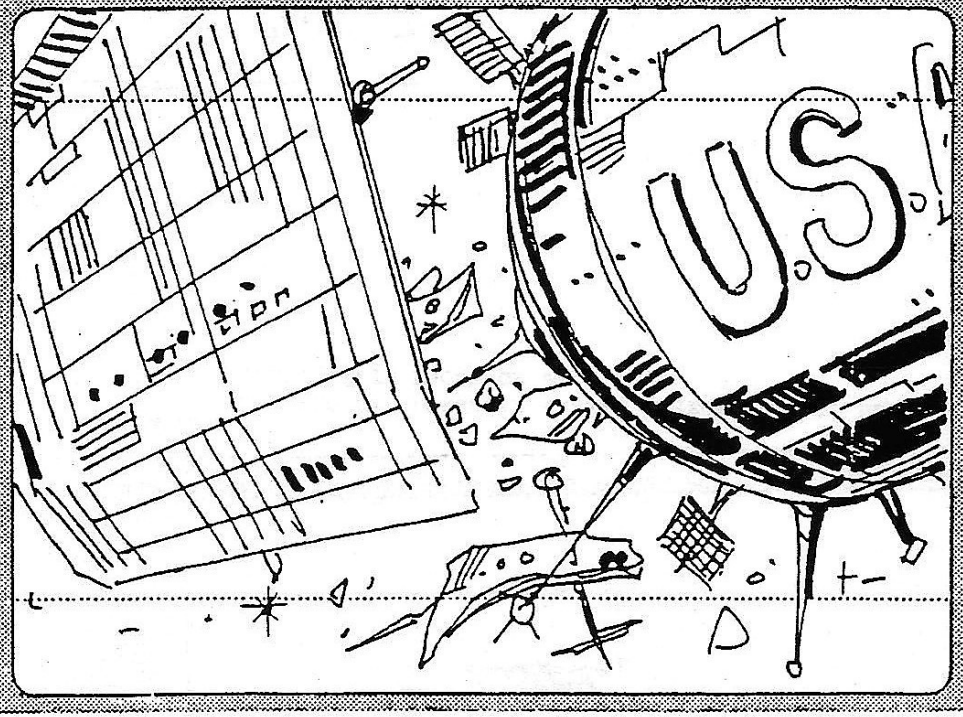
ACTION THESE ARE OLD OBSOLETE SATELLITES THAT WERE SENT UP BY THE UNITED STATES AND THE SOVIET UNION. THEY ARE BATTERED AND BENT PARTS BROKEN OFF AND FLOAT NEARBY.

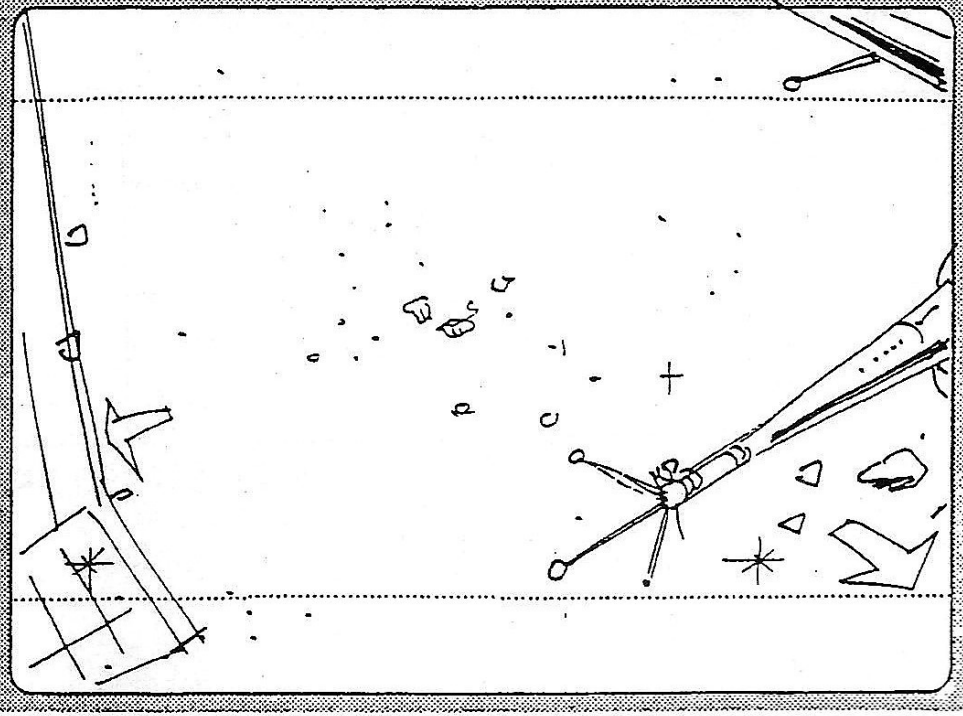
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION WE CLOSE IN ON THESE RELICS FROM THE PAST AND TRAVEL BETWEEN THE BODY OF A U.S. SATELLITE AND ITS SOLAR COLLECTOR.

DIAL

MUSIC/SFX

CAMERA

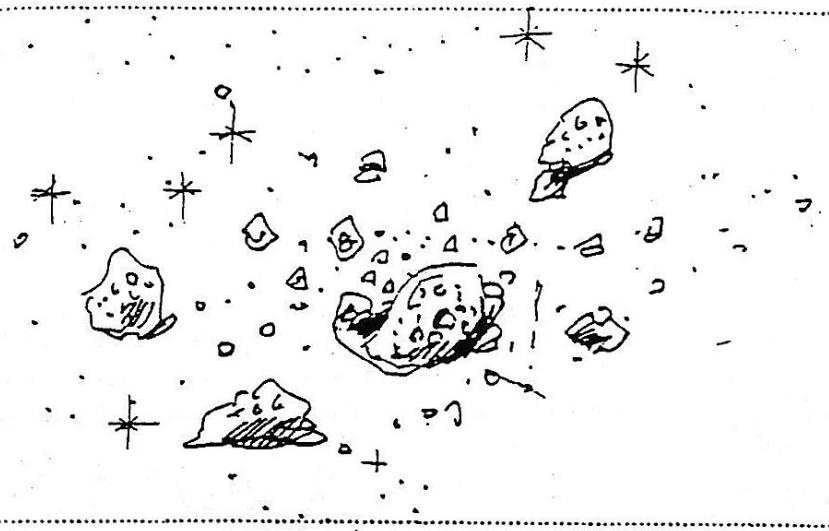
ACTION WE LEAVE THE CLUSTERS OF SATELLITES BEHIND AND MOVE ON FORWARD THROUGH SPACE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

A FIELD OF IRREGULAR SHAPED METEOR DENTED, ASTEROIDS IS DIRECTLY IN FRONT OF US.

DIAL

MUSIC/SFX

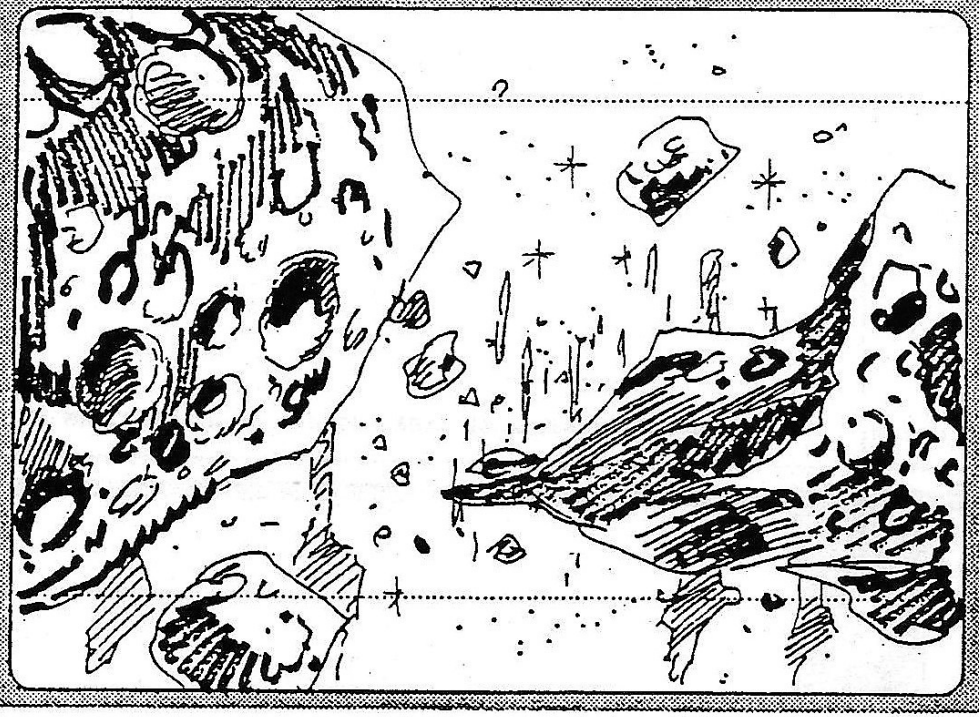
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 2-1



ACTIO WE MOVE IN AND THROUGH THIS DENSELY PACKED AREA OF SPACE. JUST SKIMMING BY THE SURFACES OF A FEW OF THE ASTEROIDS... OUT BEYOND THEM WE CAN SEE UNUSUAL LENTICULAR OBJECTS.

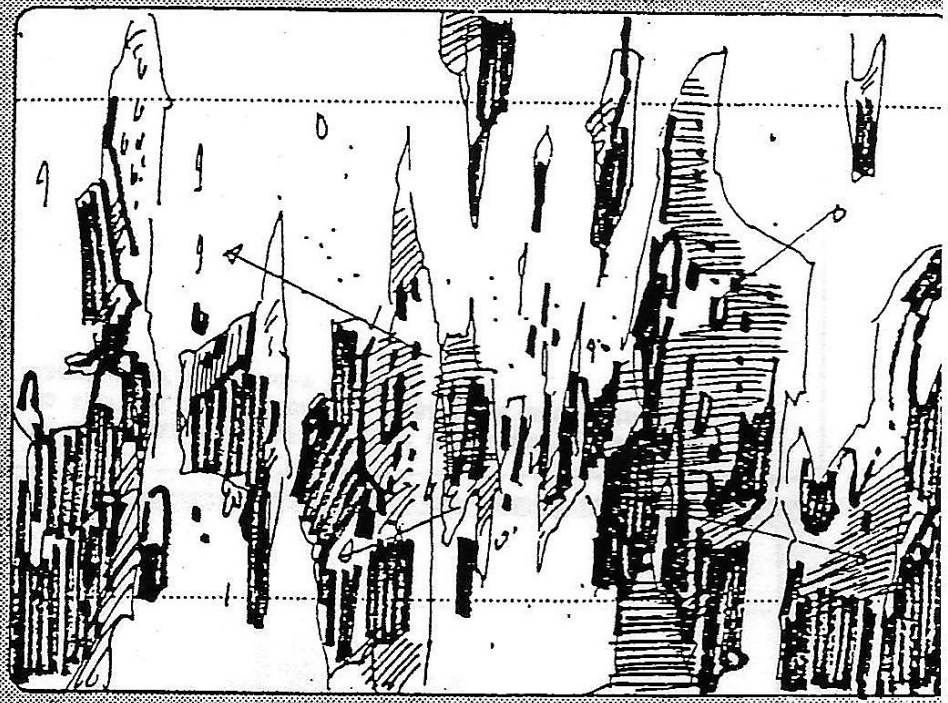
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 2 Page 15



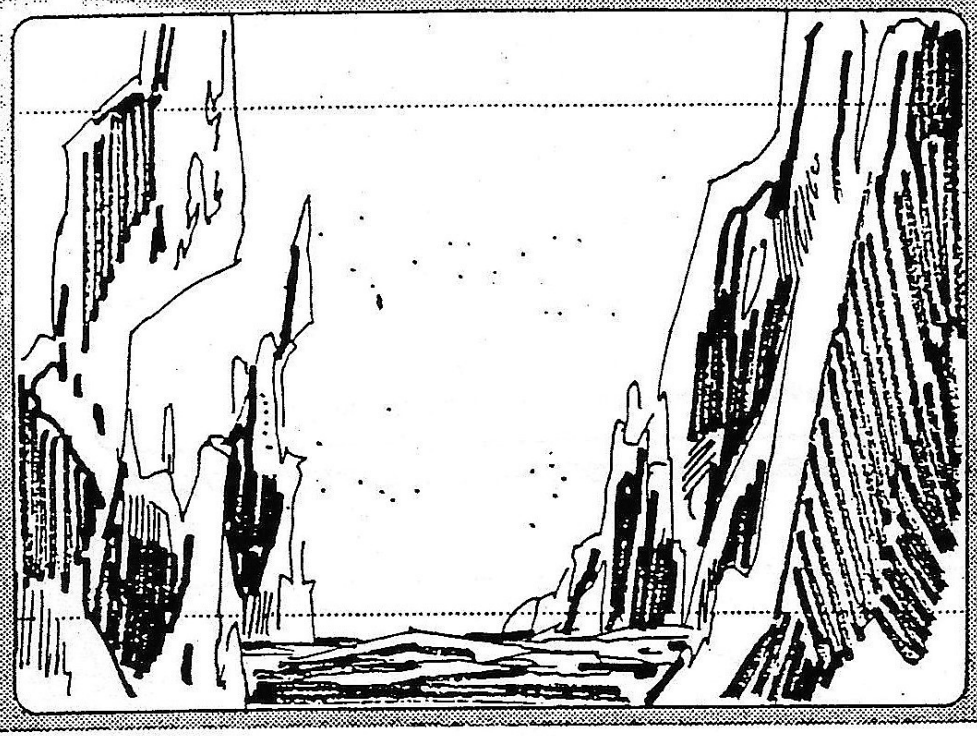
ACTION AS WE MOVE IN ON THEM WE CAN SEE THAT THEY ARE ENORMOUS ICE CRYSTALS THAT SLOWLY PIVOT ON THEIR VERTICAL AXIS AND IRRADIATE A COOL GLOW. WE MOVE INTO THE CENTER OF THIS SYSTEM.

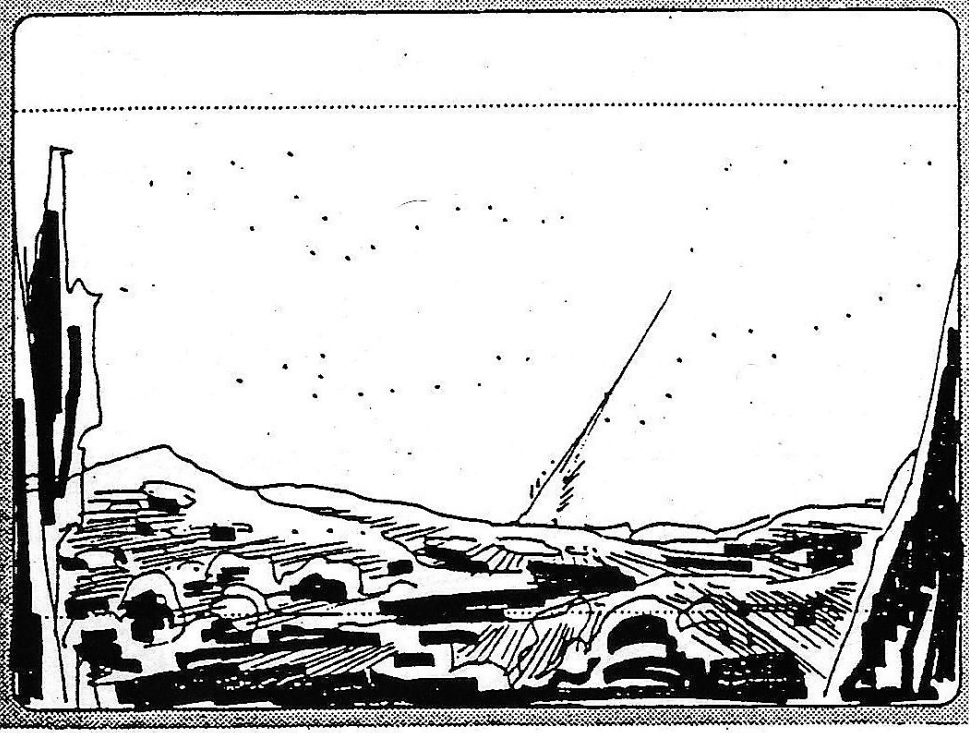
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION AND PASS THROUGH A NARROW CANYON-LIKE FORMATION.

DIAL

MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND ACROSS THE FLAT SURFACE OF ONE OF THESE HUGE ICE CRYSTALS, A BRIGHT SHAFT OF LIGHT ILLUMINATES THE SURFACE OF THE ICE CRYSTAL...

DIAL

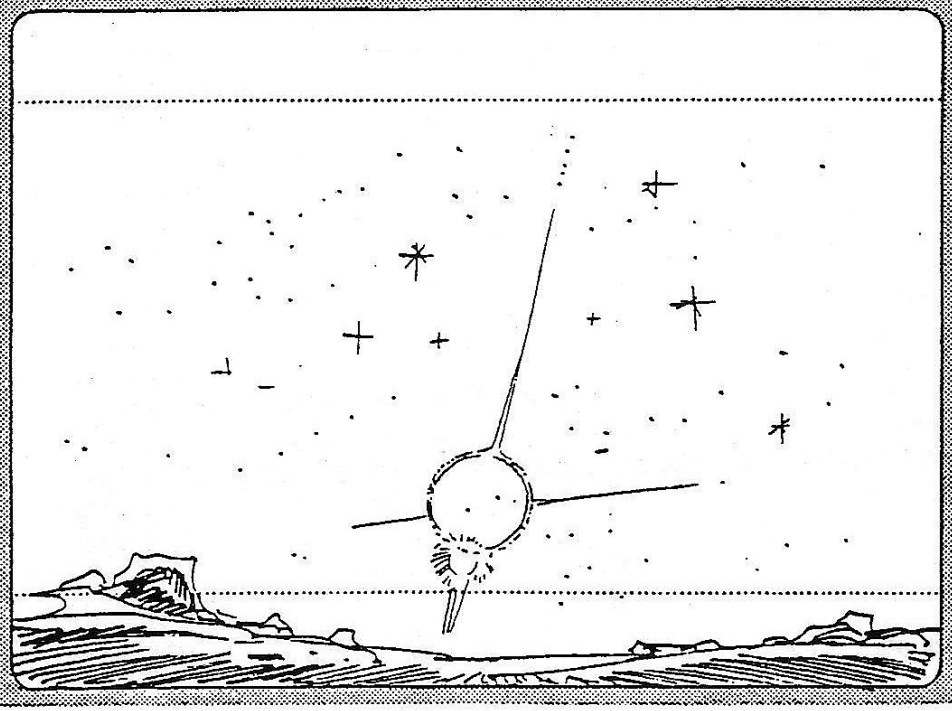
MUSIC/SFX

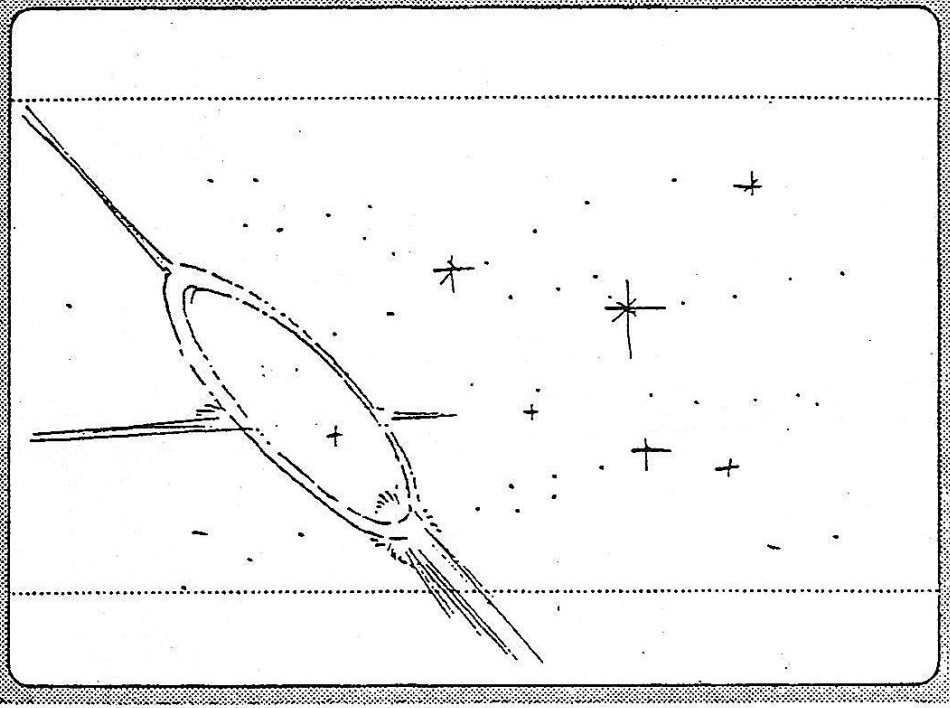
CAMERA

SC. CONT 2-1

SC. CONT

SEQ. 2 Page 17





ACTION WE MOVE BEYOND THE SUSRFACE TO SEE IN THE DISTANCE, A BRILLIANT RING-LIKE STELLAR CONFIGURATION. ON ONE OF THE RINGS IS A BRIGHT ROUND STAR.

DIAL

MUSIC/SFX

CAMERA

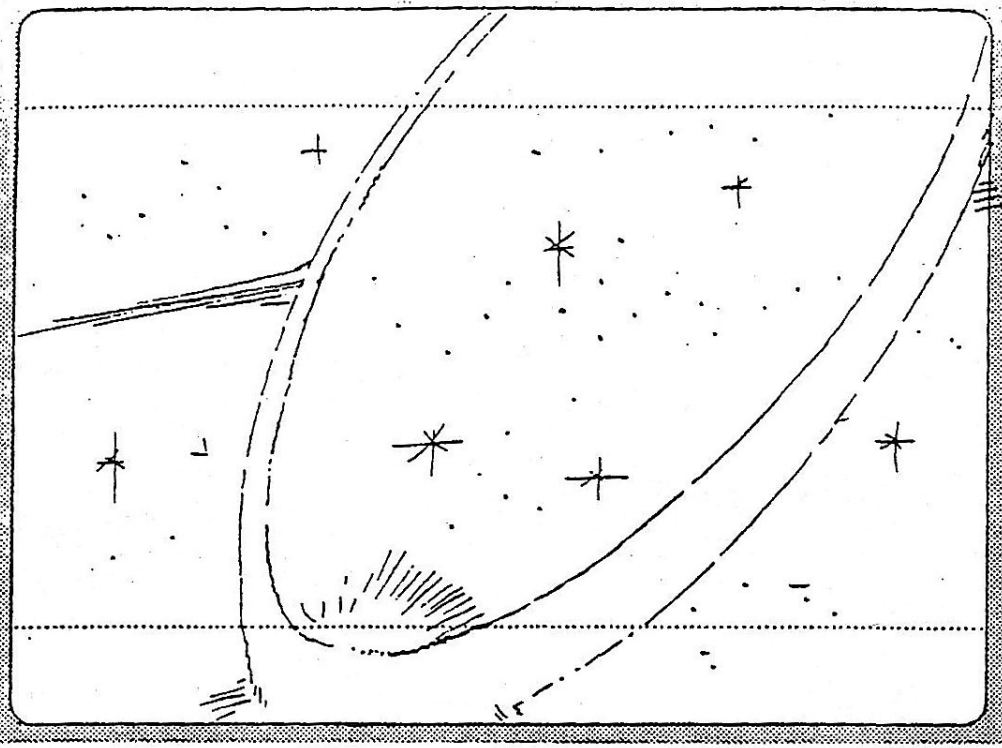
ACTION AS WE TRAVEL TOWARD THE RING IT CHANGES SHAPE, FIRST ELONGATING IN ONE DIRECTION...

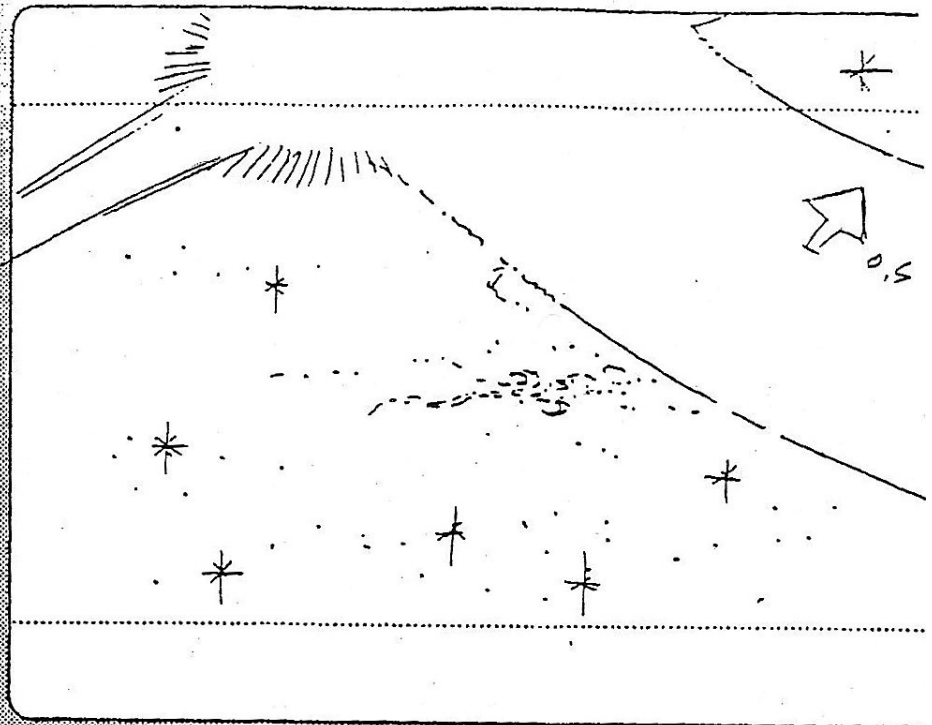
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...THEN ANOTHER AS WE...

DIAL

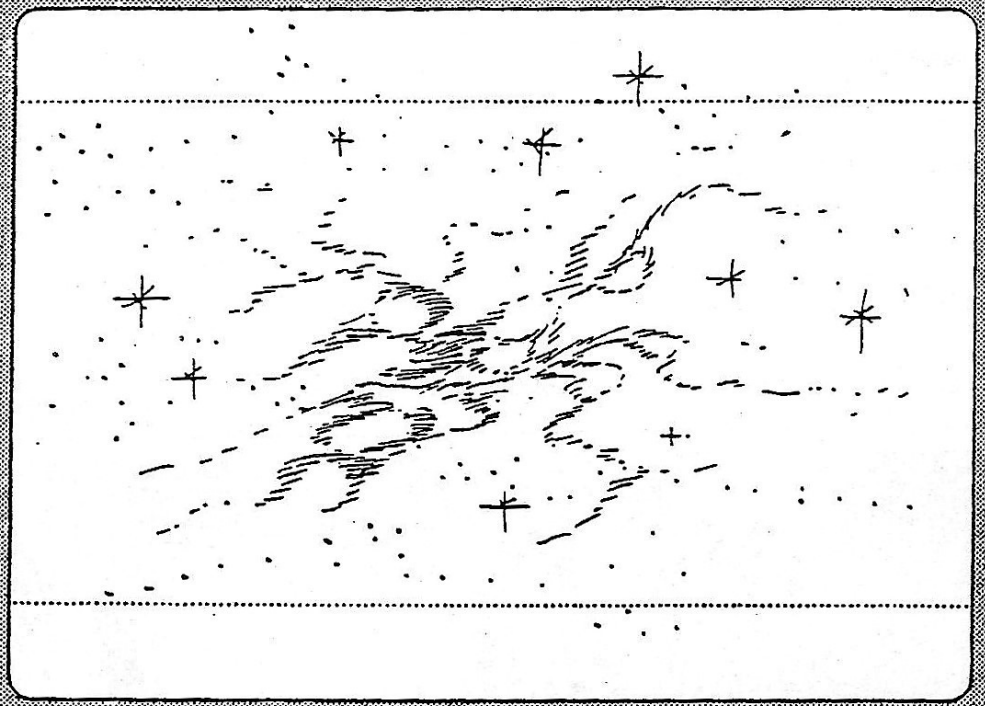
MUSIC/SFX

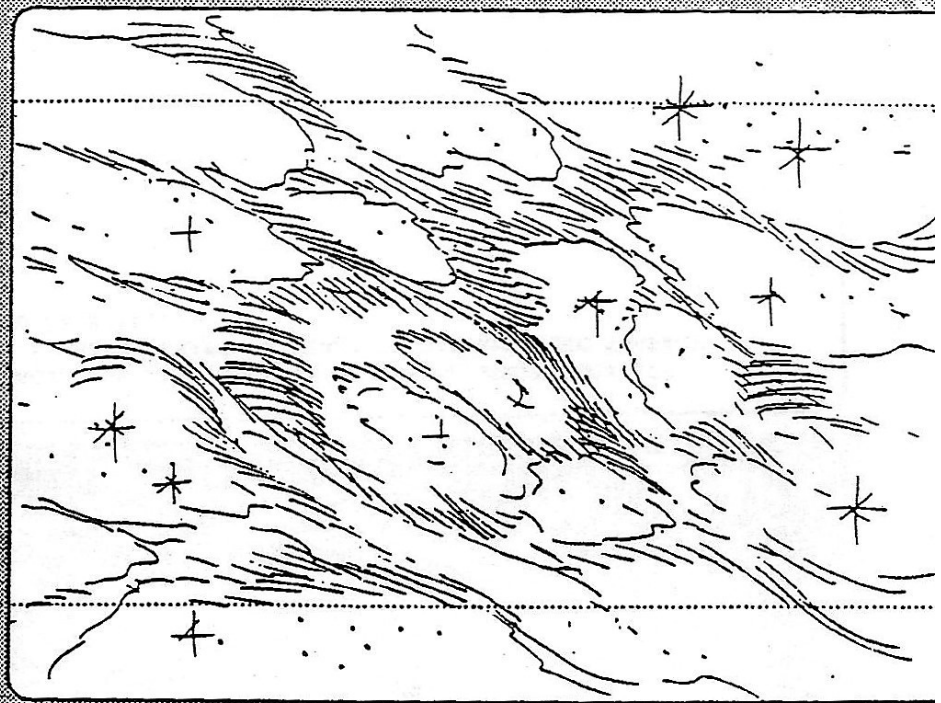
ACTION ...MOVE PAST AND CONTINUE ON...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...NEXT WE ENCOUNTER A SPIDER-LIKE NEBULAE.

DIAL

MUSIC/SFX

CAMERA

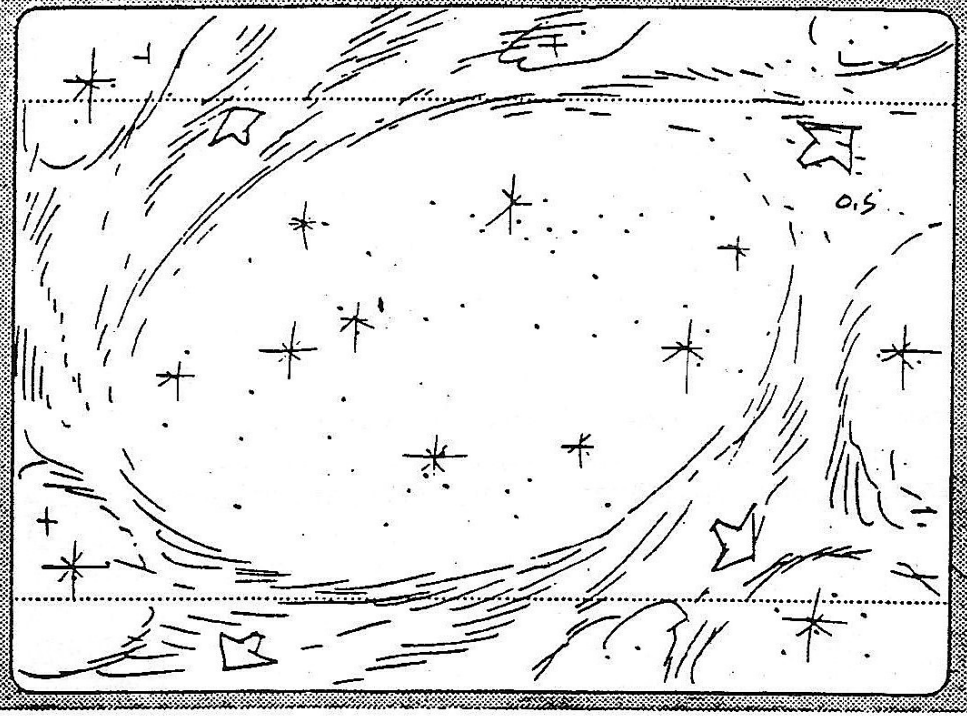
ACTION AS WE APPROACH WE SEE BRIGHT FLASHING OF STATIC-LIKE ENERGY THAT TRAVEL THROUGH THE SYSTEM LIKE SHORTS IN AN ELECTRICAL CABLE.

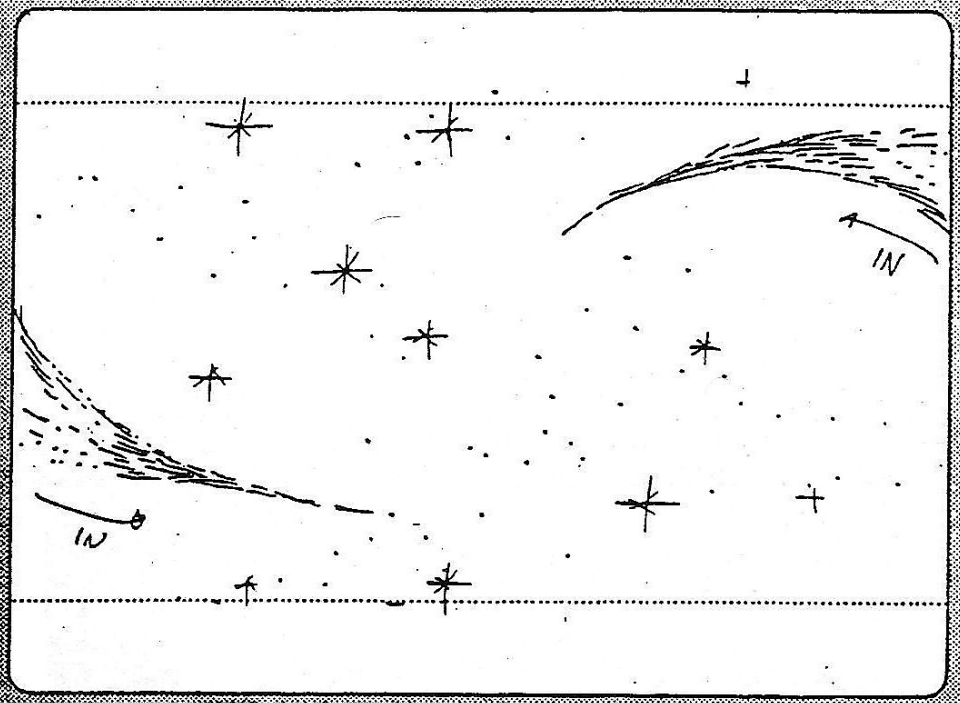
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ACTION WE MOVE IN AND THROUGH A SPIRALING CIRCUALR OPENING IN THE NEBULAE AND OUT INTO THE SPACE BEYOND.

DIAL

MUSIC/SFX

CAMERA

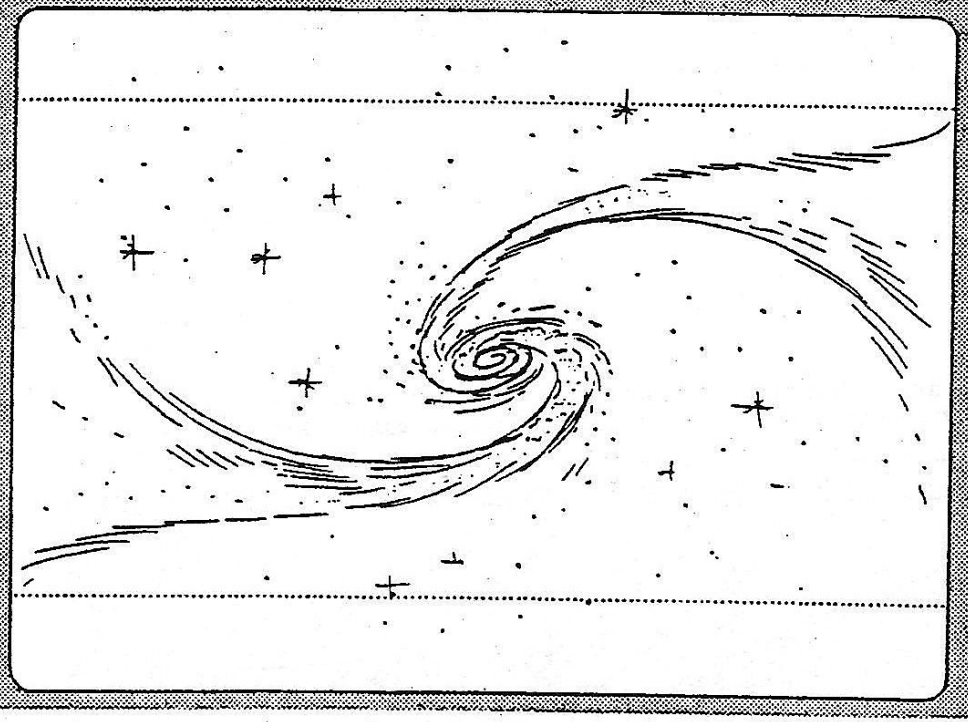
ACTION IN FRONT OF US, FROM EACH SIDE OF THE SCENE TWO FLARE LIKE GASIOUS ARMS MOVE IN...

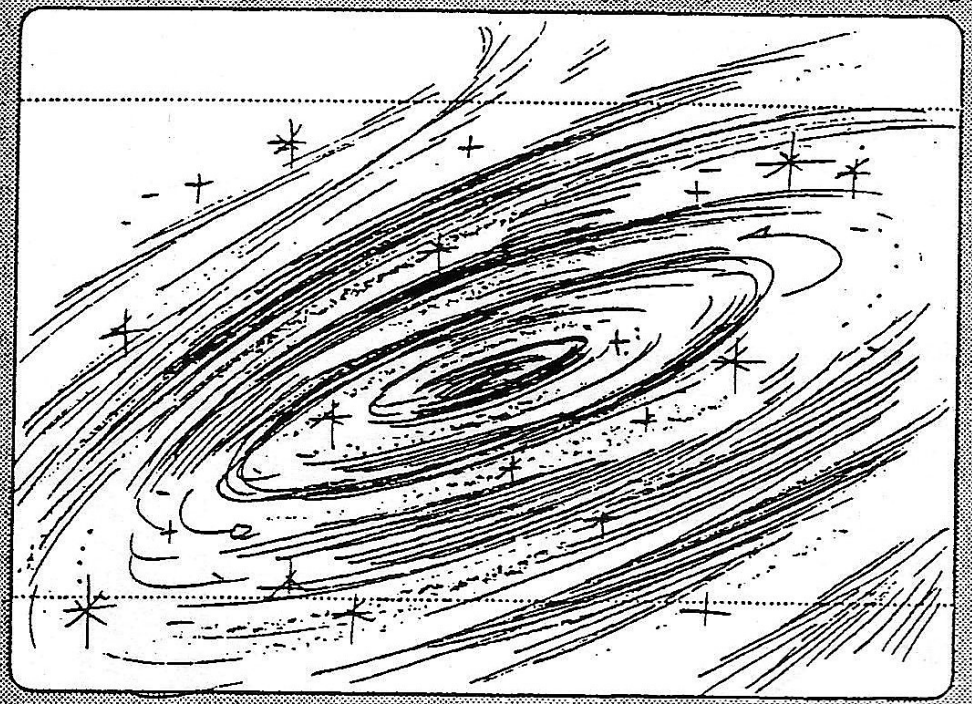
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND SPIRAL INTO AN EVER EXPANDING, SWIRLING GALACTIC FORMATION...

DIAL

MUSIC/SFX

CAMERA

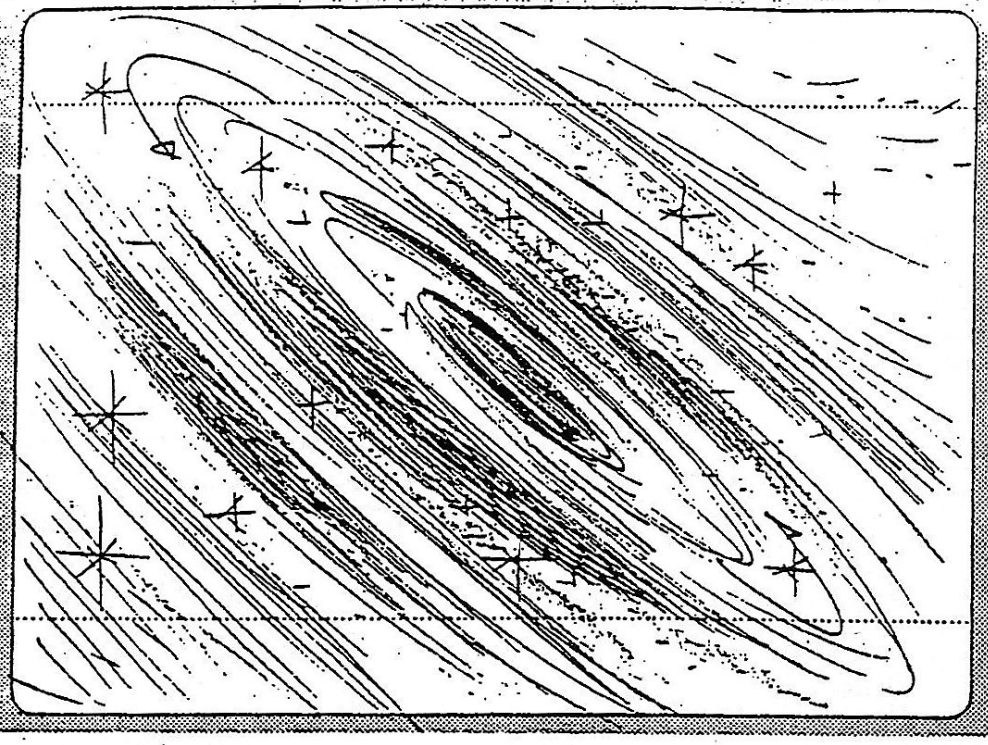
ACTION ...AS WE TRAVEL TOWARD THIS SPIRAL IT INCREASES ITS SPEED AND FORCE. AT ITS CENTER A POWERFUL ENERGY STORM BUILDS UP, SENDS OUT FLASHES OF LIGHTNING THAT ILLUMINATES LARGE PORTIONS OF THE CLOUDY SPIRAL AS THEY TRAVEL OUT TOWARD ITS OUTER EDGE AND DIE AWAY.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

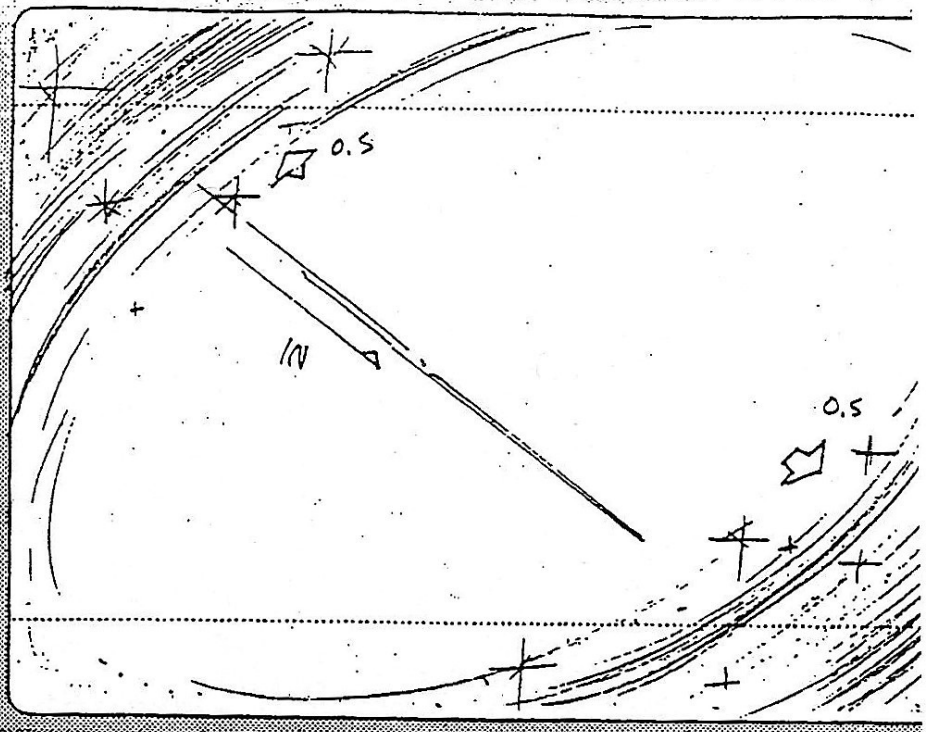


ACTION THE CENTER OF THE SPIRAL SEEMS TO TWIST FASTER AND FASTER AND THE ENERGY STORM BECOMES MORE INTENSE AS WE CLOSE IN ON IT.

DIAL

MUSIC/SFX

CAMERA



ACTION SUDDENLY AN OPENING APPEARS IN THE CENTER OF THE SPIRAL AND IN THE OPENING STAR TRAIL-LIKE SHAFTS SHOOT ACROSS THE FIELD.

DIAL

MUSIC/SFX

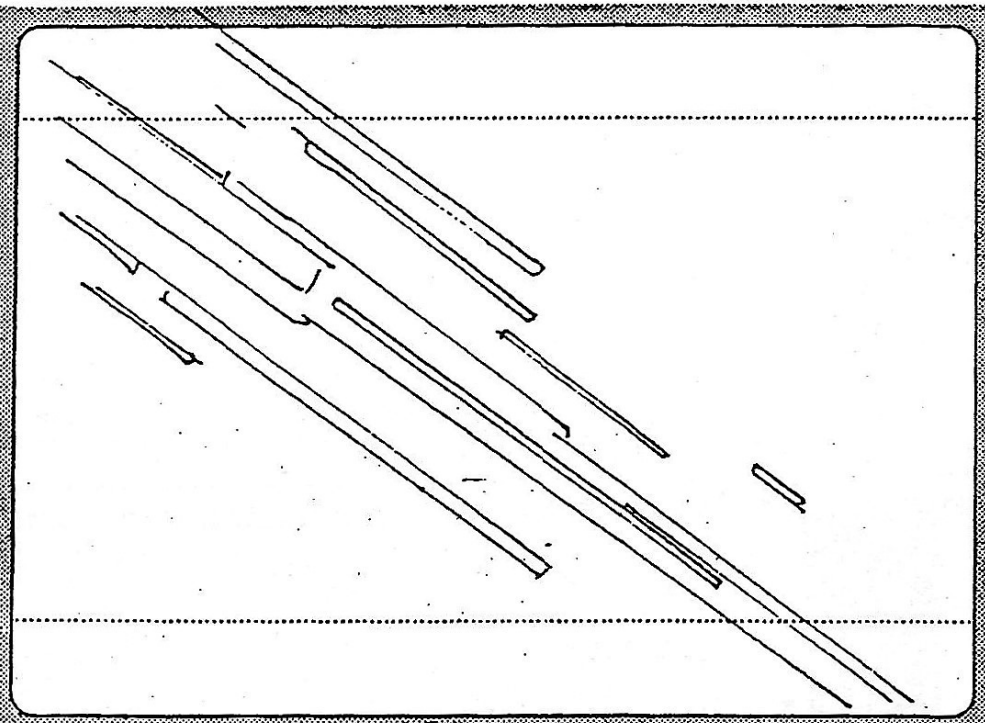
CAMERA

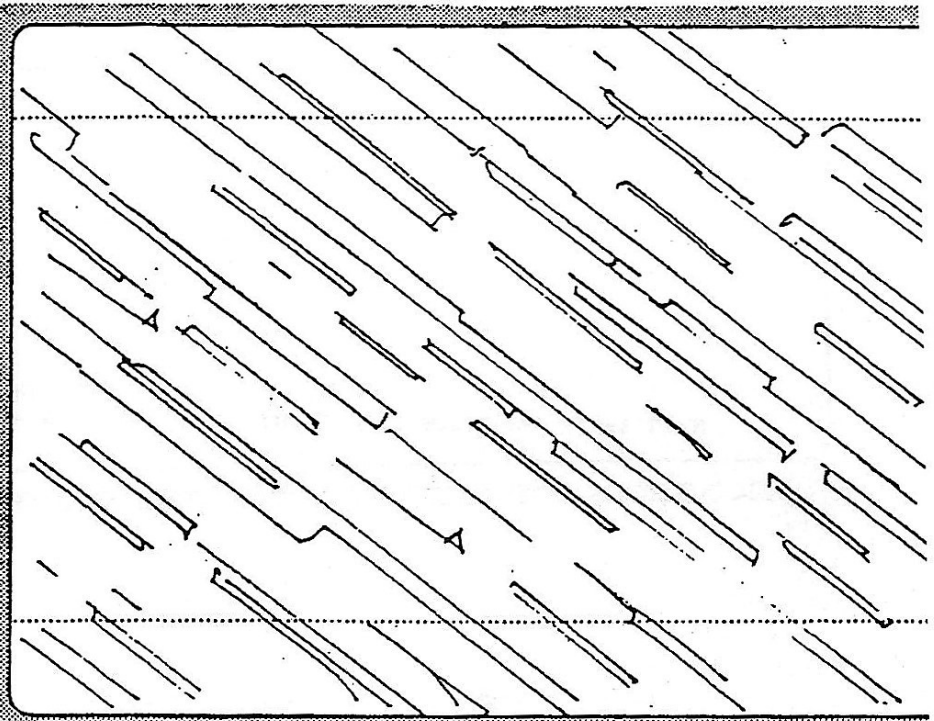
TF RAW
From Transformers to Beast Hunters and Beyond!!!!

SC. CONT 2-1

SC. CONT.

SEQ. 2 Page 23





ACTION WE MOVE INTO THIS FIELD AS THE NUMBER AND BRIGHTNESS

DIAL

MUSIC/SFX

CAMERA

ACTION THE STAR TRAIL-LIKE SHAFTS OF LIGHT INCREASE, FILLING THE SCENE WITH MULTICOLOR RAYS OF LIGHT.

DIAL

MUSIC/SFX

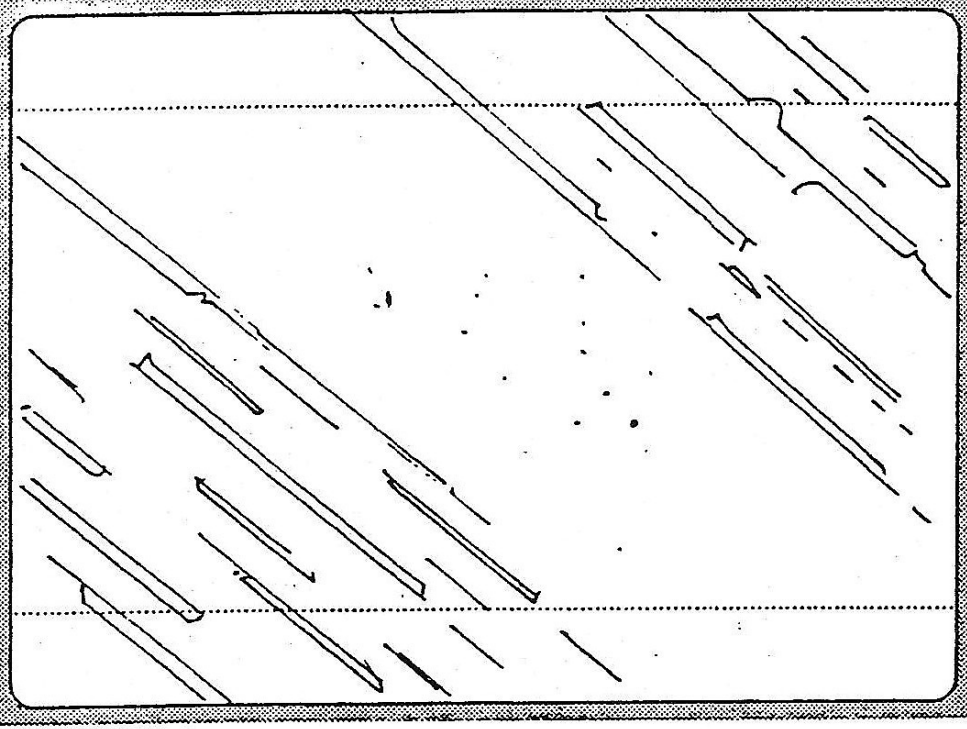
CAMERA

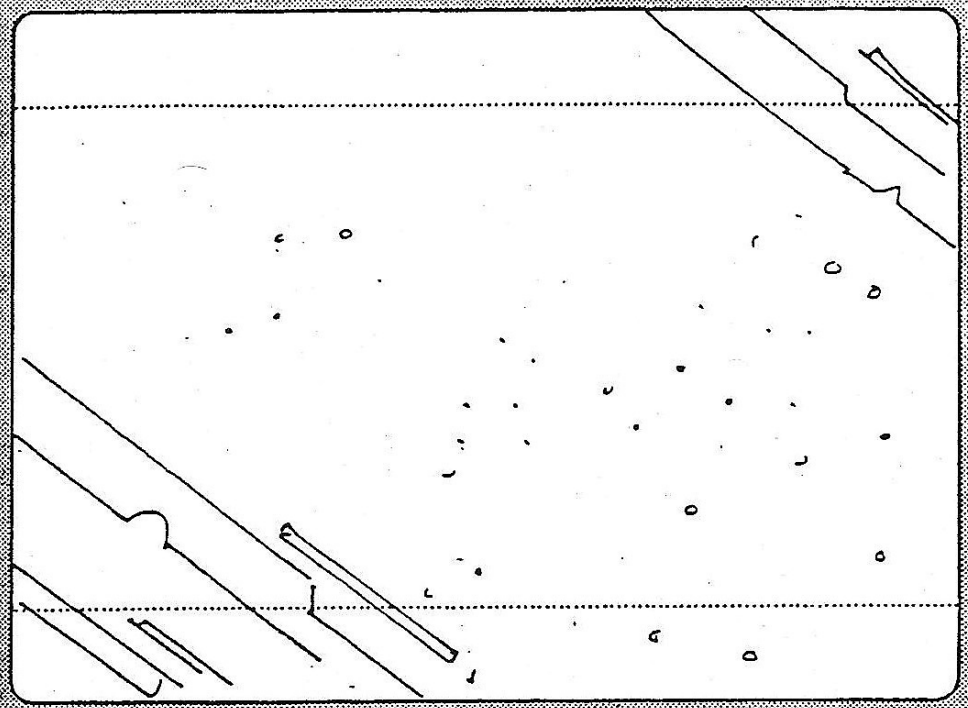
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT-2-1

SC. CONT.

SEQ. 2 Page 24





ACTION WE MOVE THROUGH AND BETWEEN THESE SHAFTS OF LIGHT...

DIAL

MUSIC/SFX

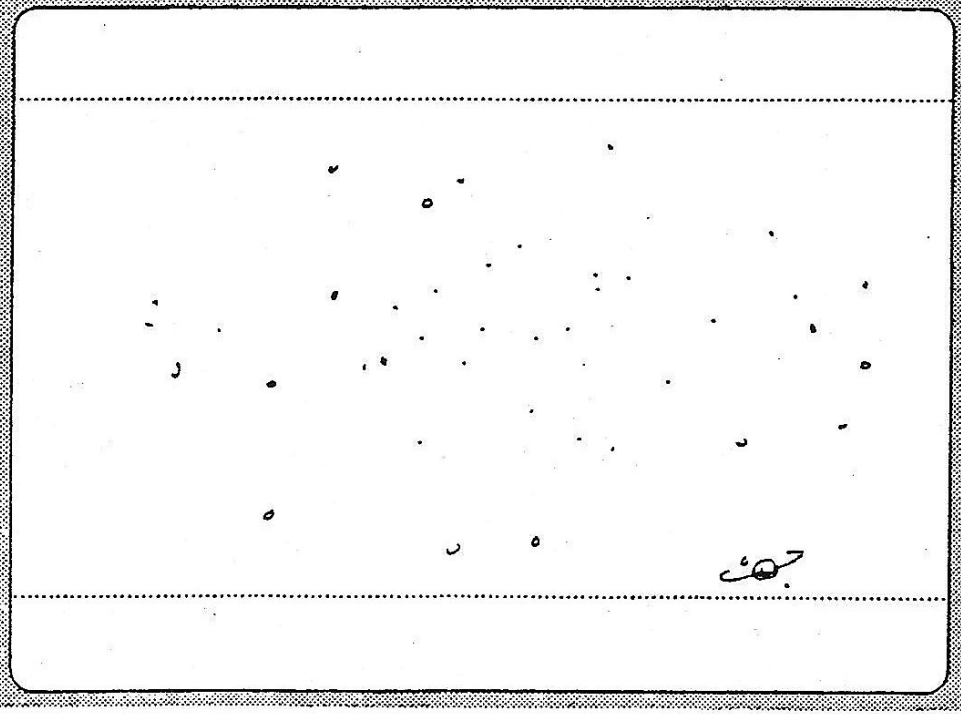
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND OUT INTO THE SPACE BEYOND THEM.

DIAL

MUSIC/SFX

CAMERA



X-DISS.
TO
SC. 3-1
OF
SEQ. 3

ACTION ...WHICH IS STUDDED WITH STARS OF VARIOUS COLORS AND BRIGHTNESS.

DIAL

MUSIC/SFX

CAMERA

ACTION

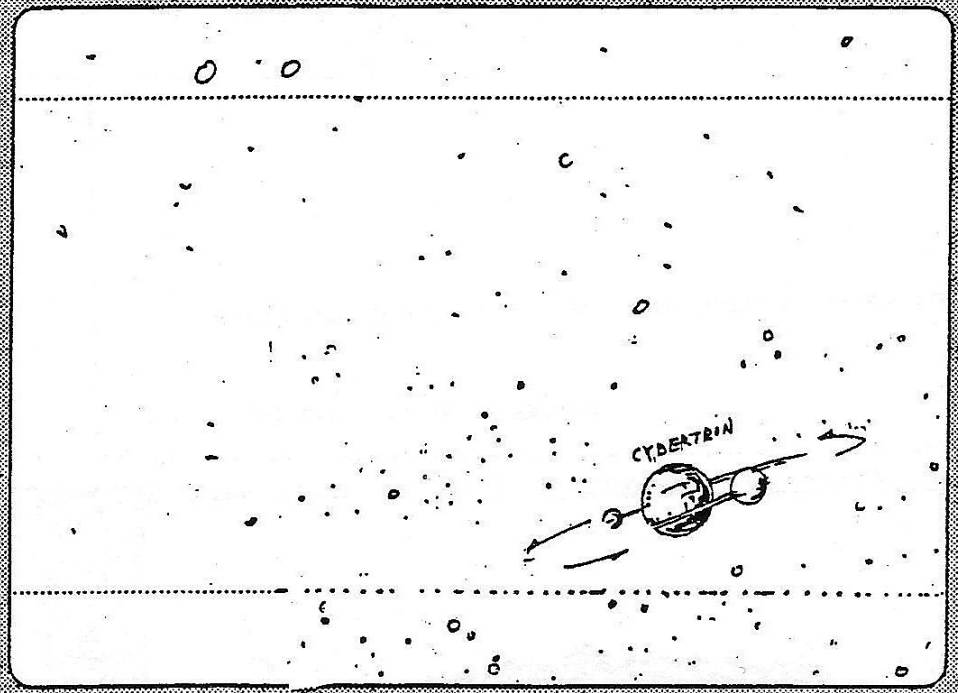
DIAL

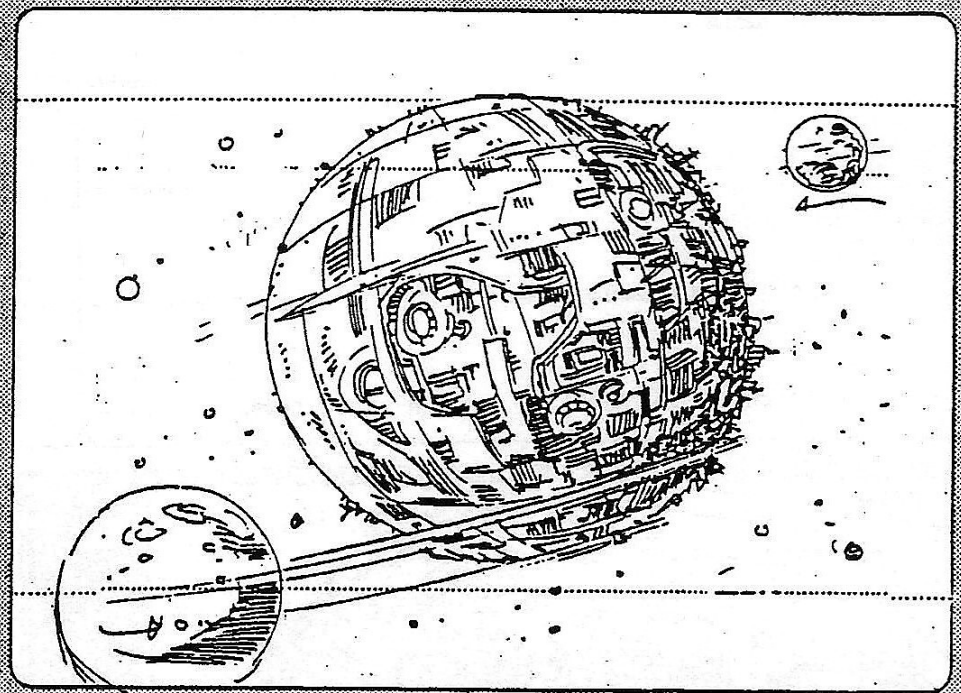
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-1 SC. CONT SEQ. 3 Page 1





ACTION X.L.S. CYBERTRON AND ITS TWO MOONS. WE TRAVEL THROUGH SPACE TOWARD CYBERTRON AND ITS MOONS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WE TRAVEL PAST THE OUTER MOON AND CONTINUE TOWARD CYBERTRON...

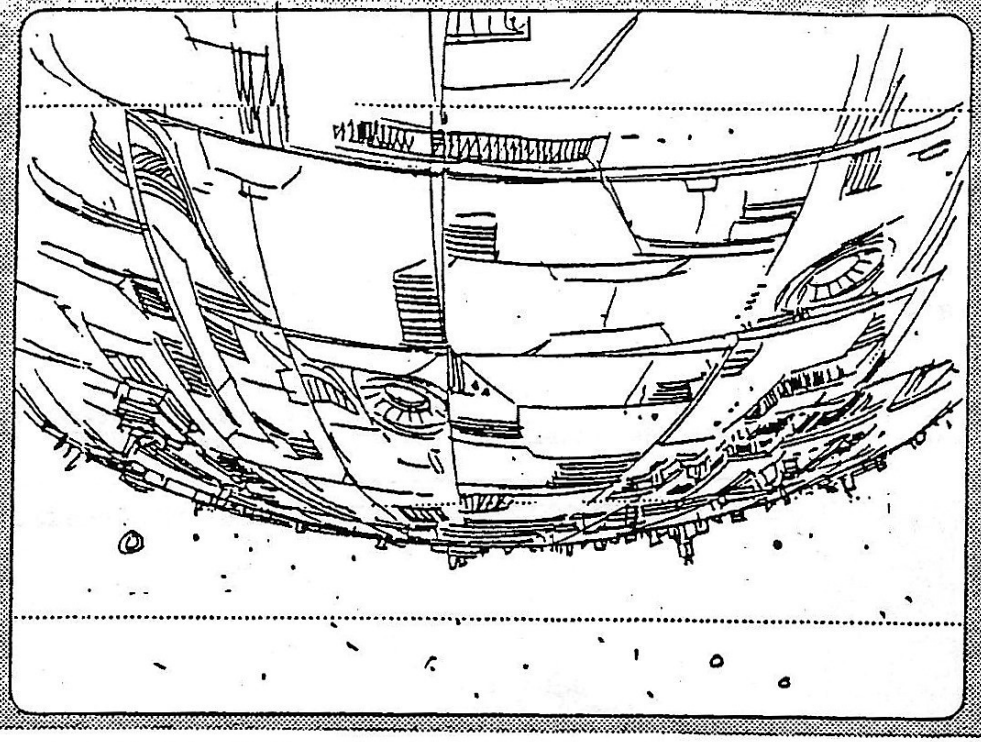
NARRATOR It is the year 2005...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 3-1



ACTION ...WE CLOSE IN ON CYBERTRON...

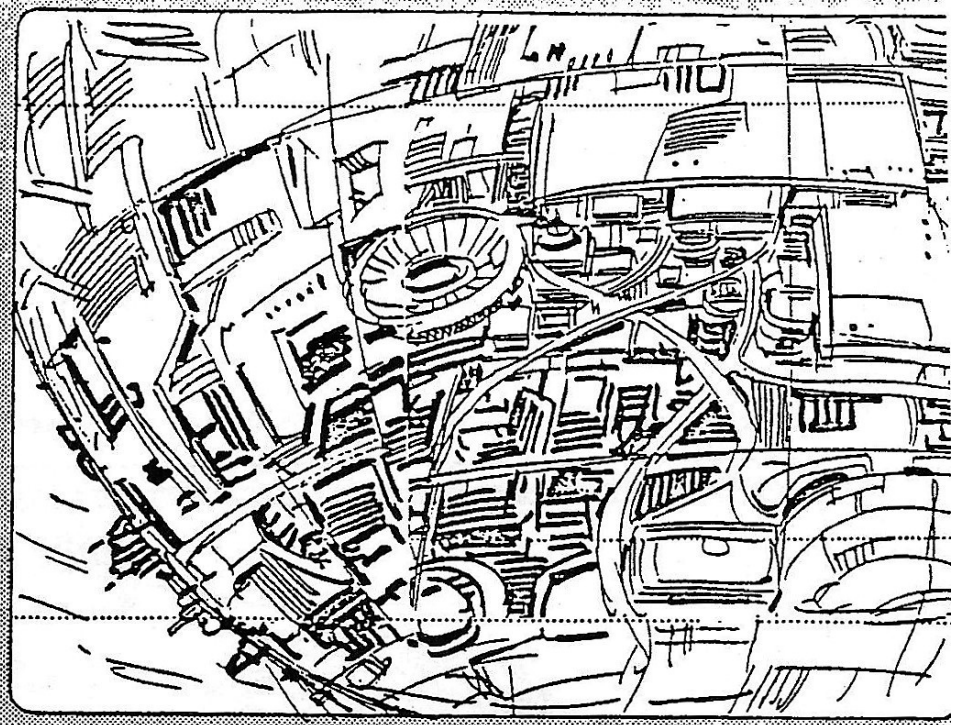
DIAL NARRATOR (CONT) ... The treacherous Decepticons ...

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 3 Page 2



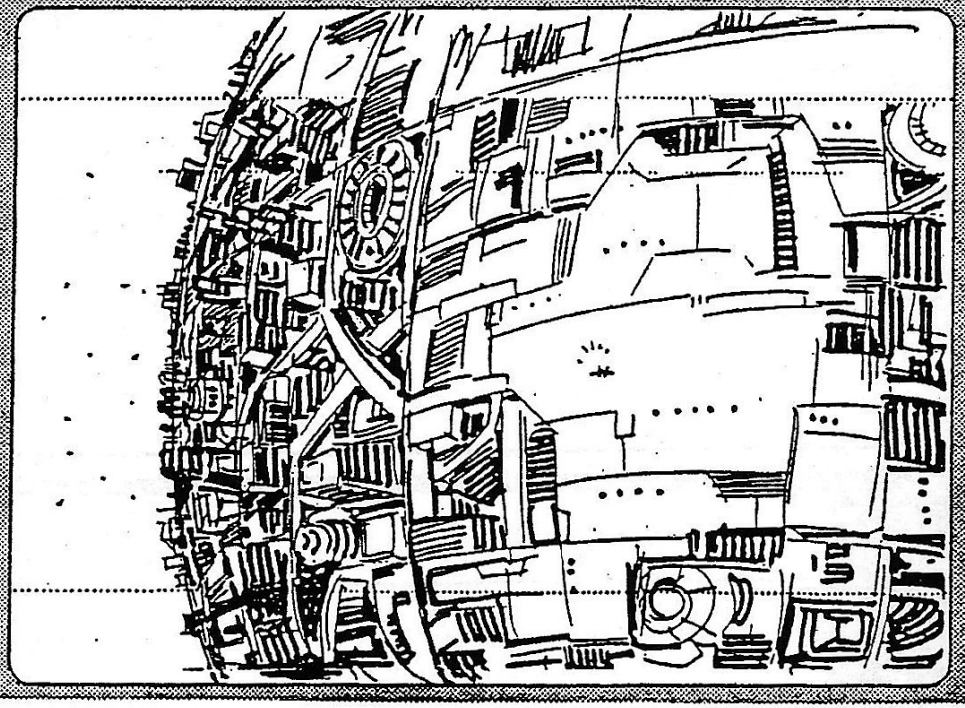
ACTION ...THEN, AS WE NEAR IT WE START MOVING UP...

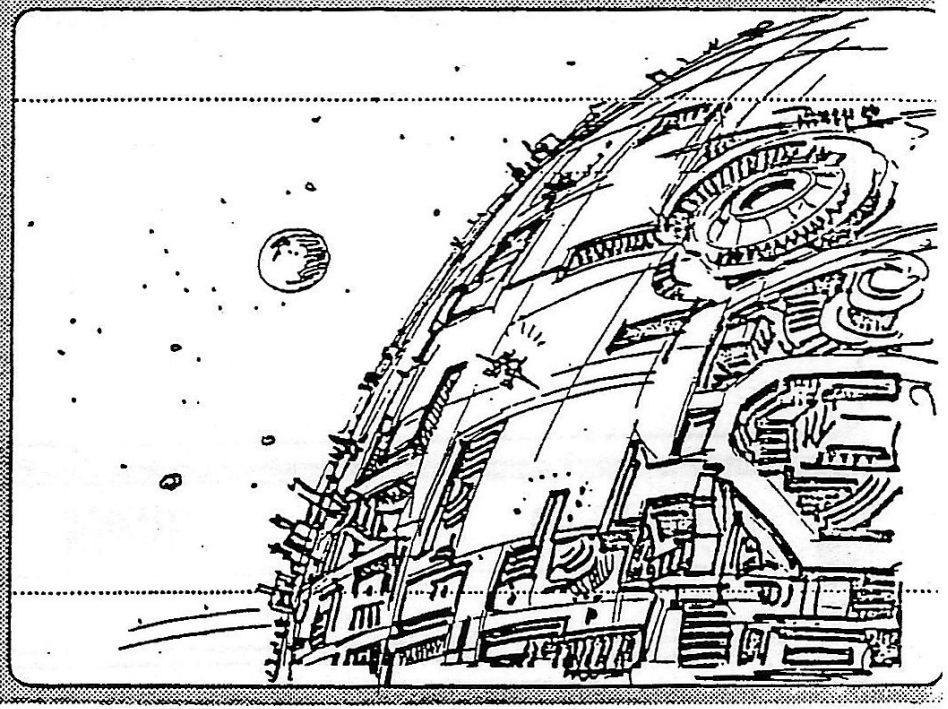
DIAL NARRATOR (CONT) ... have conquered ...

MUSIC/SFX

CAMERA

TF RAW
From G1 to Beast Hunters and Beyond!!!!





ACTION ...WE CONTINUE TRAVELING OVER THE SURFACE OF CYBERTRON. WE PICK UP LAZERBEAK AS HE FLIES UP FROM THE PLANET'S SURFACE...

DIAL NARRATOR (CONT) ...the Autobots home planet of Cybertron...

MUSIC/SFX

CAMERA

ACTION ...AS WE CONTINUE TO PASS ACROSS CYBERTRON, LASERBEAK APPROACHES...

DIAL

MUSIC/SFX

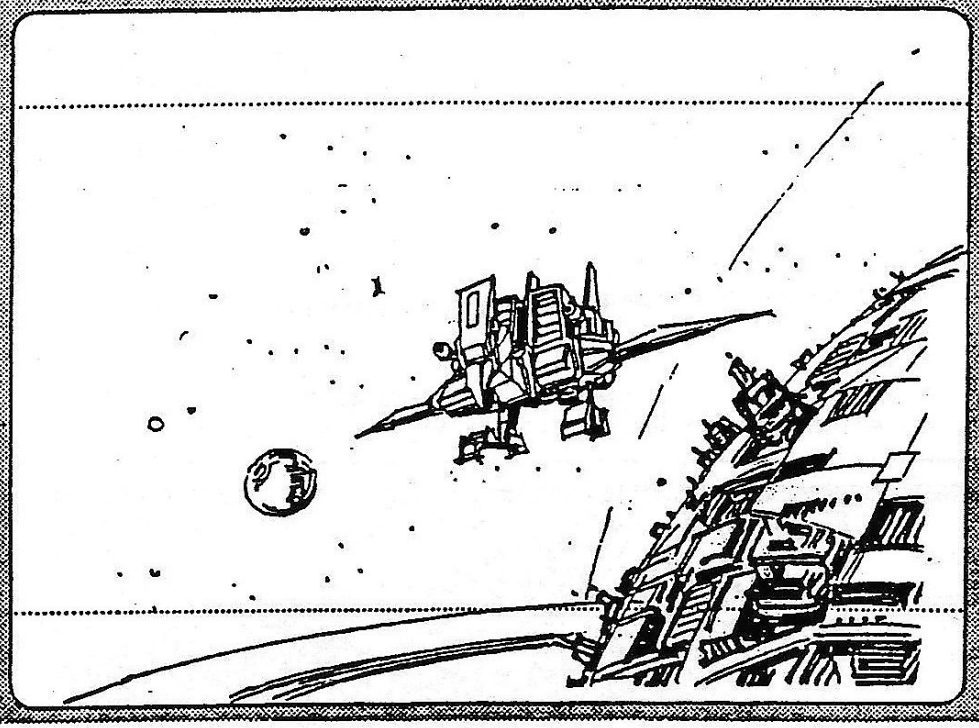
CAMERA

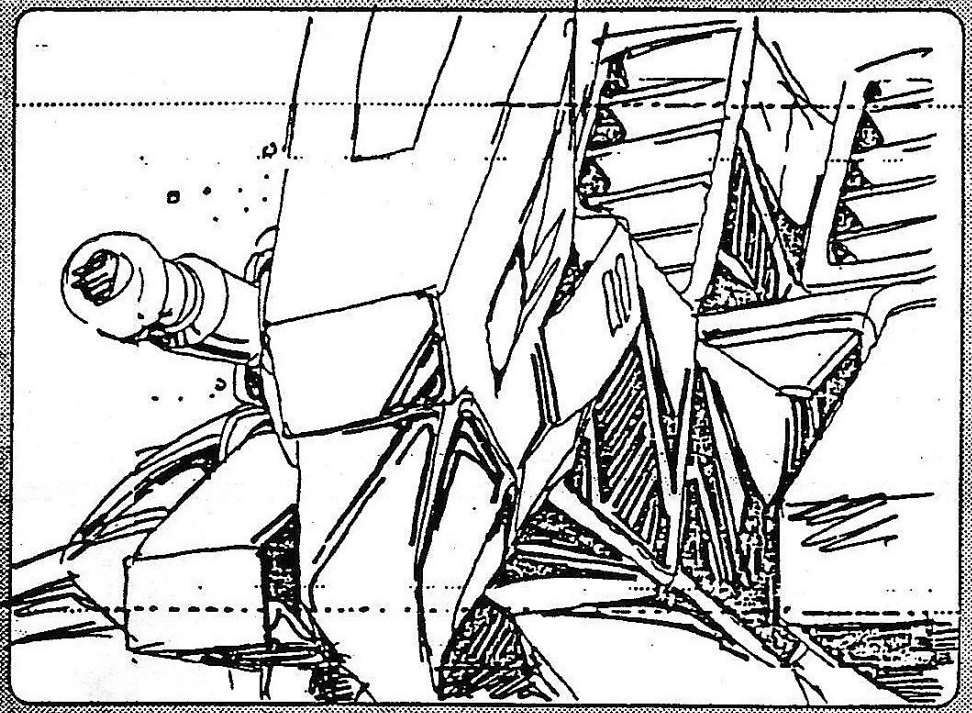
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 3-1

SC. CONT

SEQ. 3 Page 4





ACTION ...LAZERBEAK ZOOMS UP AND...

DIAL

MUSIC/SFX

CAMERA

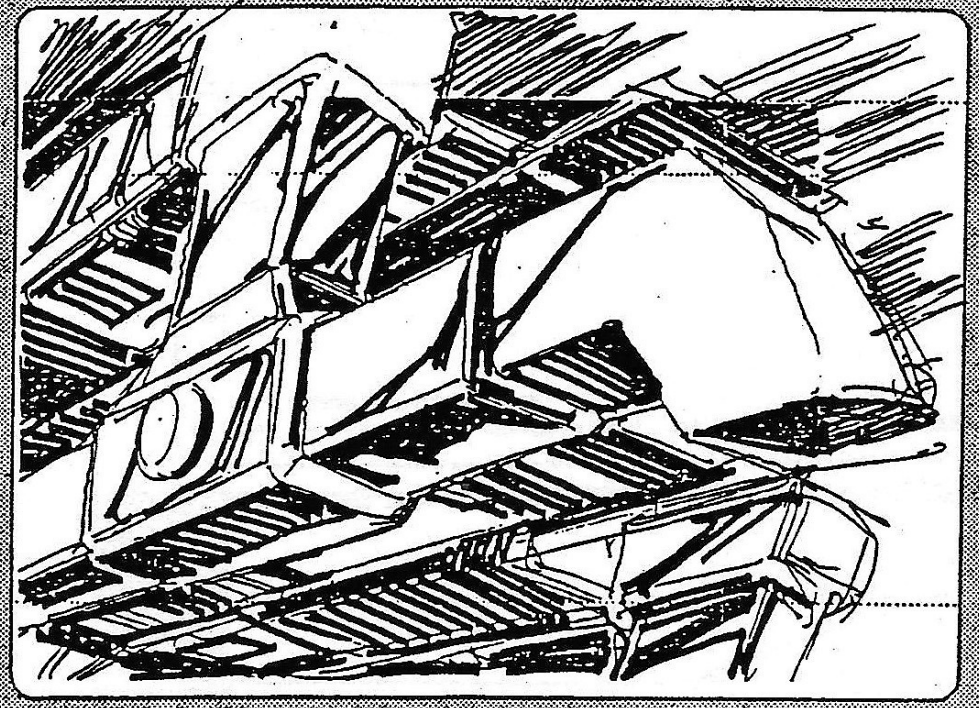
ACTION ...FILLS THE SCREEN...

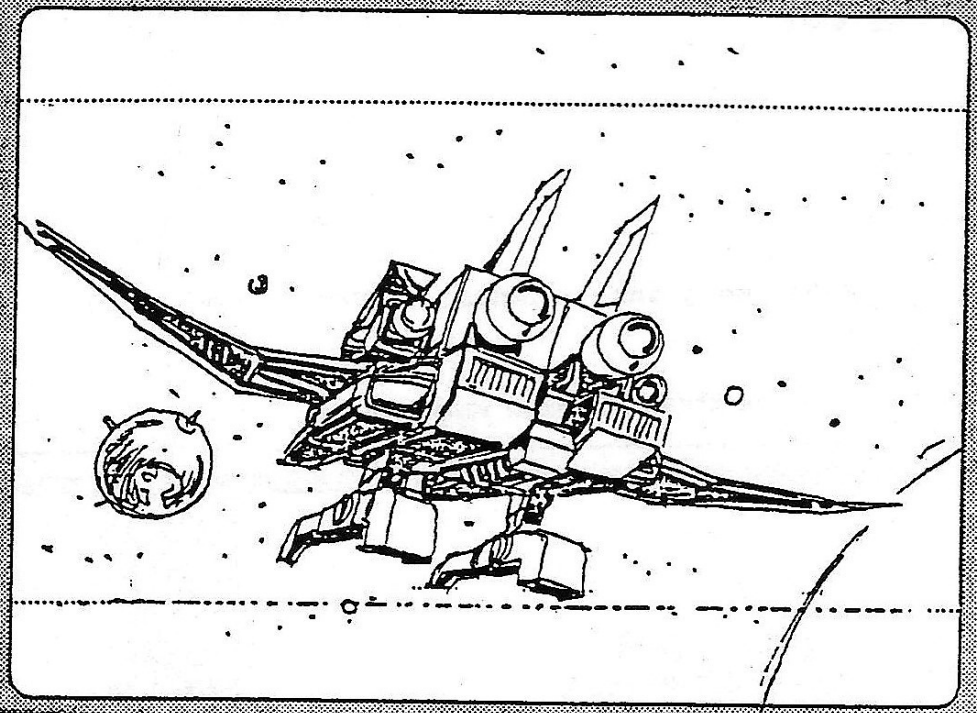
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...WE PAN WITH HIM AS HE PASSES BY...

DIAL

MUSIC/SFX

CAMERA

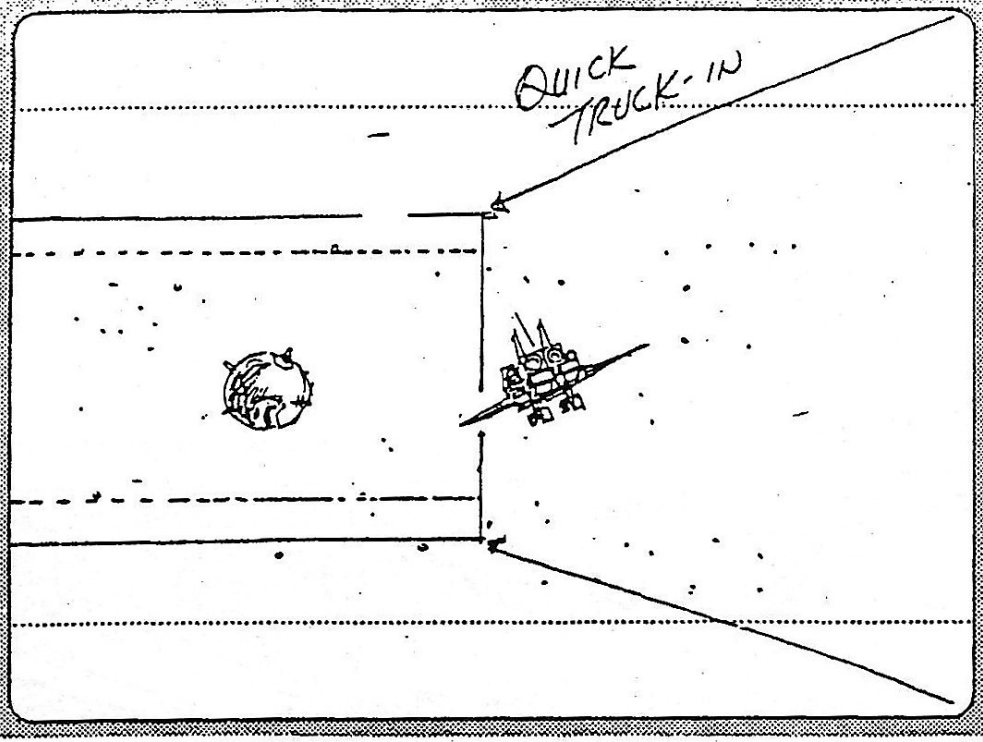
ACTION ...HE HEADS AWAY ON A COURSE THAT WILL TAKE HIM TO THE OUTER MOON...

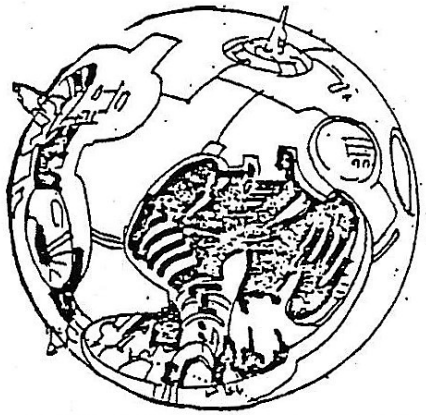
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...LAZERBEAK MOVES AWAY. WE TRUCK PAST HIM TO THE OUTER MOON OF CYBERTRON.

DIAL

MUSIC/SFX

ACTION L.S. THE OUTER MOON OF CYBERTRON. WE TRAVEL TOWARD IT...

DIAL NARRATOR (CONT) ...But from secret ...

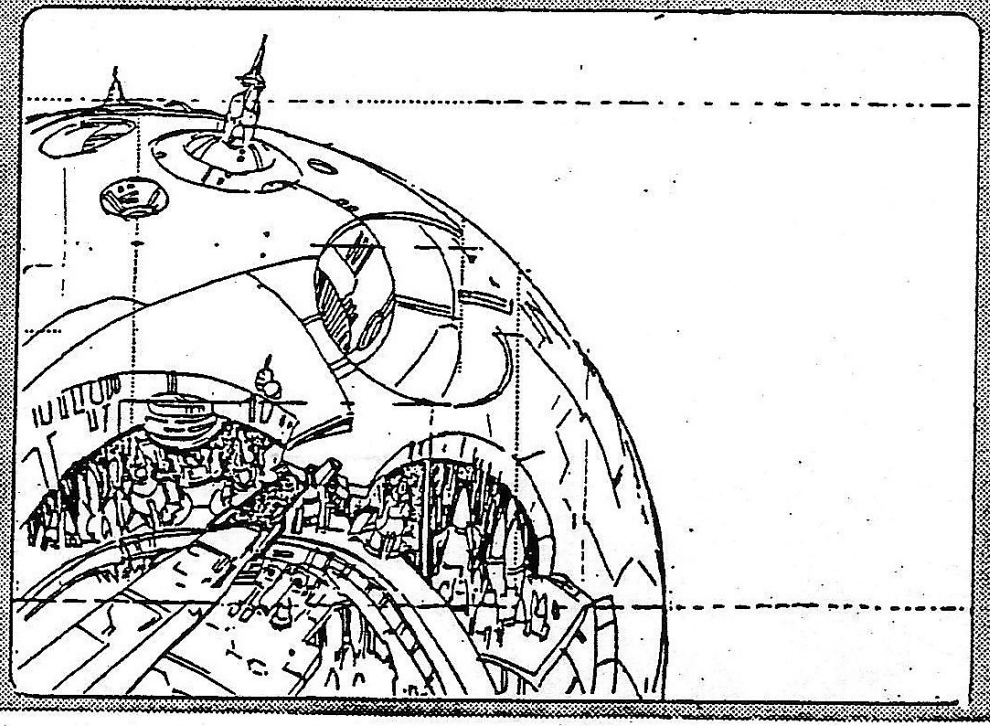
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 3-2

SC.

SEQ. 3 Page 7



ACTION ...AS WE APPROACH IT, WE CAN SEE THAT BELOW ITS OUTER CRUST IS A STOCKPILE OF WEAPONS.

DIAL NARRATOR (CONT) ... staging grounds ...

MUSIC/SFX

CAMERA

ACTION

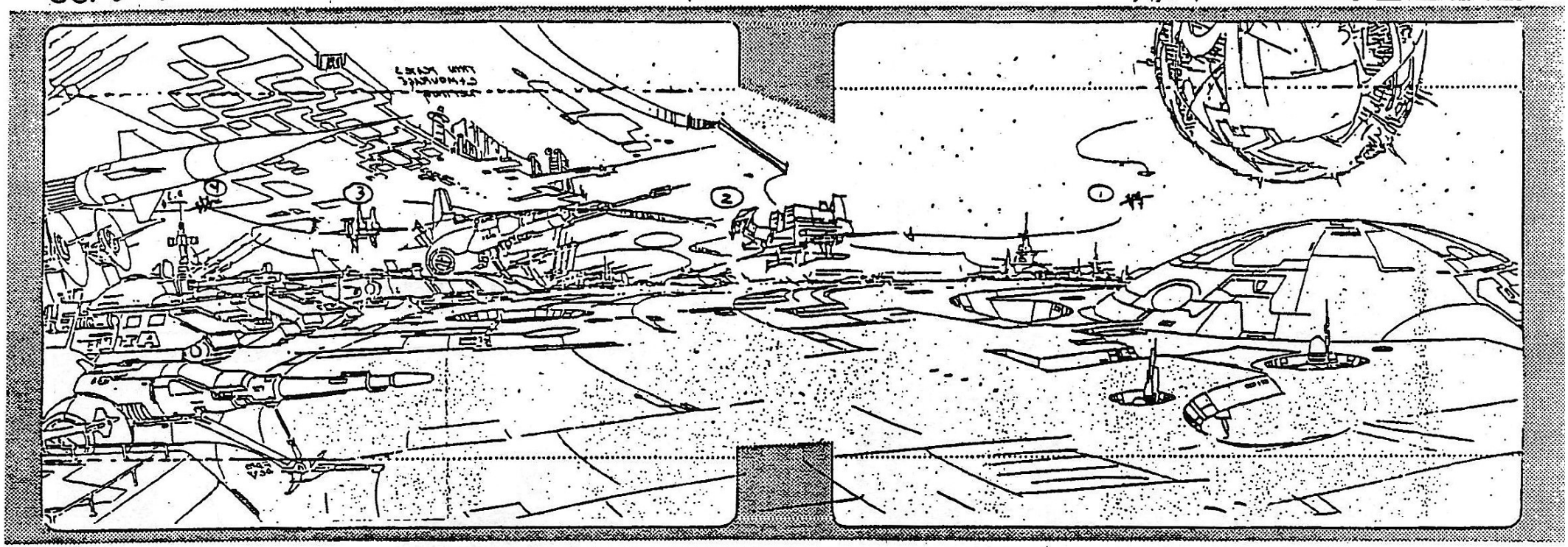
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-3 STOP ← PAN START SEQ. 3 Page 8



ACTION L.S. THE SURFACE OF THE OUTER MOON WITH CYBERTRON IN THE DISTANCE. LAZERBEAK COMES FLYING IN AND WE FOLLOW HIM AS HE DISAPPEARS INTO THE WEAPONS STOCKPILE.

DIAL NARRATOR (CONT)...on two of Cybertron's moons,...

MUSIC/SFX

CAMERA

ACTION

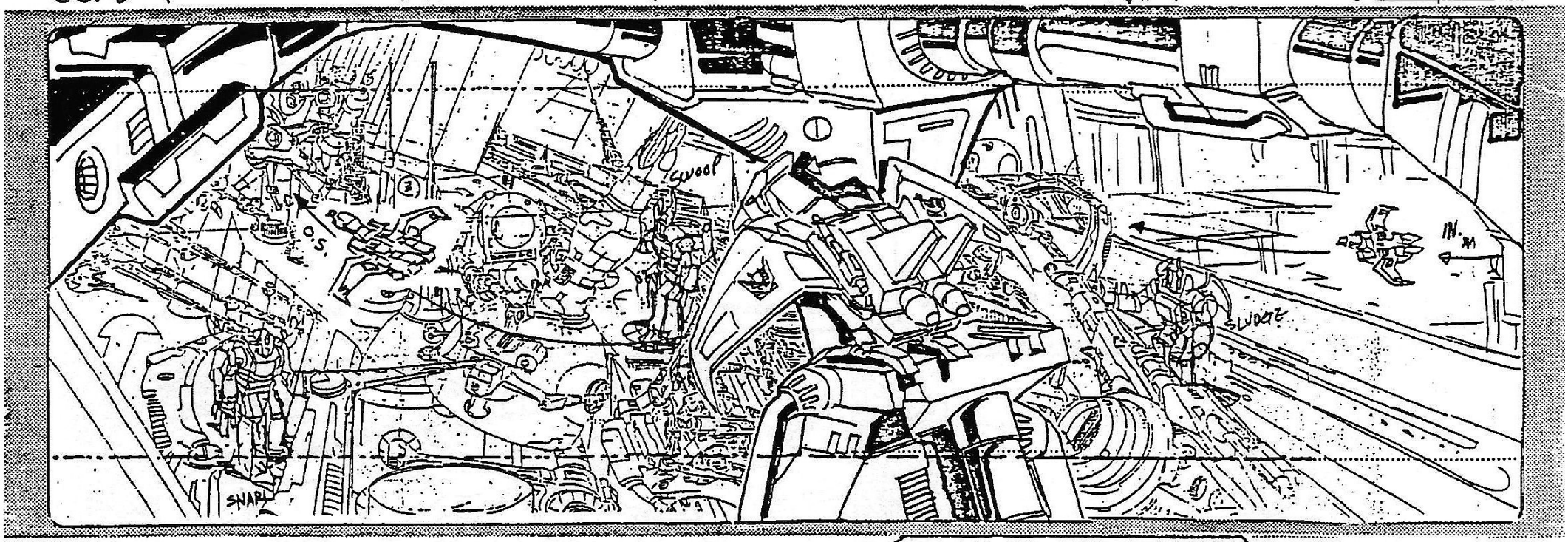
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-4 STOP PAN ← START SEQ. 3 Page 9



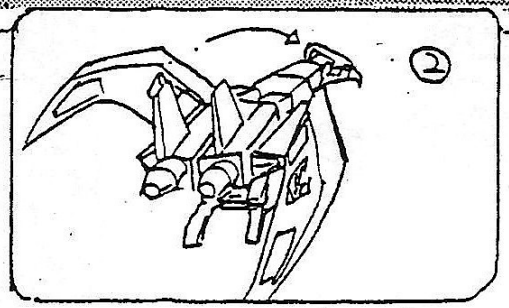
ACTION DOWN SHOT MOONBASE WEAPONS MANUFACTURING PLANT. SLUDGE, SWOOP AND SNARL OPERATE VARIOUS PIECES OF MACHINERY AS WE FOLLOW LAZERBEAK WHO FLIES BY, OVERHEAD, UNDETECTED.

DIAL NARRATOR (CONT) ...the valiant Autobots prepare to retake their homeland.

MUSIC/SFX

CAMERA

ACTION



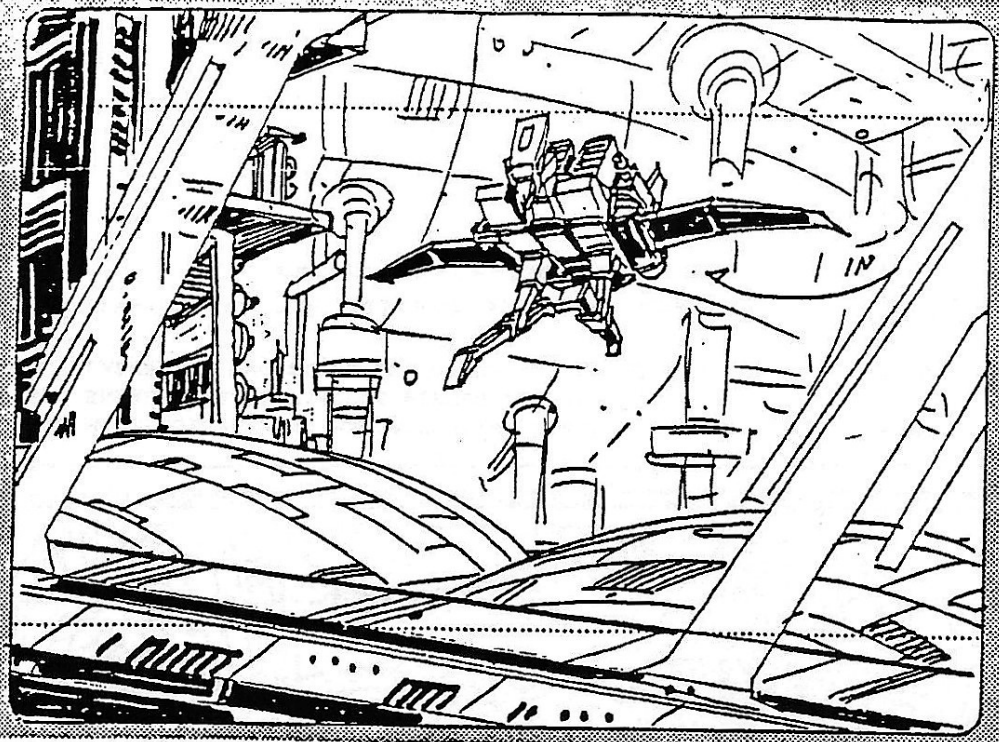
NOTE: THIS IS NOT A NEW SCENE PANEL. IT IS HERE TO CLARIFY THE ACTION OF LAZERBEAK.

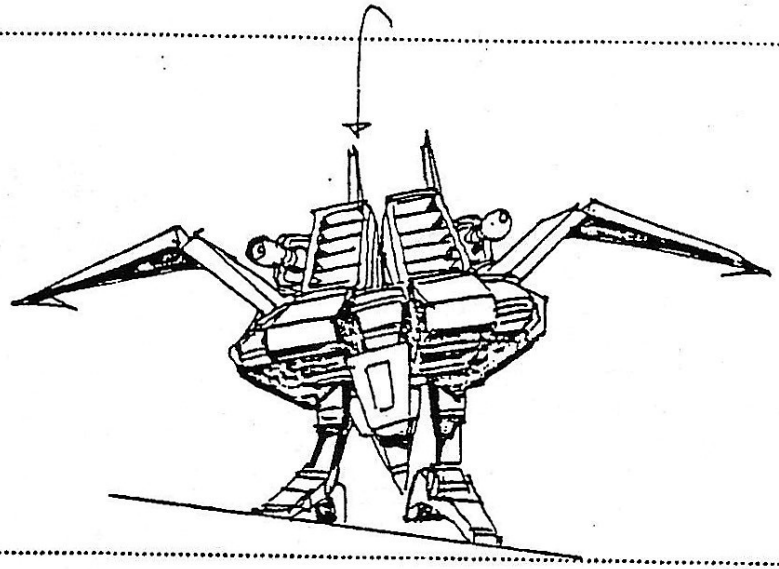
DIAL

MUSIC/SFX

CAMERA LASERBEAK FLIES UP AND LANDS ON A BEAM ABOVE THE AUTOBOTS. (1) HE LOOKS DOWN TO SPY ON SWOOP AND SNARL. (2) LAZERBEAK THEN TURNS AND LOOKS DOWN AT SLUDGE. HE THEN TAKES OFF AND (3) FLIES DOWN AND O.S.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ACTION M.S. A WINDOW IN ONE WALL OF THE WEAPONS PLANT. LAZERBEAK ENTERS...

DIAL

MUSIC/SFX

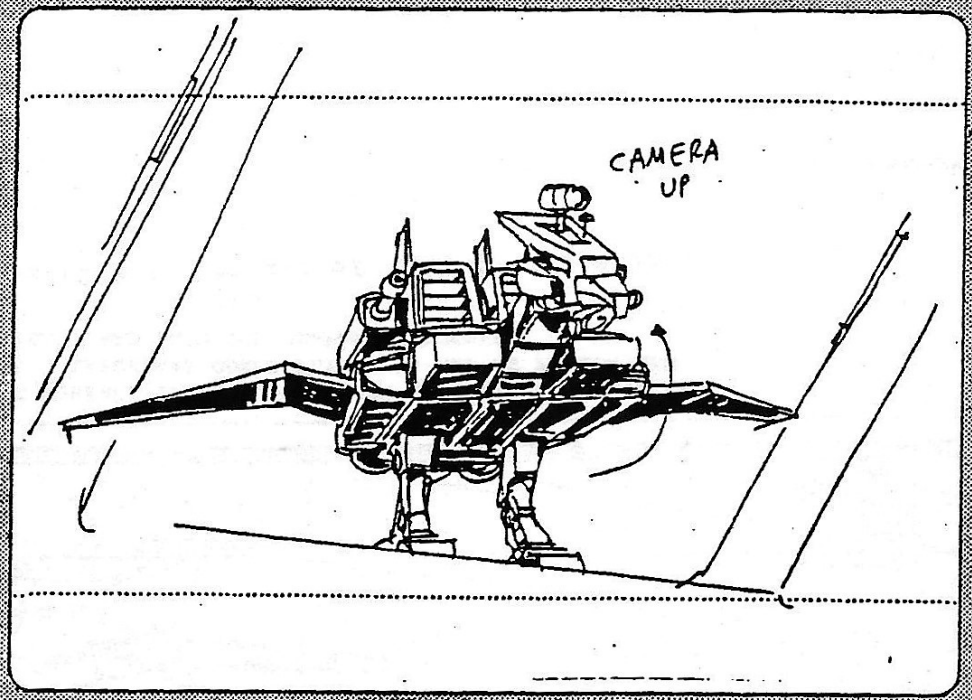
CAMERA

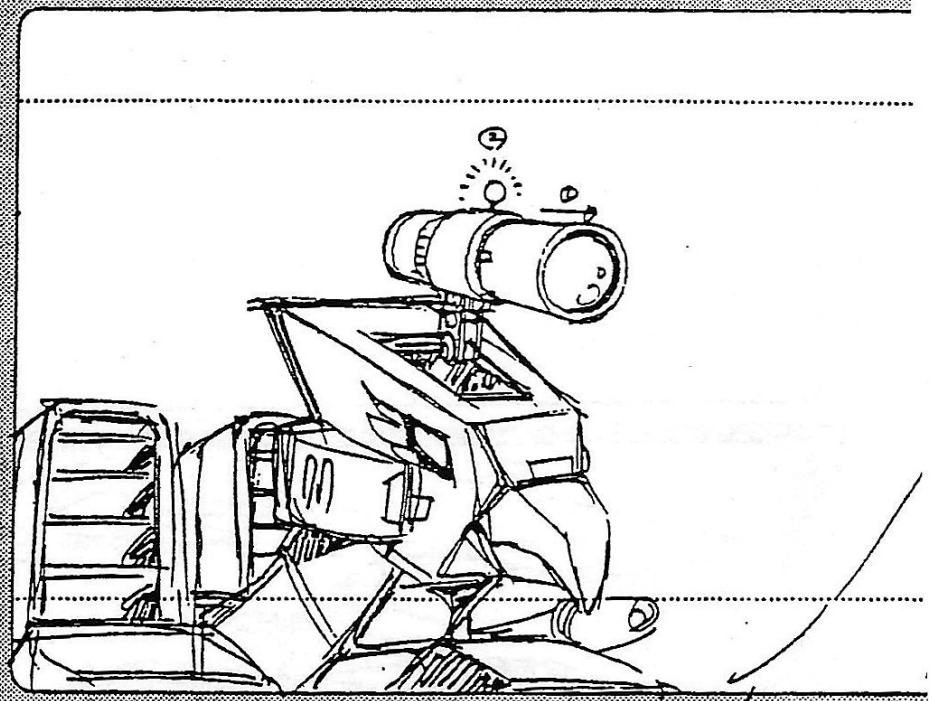
ACTION ...AND LANDS...

DIAL

MUSIC/SFX

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND LOOKS UP. HE SPOTS SOMETHING O.S. A SMALL CAMERA POPS UP OUT OF LAZERBEAK'S HEAD.

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. LAZERBEAK. THE LENS ON THE CAMERA PUSHES FORWARD (FOCUSING), THEN A LIGHT ON TOP OF THE CAMERA LIGHTS UP.

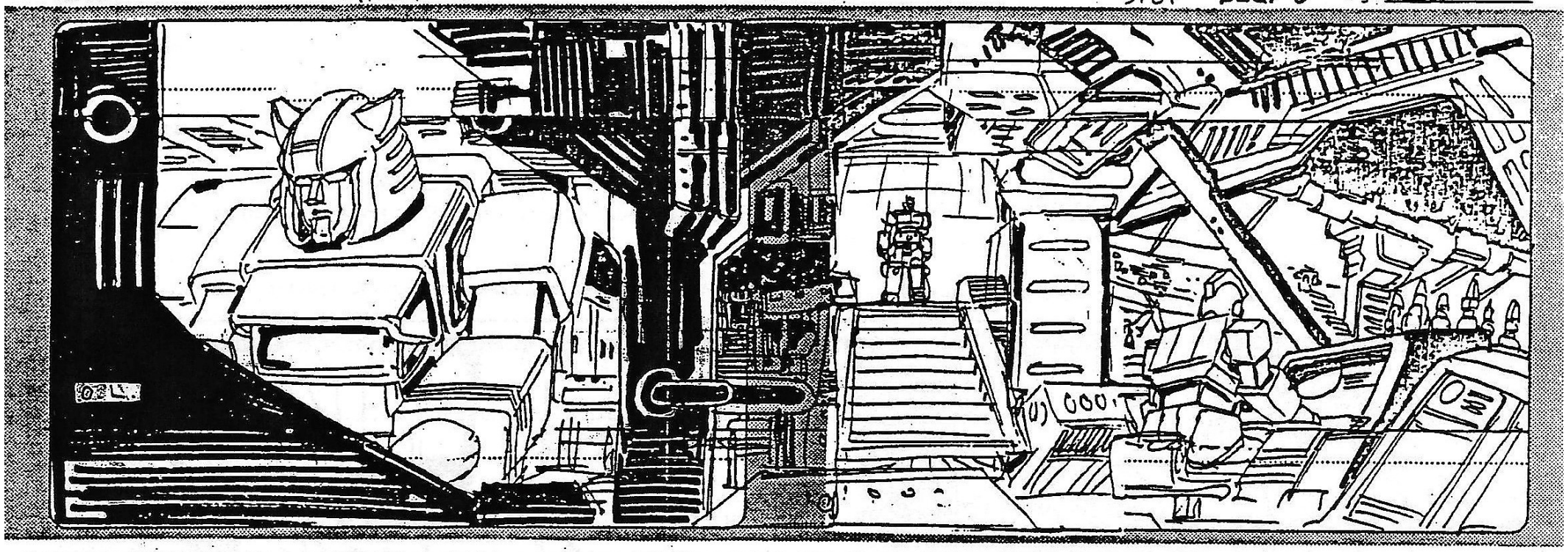
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-7 START → PAN STOP SEQ. 3 Page 12



ACTION M.S. (POV) THE MOON BASE CONTROL CENTER. CLIFFJUMPER IS OPERATING THE CONTROLS OF SOME INSTRUMENT. WE PAN ACROSS THE ROOM...

DIAL

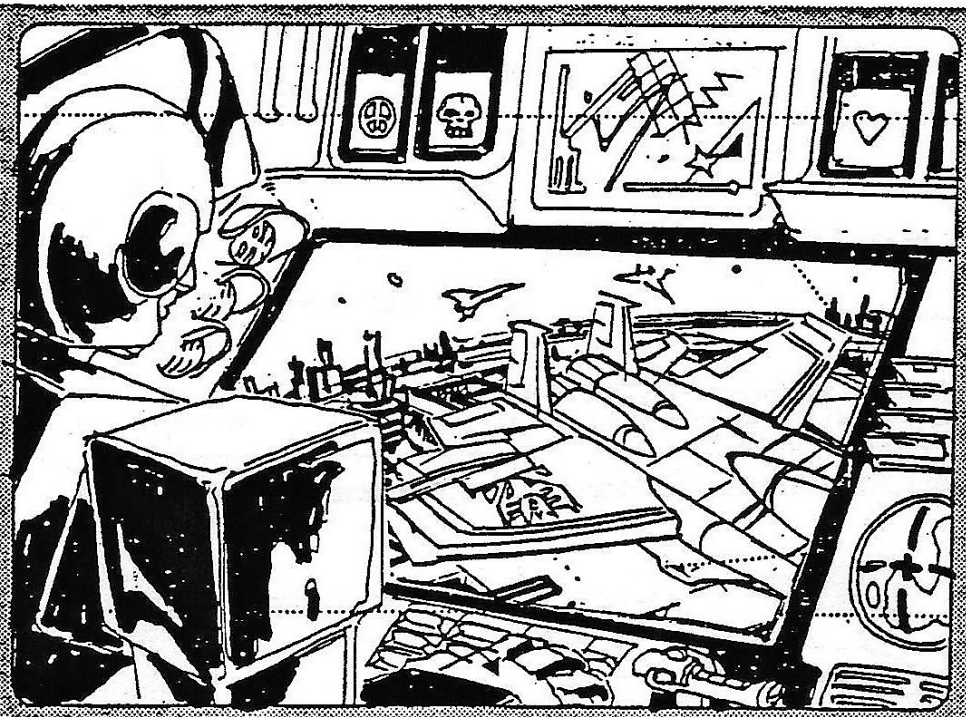
MUSIC/SFX

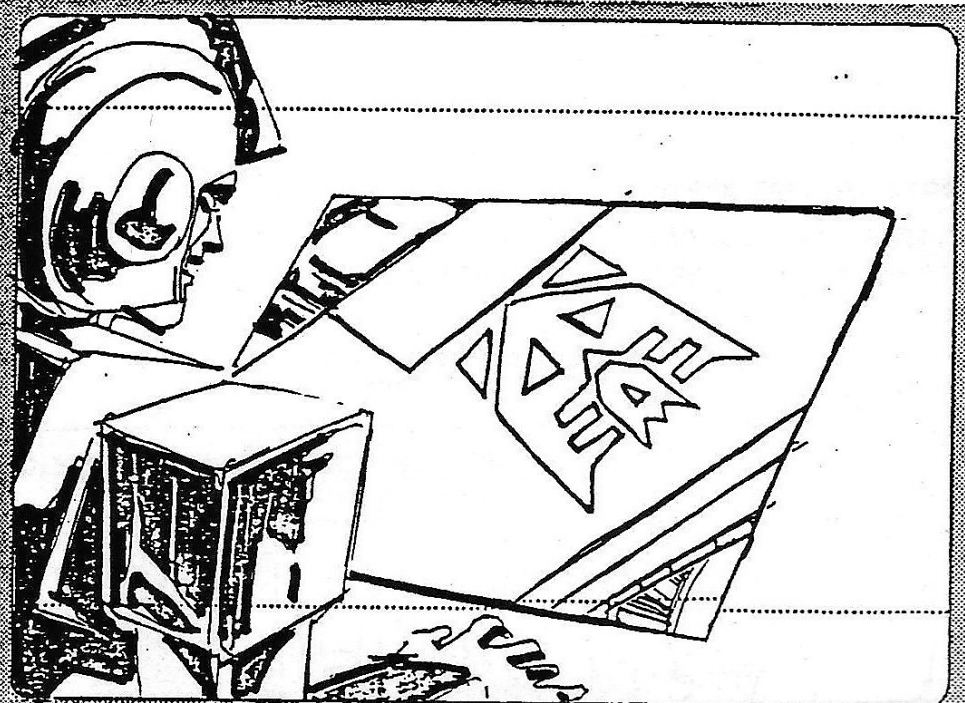
ACTION ...OPTIMUS PRIME STANDS AT THE TOP OF A FLIGHT OF STAIRS. ON THE FLOOR BELOW, IRONHIDE IS CONCENTRATING ON A TELEVISION MONITOR.

DIAL PRIME Ironhide, report to me at once!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. THE TELEVISION MONITOR SCREEN. IRONHIDE WORKS THE CONTROLS. ON THE SCREEN WE SEE CYBERTRON...

DIAL IRONHIDE Every time I look

MUSIC/SFX

CAMERA

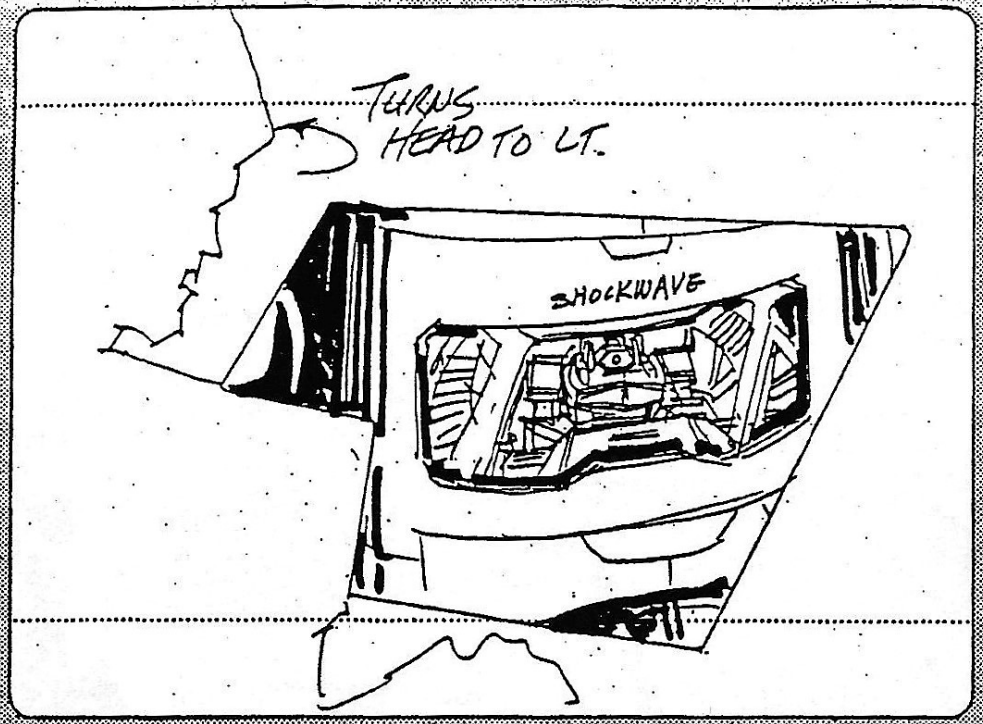
ACTION ...THE IMAGE ZOOMS IN ON A COMPLEX OF BUILDINGS...

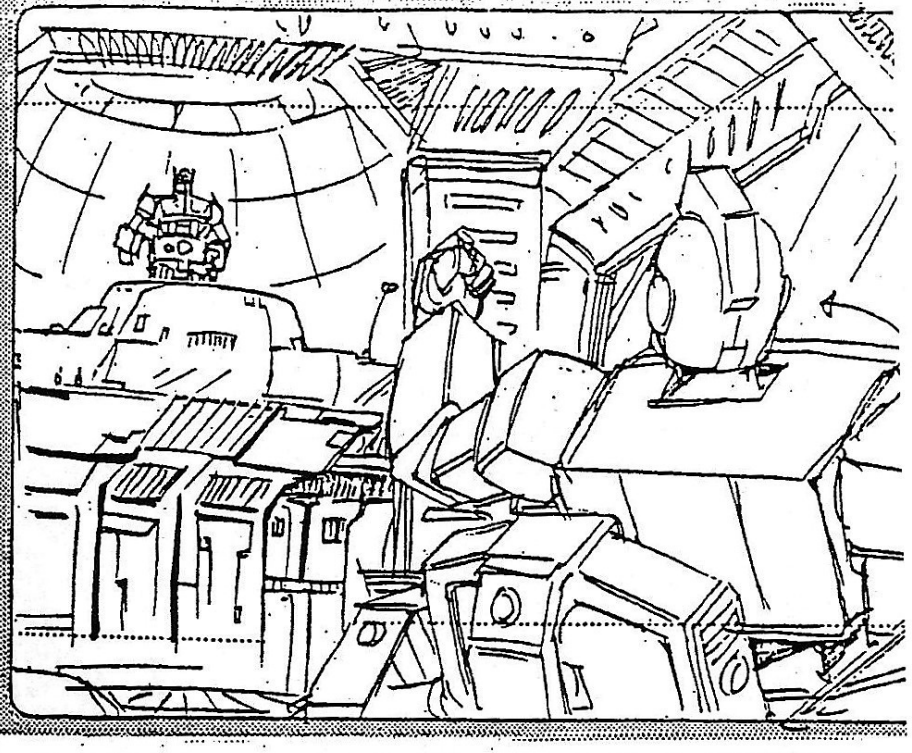
DIAL IRONHIDE (CONT) into a monitor,

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...THE ZOOM IN STOPS ON A C.U. OF A WINDOW. THROUGH THE WINDOW WE CAN SEE SHOCKWAVE. IRONHIDE TURNS TOWARD PRIME O.S.

DIAL IRONHIDE (CONT)

Prime my circuits sizzle.

MUSIC/SFX

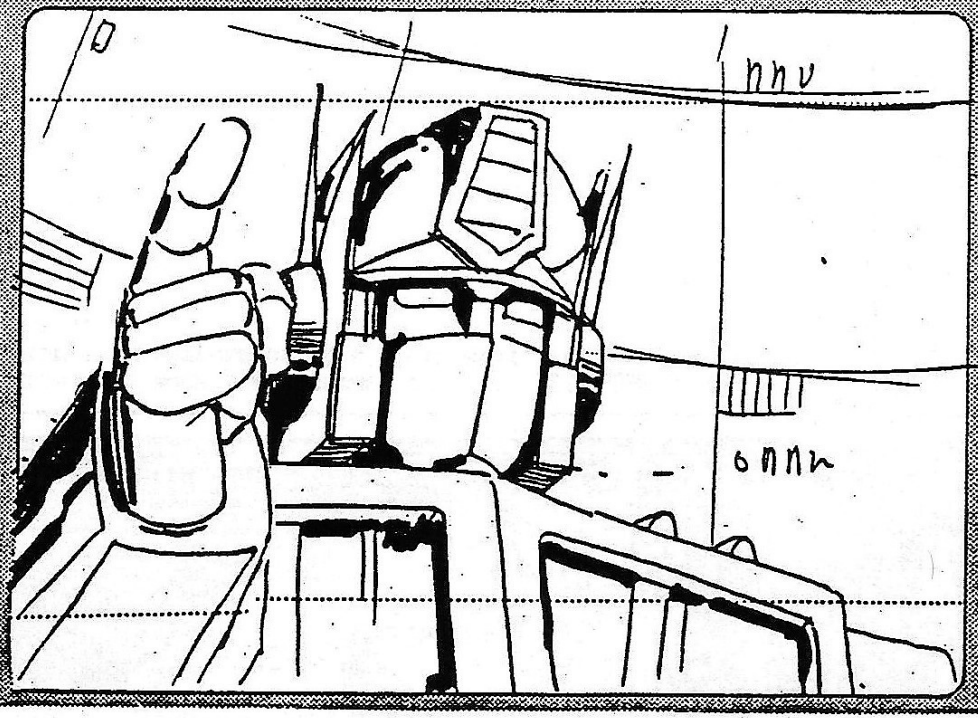
ACTION M.S. THE MOONBASE CONTROL CENTER. IRONHIDE TURNS TOWARD PRIME AND SHAKES HIS FIST.

DIAL IRONHIDE (CONT) When are we gonna (SHAKING HIS FIST) start bustin' Deceptichops

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-10



ACTION C.U. OPTIMUS PRIME. HE SPEAKS TO IRONHIDE O.S.

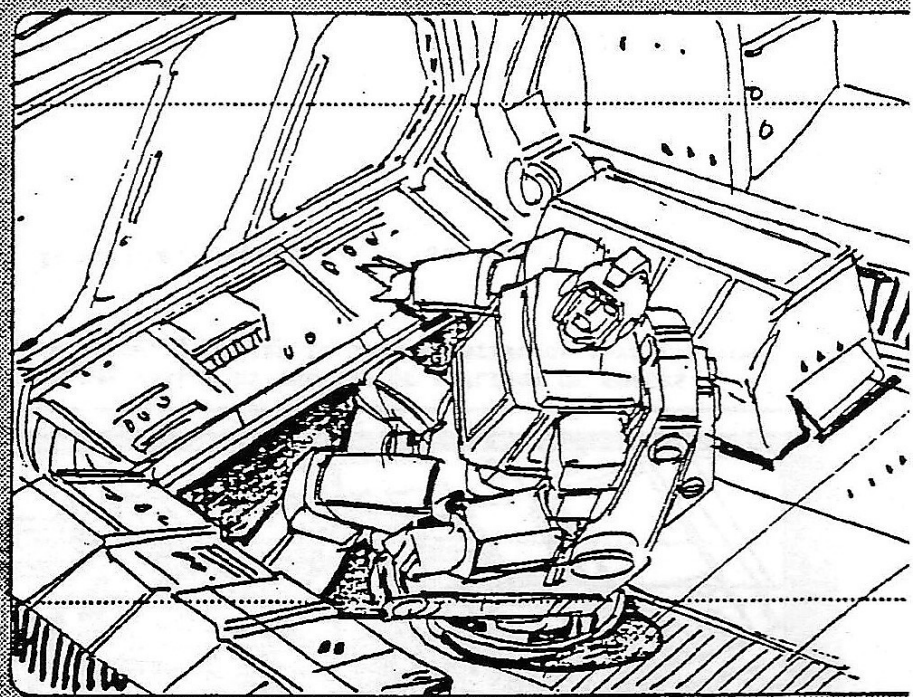
DIAL PRIME I want you to make a special run to Autobot city on Earth.

MUSIC/SFX

CAMERA

SC. 3-11

SEQ. 3 Page 15



ACTION DOWN SHOT IRONHIDE. IRONHIDE LOOKING UP AT OPTIMUS PRIME O.S.

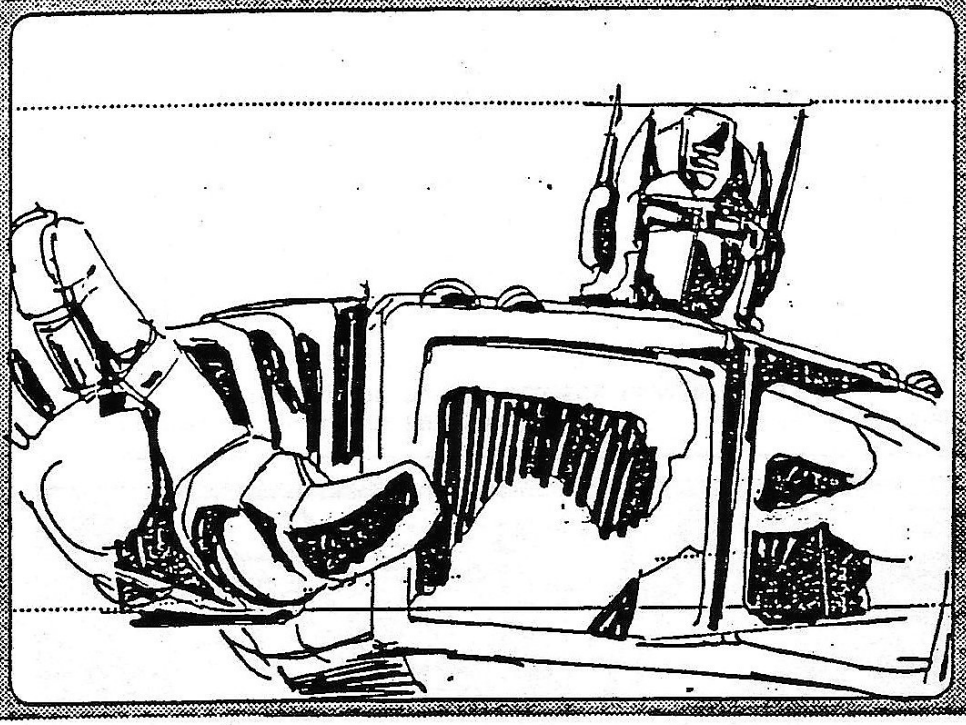
DIAL IRONHIDE But Prime...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 3-12



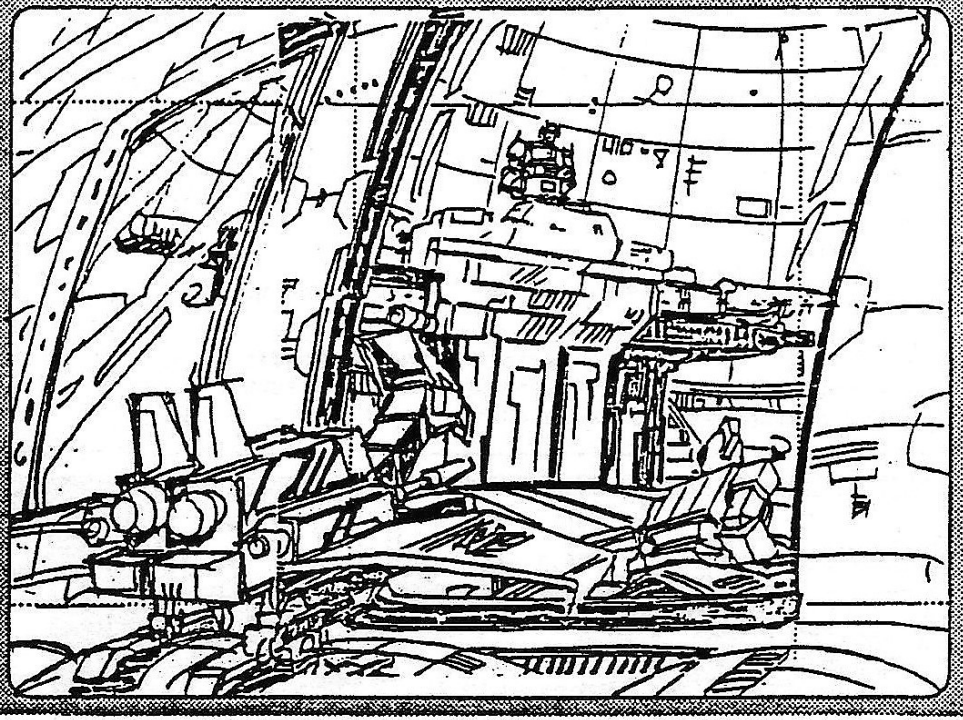
ACTION M.S. OPTIMUS PRIME. HE MOTIONS TO IRONHIDE.

DIAL PRIME Listen, Ironide. We don't have enough energon cubes to power a full scale assault.

MUSIC/SFX

CAMERA

SC. 3-13



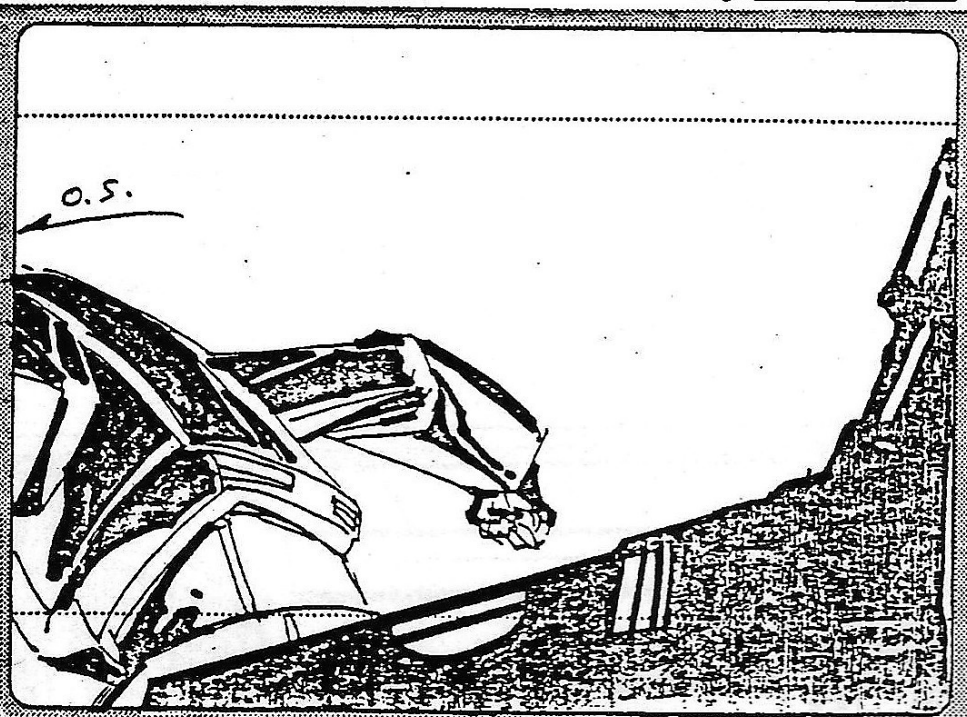
ACTION L.S. THE WINDOW OF THE CONTROL CENTER. LAZERBEAK IS SPYING IN ON PRIME AND IRONHIDE. IRONHIDE SWIVELS AROUND TO FACE THE T.V. MONITOR.

DIAL PRIME Ready the shuttle for launch.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. IRONHIDE. HE LOOKS DOWN INTO THE MONITOR, THEN TURNS...

DIAL IRONHIDE (LOOKING INTO MONITOR)
Your days are numbered now, Decepticreeps.

MUSIC/SFX

CAMERA

ACTION ...GETS UP AND RUNS O.S.

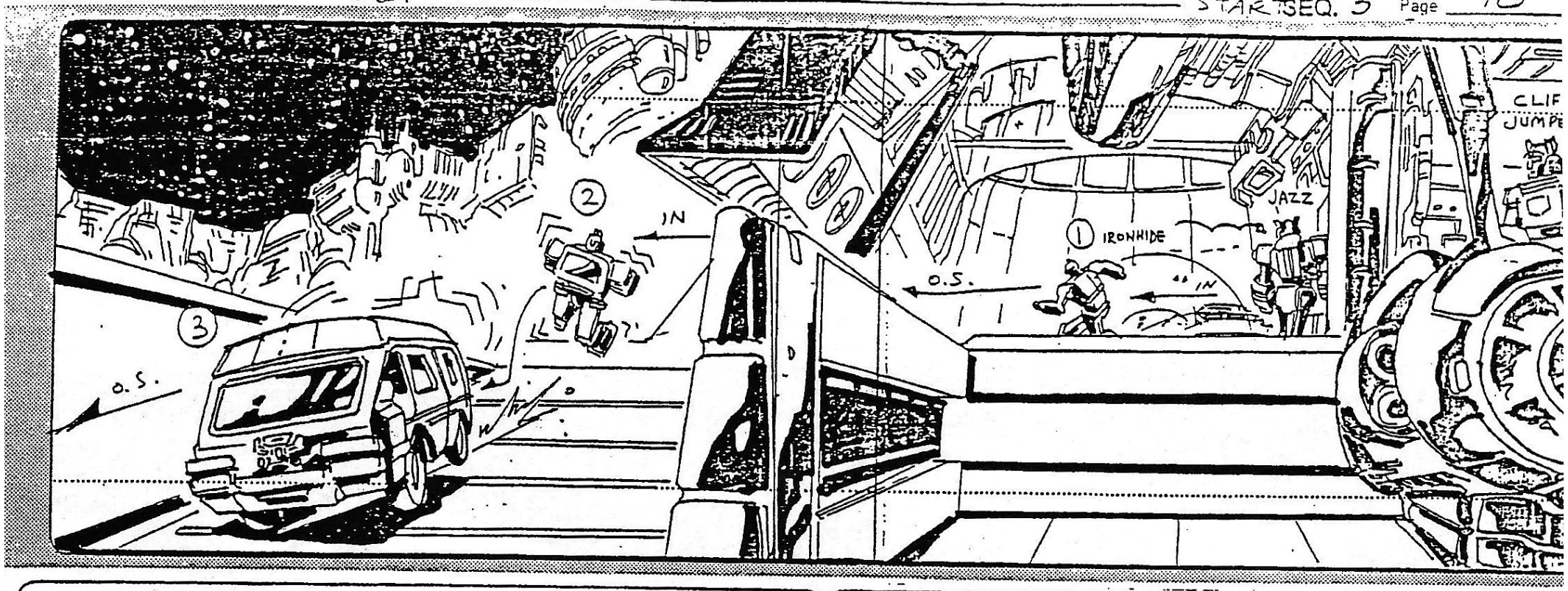
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SO. 3-.3 STOP FOLLOW PAN START SEQ. 3 Page 10



ACTION M.L.S. EXTERIOR OF THE MOON BASE COMMAND CENTER. IRONHIDE RUNS OUT PAST CLIFFJUMPER, AND JAZZ WHO IS JUST ENTERING THE COMPLEX. WE PAN WITH IRONHIDE AS HE TRANSFORMS INTO VEHICULAR MODE AND DRIVES O.S.

DIAL

MUSIC/SFX

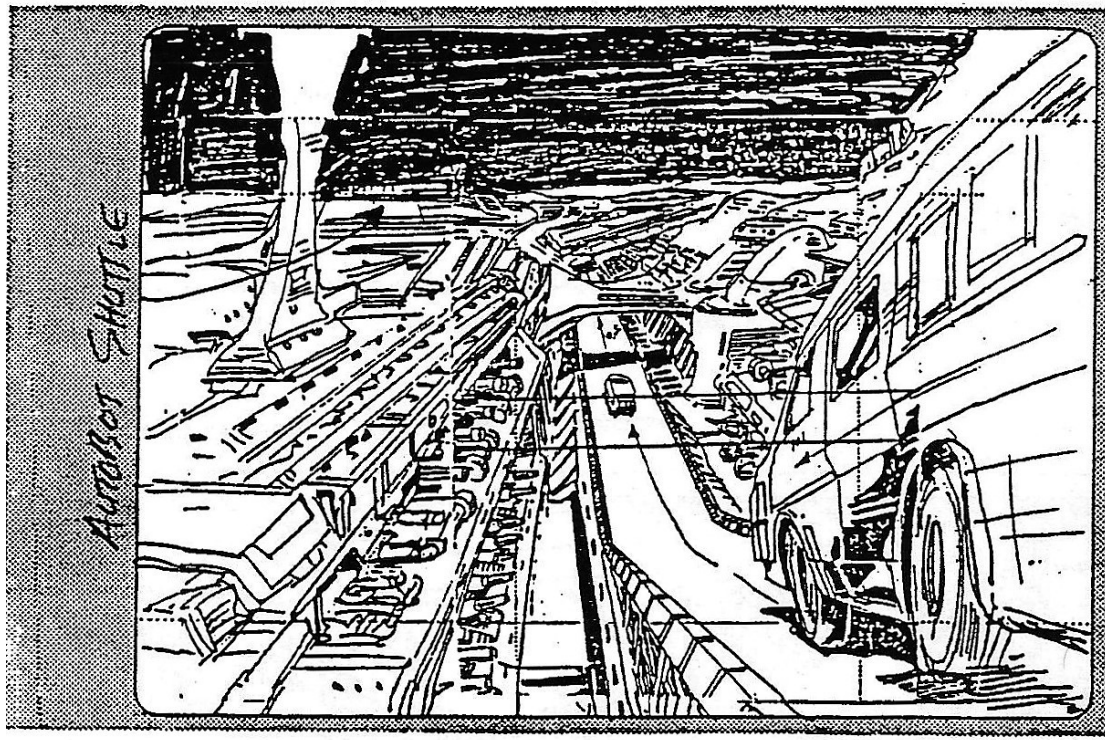
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-16



ACTION X.L.S. THE AUTOBOT MOON BASE. IRONHIDE RACES ALONG A ROAD THAT LEADS TO THE SHUTTLE LAUNCH AREA.

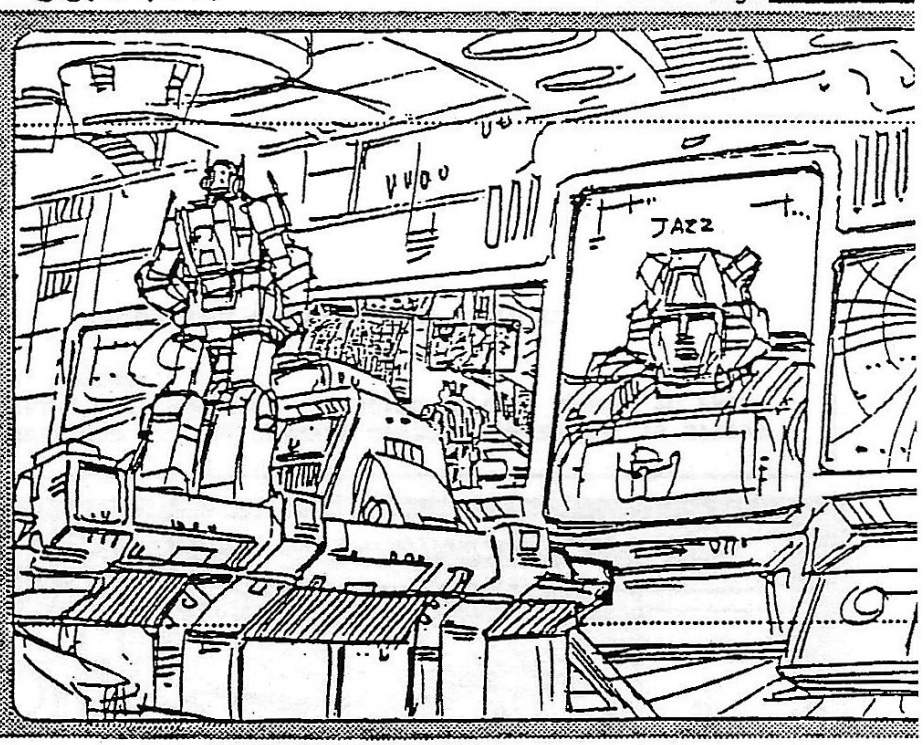
DIAL

MUSIC/SFX

CAMERA

SC. 3-16A

SEQ. 3 Page 19



ACTION L.S. PRIME STANDS IN FRONT OF THE CONTROL PANEL AND SCREENS. HE COMMANDS JAZZ TO REPORT. JAZZ'S IMAGES APPEAR ON THE MONITORS.

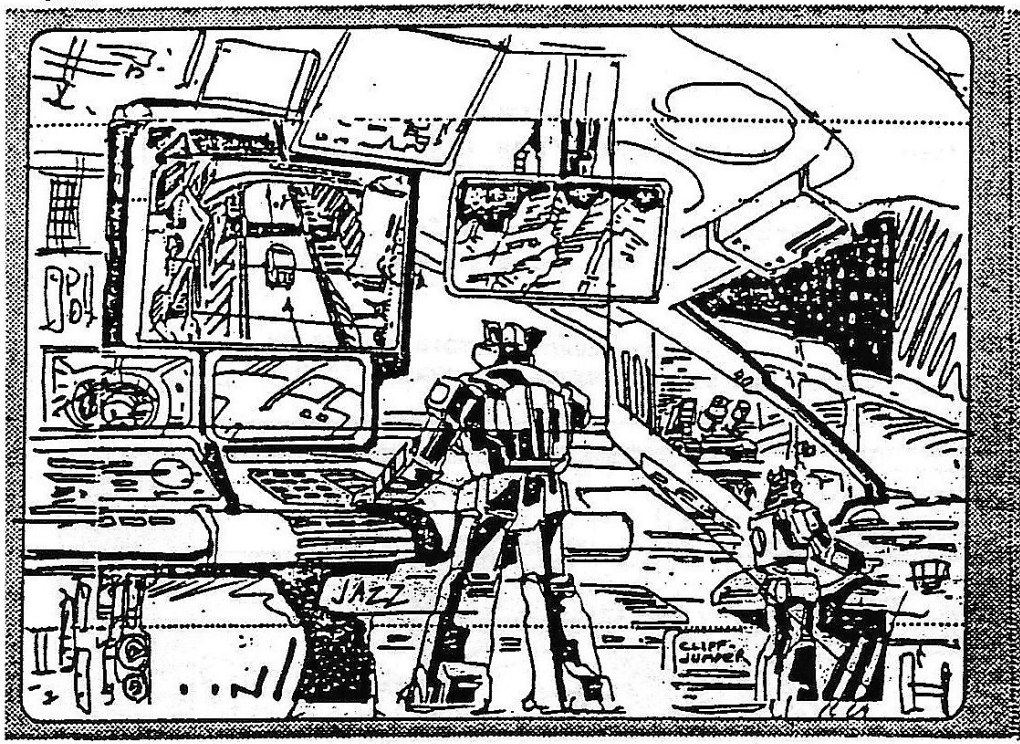
DIAL PRIME. Jazz. Report security status.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-17



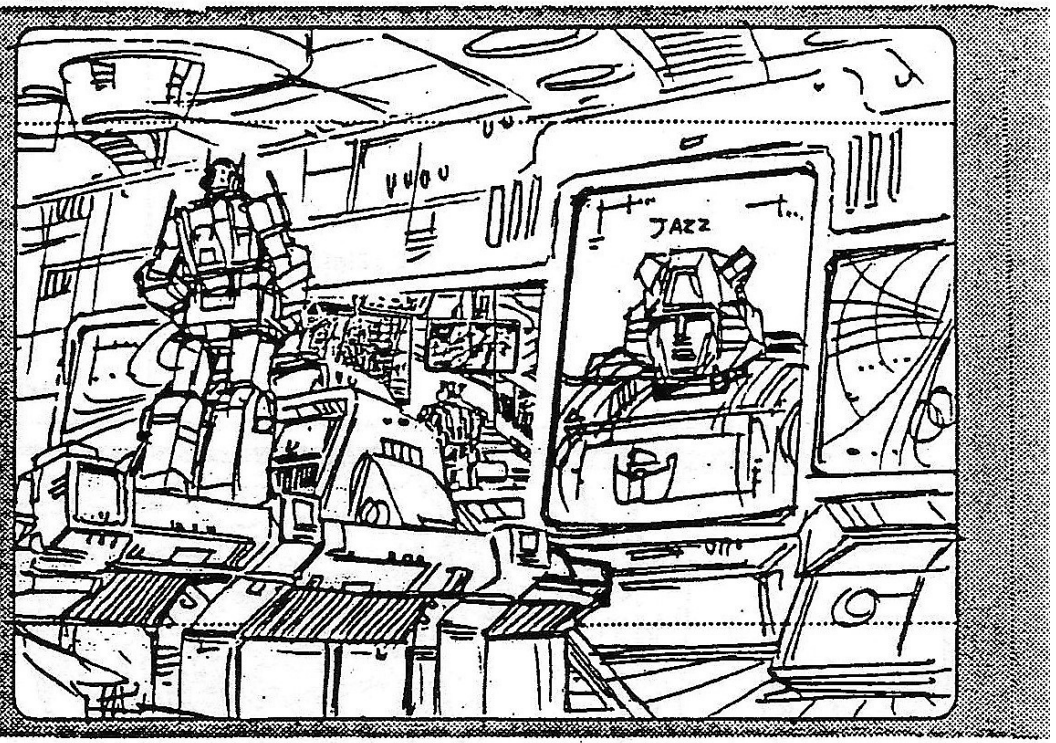
ION L.S. INTERIOR MOON BASE CONTROL CENTER. CLIFFJUMPER AND JAZZ ARE MANNING THEIR STATIONS. ON THE MONITOR IN FRONT OF JAZZ IS A VIEW OF IRONHIDE HEADING TOWARD THE SPACE SHUTTLE.

JAZZ No sign of Decepticons here, Prime.

IC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-18

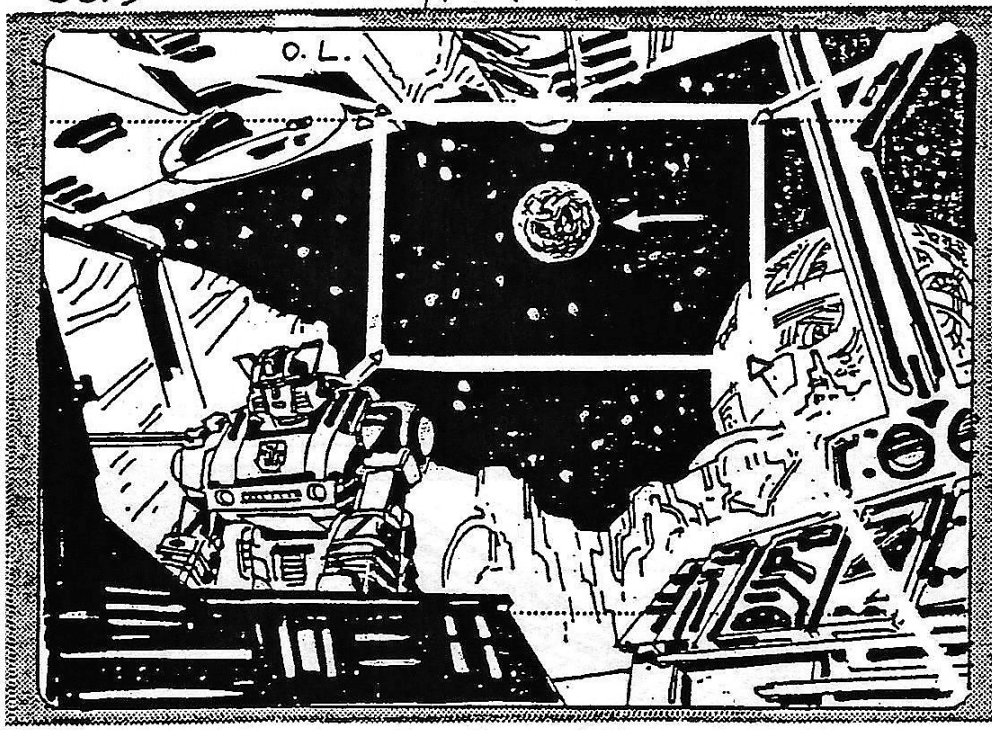


ACTION : L.S. PRIME IN THE CONTROL CENTER. HE IS TALKING TO JAZZ WHOSE IMAGE APPEARS ON THE SCREEN IN FRONT OF HIM.

DIAL PRIME What about Moon base 2?

MUSIC/SFX

SC. 3-19 TRUCK-IN SC. SEQ 3 Page 20(A)



PAGE 21 TO FOLLOW

ACTION M.L.S. JAZZ. HE IS AT THE COMMUNICATION CONSOLE. THROUGH THE WINDOW BEHIND HIM WE CAN SEE CYBERTRON AND THE INNER MOON.

DIAL JAZZ Jazz to Moon Base 2.

MUSIC/SFX

CAMERA

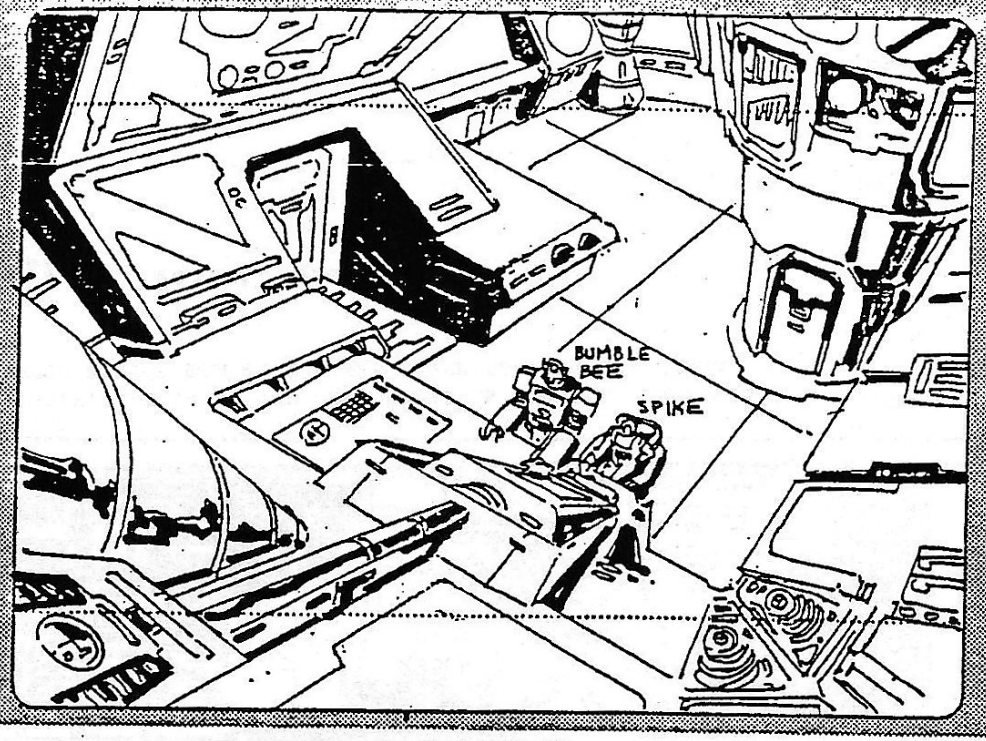
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



ACTION DOWN SHOT BUMBLEBEE AND SPIKE. THEY ARE IN THE CONTROL ROOM AT MOON BASE TWO.

DIAL JAZZ Jazz to Moon Base 2.

MUSIC/SFX

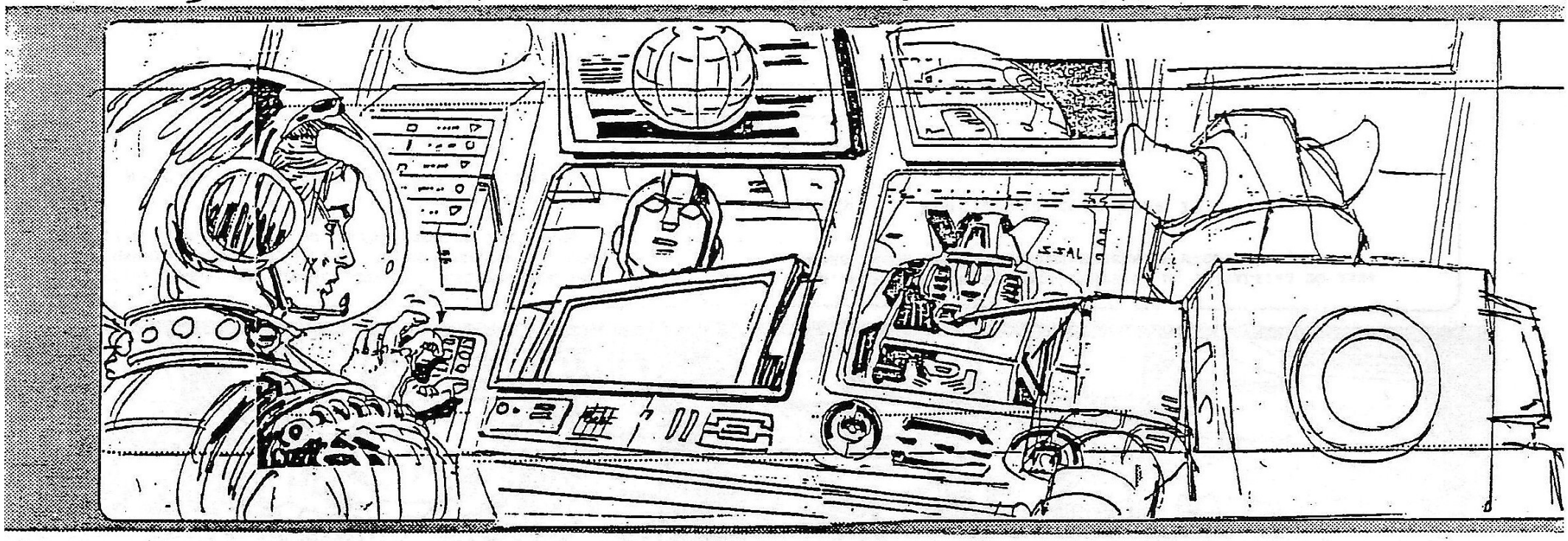
ACTION M.S. BUMBLEBEE AND SPIKE. THEY OPERATE THE BUTTONS ON THE CONTROL PANEL AS THEY COMMUNICATE TO JAZZ ON MOON BASE ONE.

DIAL BUMBLEBEE Bumblebee and Spike here.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-22 STOP PAN ← START SEQ 3 Page 22



ACTION M.C.U. SPIKE. HE TALKS TO JAZZ WHO APPEARS ON THE MONITOR. WE PAN TO PICK UP BUMBLEBEE.

DIAL (1) JAZZ We're about to send up a shuttle. Any Decepticon shennanigans in your area?

MUSIC/SFX SPIKE (3) Hey, Ironhide, tell my son, Daniel, I miss him.

CAMERA

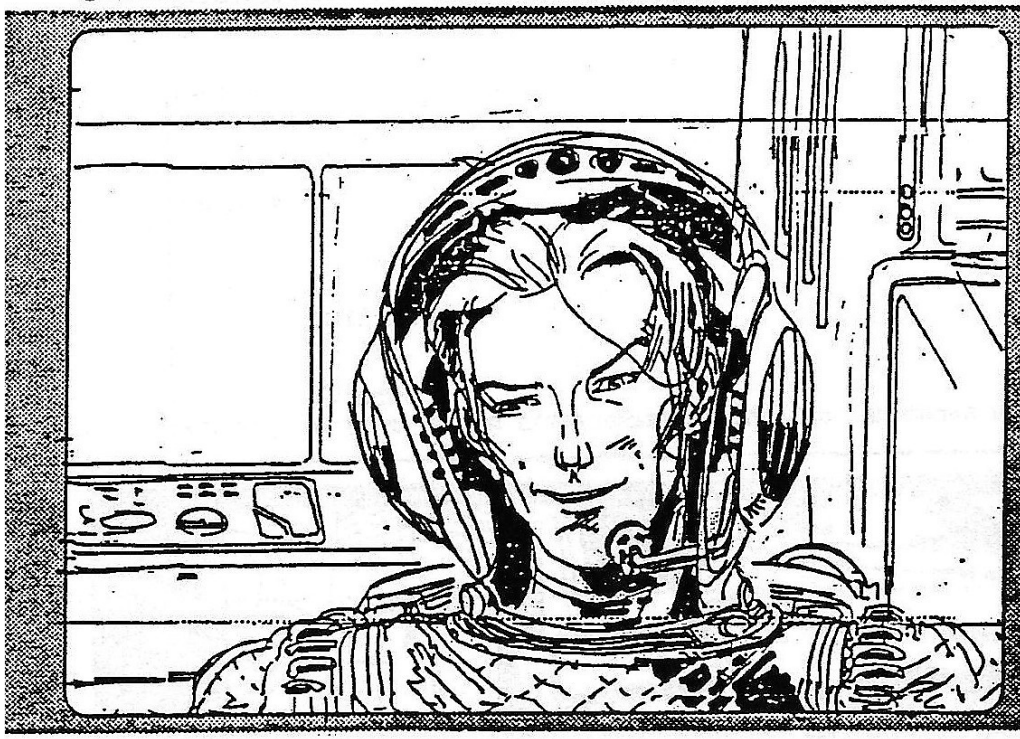
ACTION

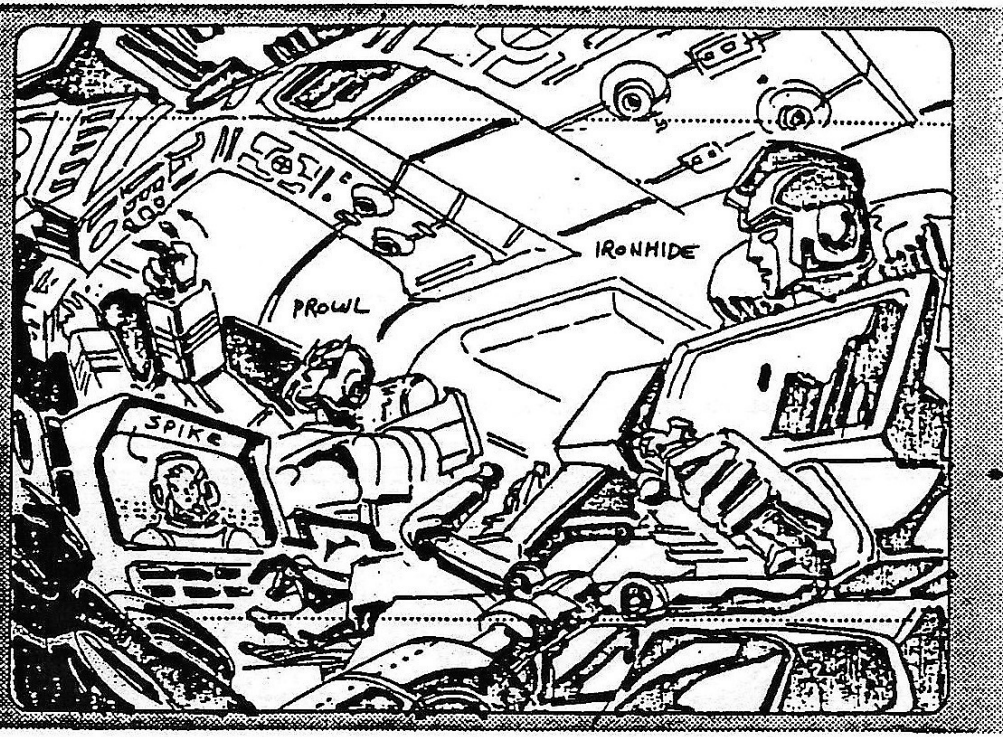
DIAL (2) BUMBLEBEE All clear, Jazz.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. SPIKE. HE SPEAKS TO IRONHIDE WHO IS O.S.

DIAL SPIKE

And tell him I'll be coming home as soon as we've ....

MUSIC/SFX

ACTION 2 SHOT IRONHIDE AND PROWL INSIDE THE AUTOBOT SPACE SHUTTLE. IRONHIDE TALKS TO SPIKE WHILE PROWL READIES THE SHUTTLE FOR LAUNCH.

DIAL SPIKE(CONT) ...kicked Megatron's tail across the galaxy.

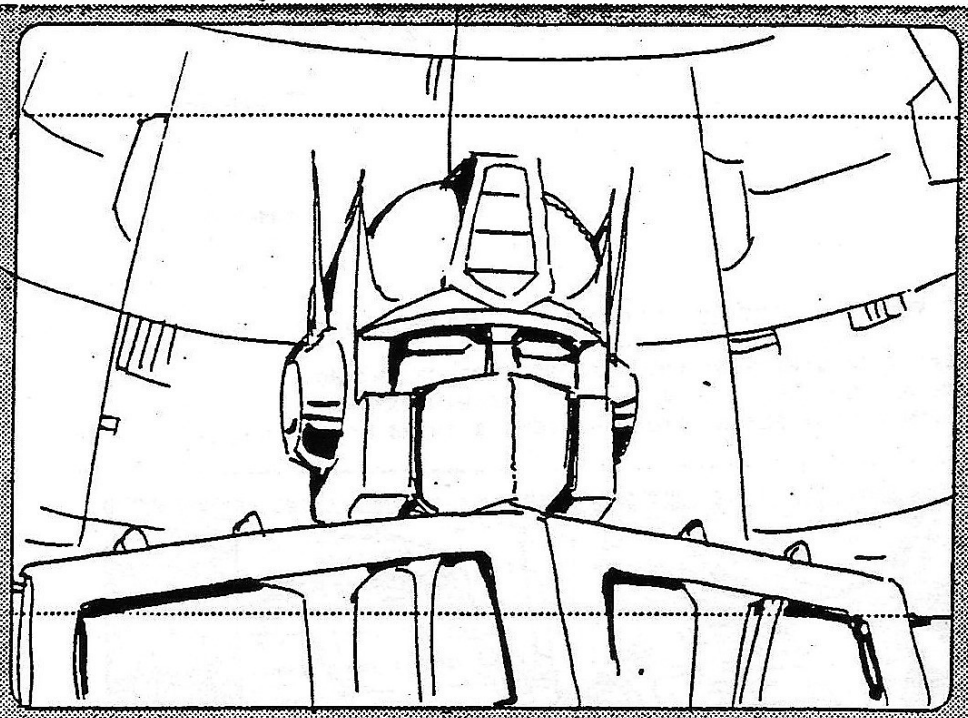
MUSIC/SFX IRONHIDE Will do, Spike.

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-25

SC.

SEQ. 3 Page 24



ACTION C.U. OPTIMUS PRIME.

DIAL OPTIMUS PRIME Commence countdown, Cliffjumper.

MUSIC/SFX

CAMERA

ACTION

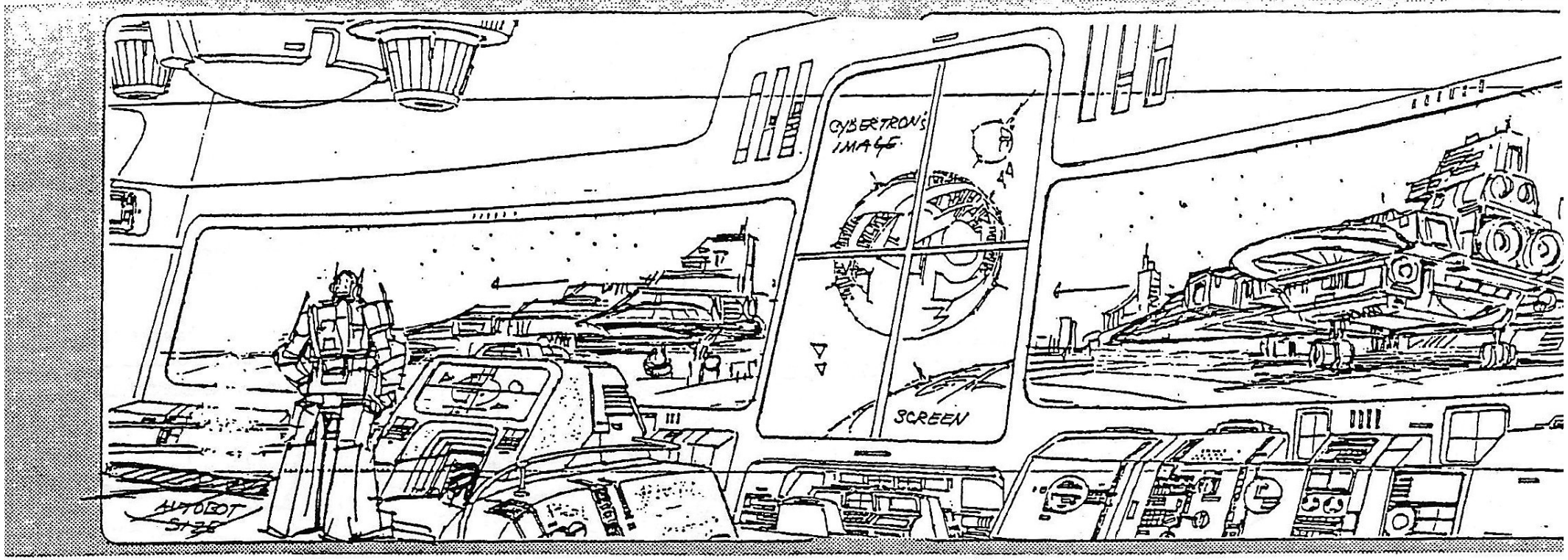
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-10 START PAN → SC. STOP SEQ.3 Page 23



ACTION L.S. PRIME STANDS IN FRONT OF THE HUGE MONITORS IN THE COMMAND CENTER. WE PAN TO SEE VARIOUS SCREENS AND IMAGES OF THE AUTOBOT SHUTTLE AND CYBERTRON WITH IST MOONS.

DIAL CLIFFJUMPER Five... Four... Three....

MUSIC/SFX

CAMERA

ACTION

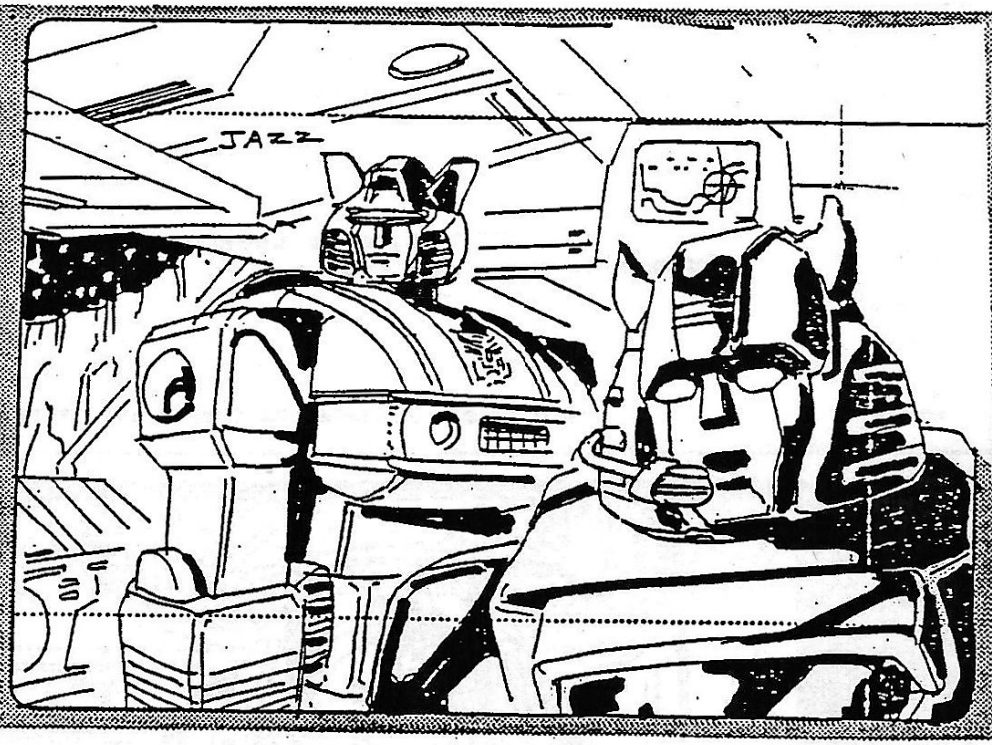
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-27



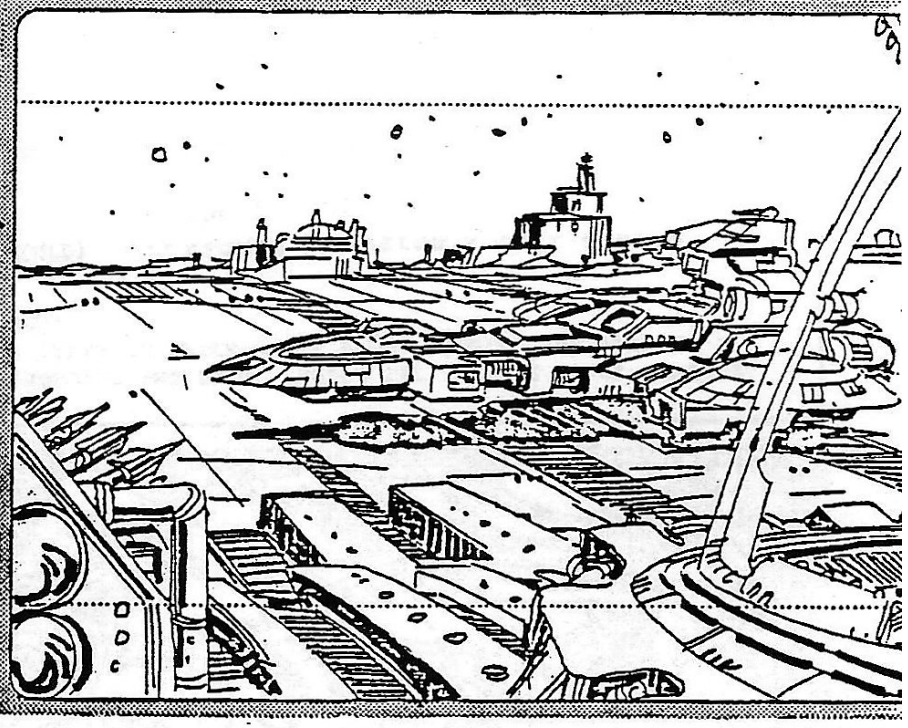
ACTION M.S. JAZZ AND CLIFFJUMPER CONDUCTING THE COUNT DOWN TO LAUNCH.

DIAL CLIFFJUMPER .. Two....

MUSIC/SFX

CAMERA

SC. 3-28



ACTION L.S. THE AUTOBOT SPACE SHUTTLE ON THE LAUNCH RUNWAY.

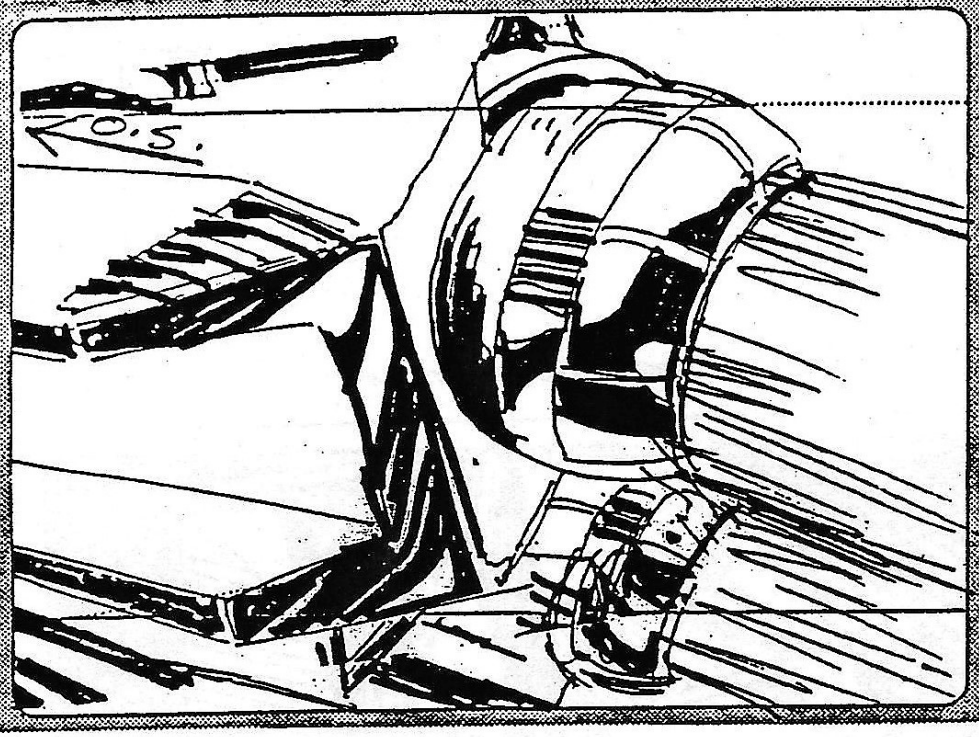
DIAL CLIFFJUMPER (CONT) ... One... ...Blastoff.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-29



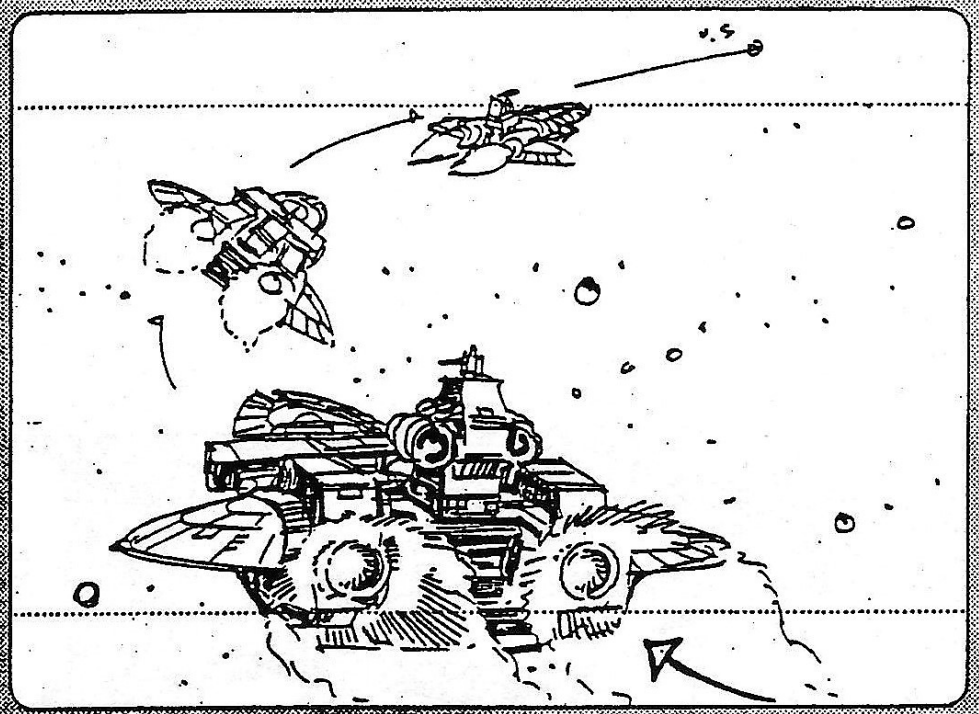
ACTION X.C.U. THE ROCKET NOZZELS OF THE SPACE SHUTTLE. THEY IGNITE SENDING OUT POWERFUL BLASTS OF FLAME. THE SHUTTLE STARTS MOVING AND GOES O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-30



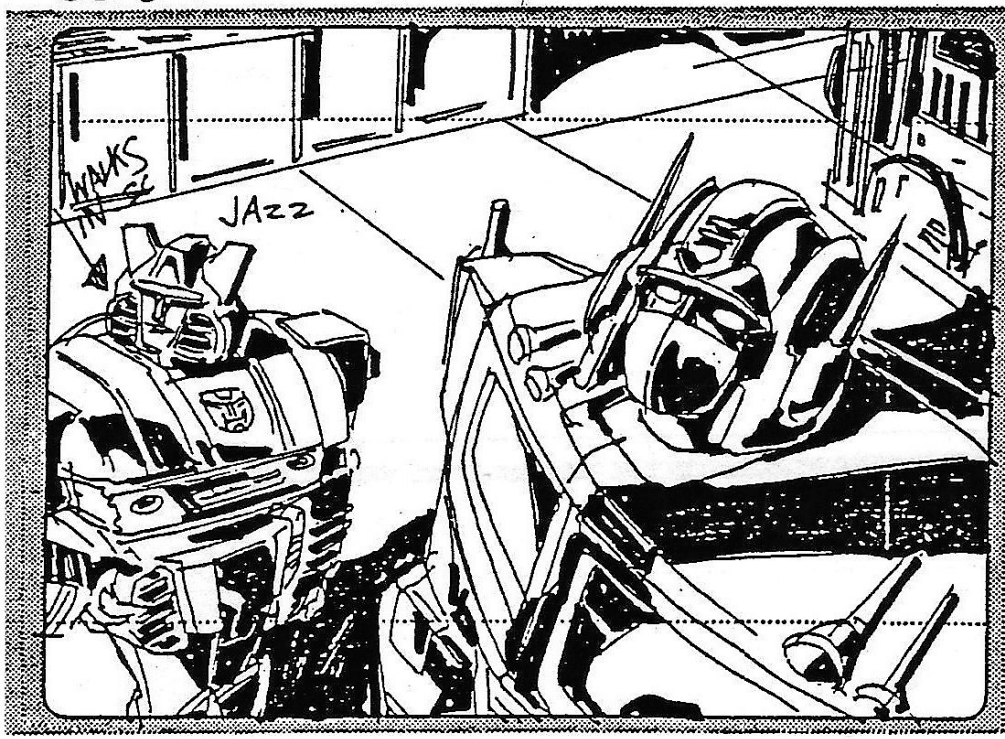
ACTION L.S. THE AUTOBOT SPACE SHUTTLE AS IT CLIMBS INTO SPACE ABOVE THE OUTER MOON.

DIAL

MUSIC/SFX

CAMERA

SC. 3-31



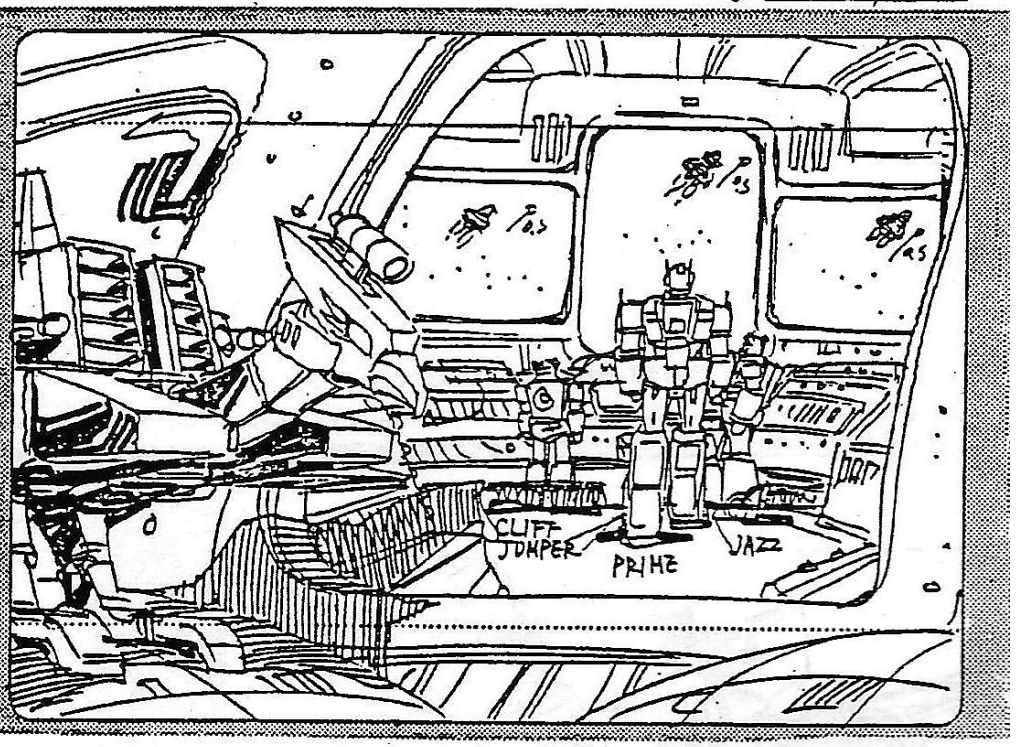
ACTION M.S. JAZZ AND PRIME. THEY WATCH THE SPACE SHUTTLE CLIMB AND HEAD FOR EARTH ON THEIR (O.S.) MONITORS.

DIAL PRIME Now, all we need is a little Energon and ...

MUSIC/SFX

CAMERA

SC. 3-32



ACTION M.C.U. LAZERBEAK WATCHING PRIME, JAZZ, AND CLIFFJUMPER THROUGH THE WINDOW IN THE COMMAND CENTER. THE CAMERA ON HIS HEAD RETRACTS.

DIAL PRIME (CONT) ...a lot of luck.

MUSIC/SFX

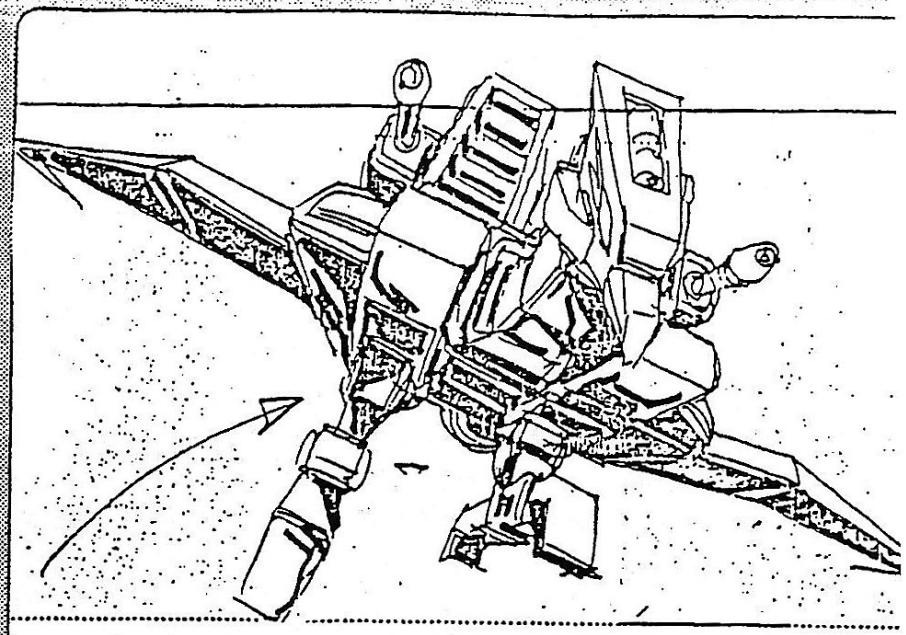
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. CONT 3-32

SEQ. 3 Page 27



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION LAZERBEAK TAKES OFF AND FLIES...

DIAL

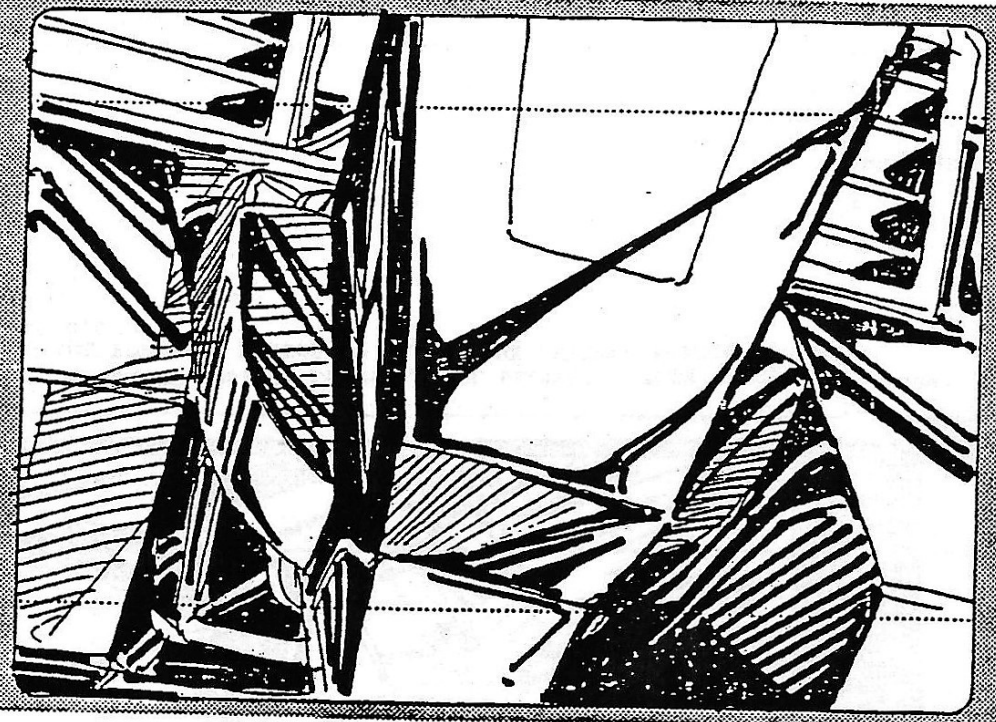
MUSIC/SFX

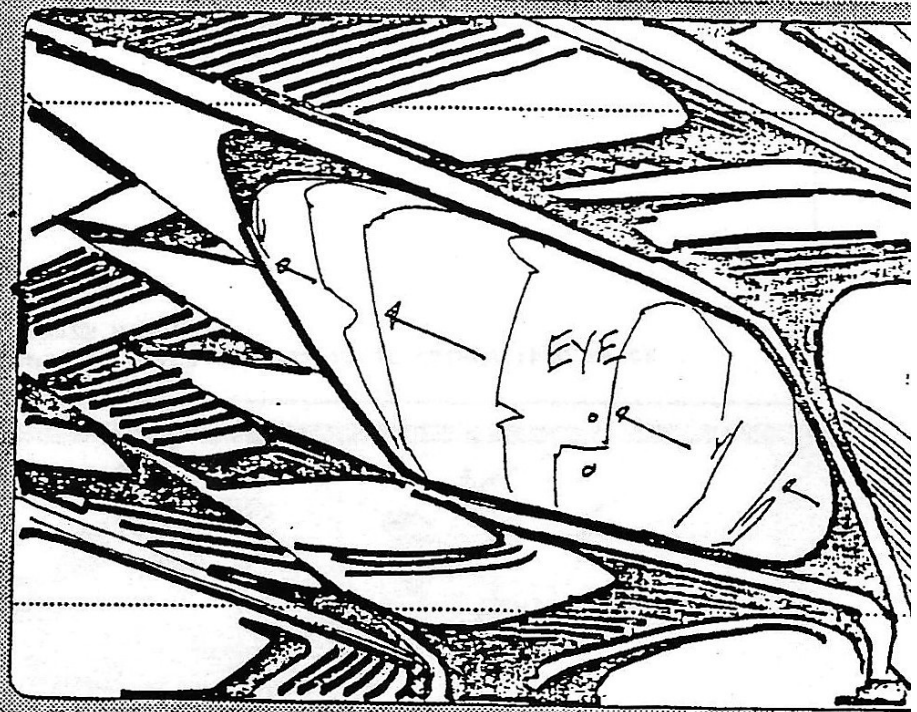
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 3-32

SC. CONT.

SEQ.3 Page 30





ACTION ...PAST CLOSE TO THE CAMERA...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HIS EYE FILLS THE SCREEN...

DIAL

MUSIC/SFX

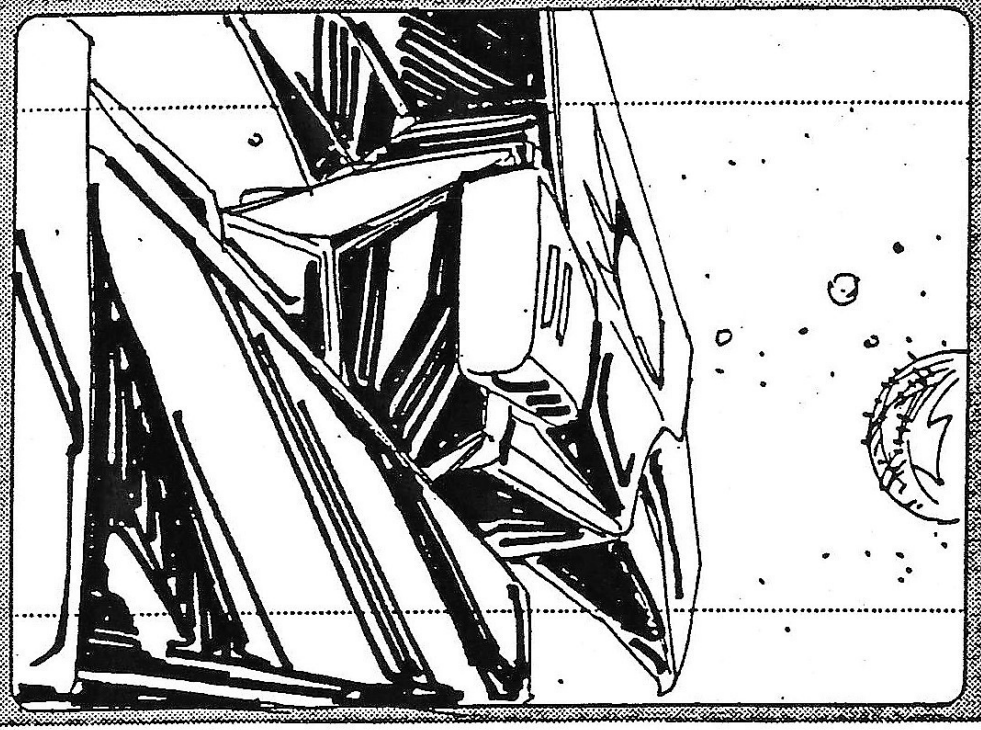
CAMERA

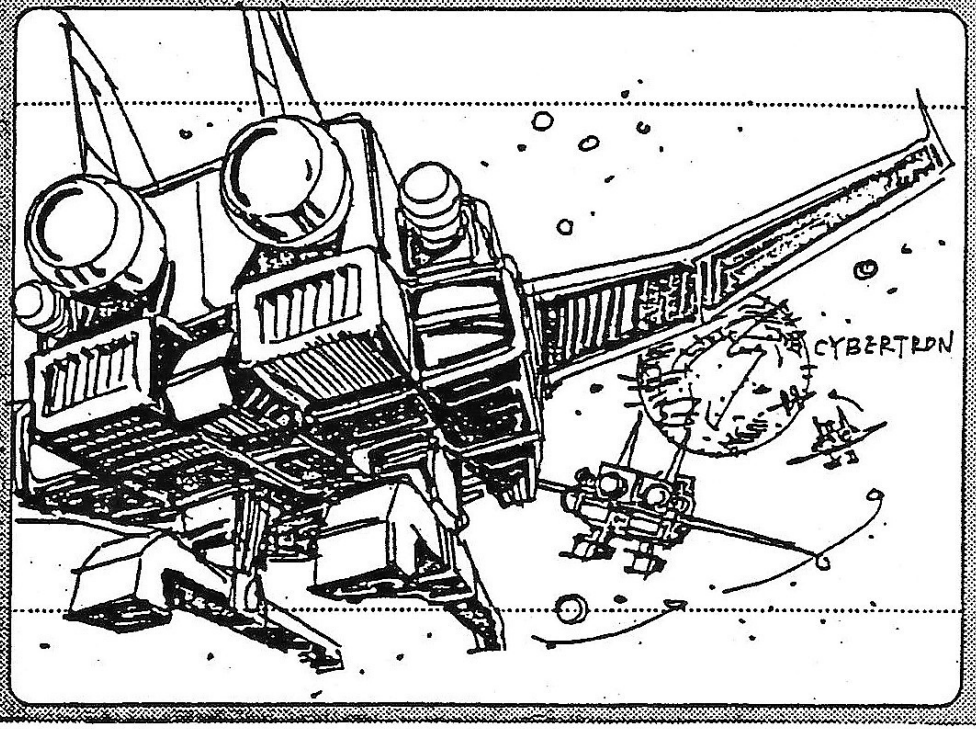
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 3-32

SC. CONT

SEQ. 3 Page 31





ACTION ...WE PAN WITH HIM AND PICKS UP, IN THE SKY, CYBERTRON...

DIAL

MUSIC/SFX

CAMERA

ACTION ...LAZERBEAK HURRIES AWAY HEADING FOR THE METALLIC PLANET.

DIAL

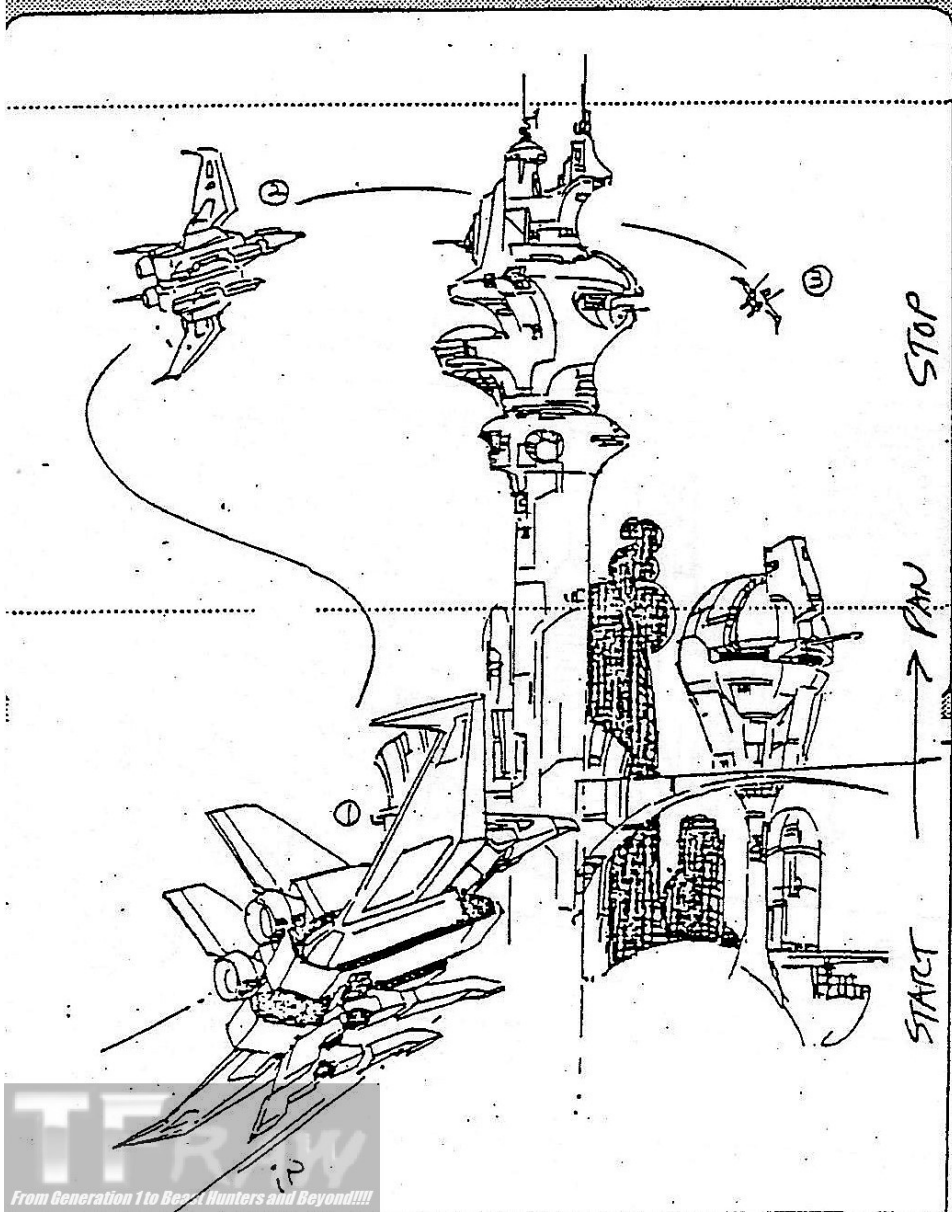
MUSIC/SFX

CAMERA

3º X-DISS TO SEQ 4 SC 4-1

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-1 SC. SEQ. 4 Page 1



ACTION L.S. LAZERBEAK. HE FLIES IN AND HEADS TOWARD THE DECEPTICON TOWER ON CYBERTRON. WE PAN UP TO FOLLOW HIM AS HE CIRCLES THE TOWER.

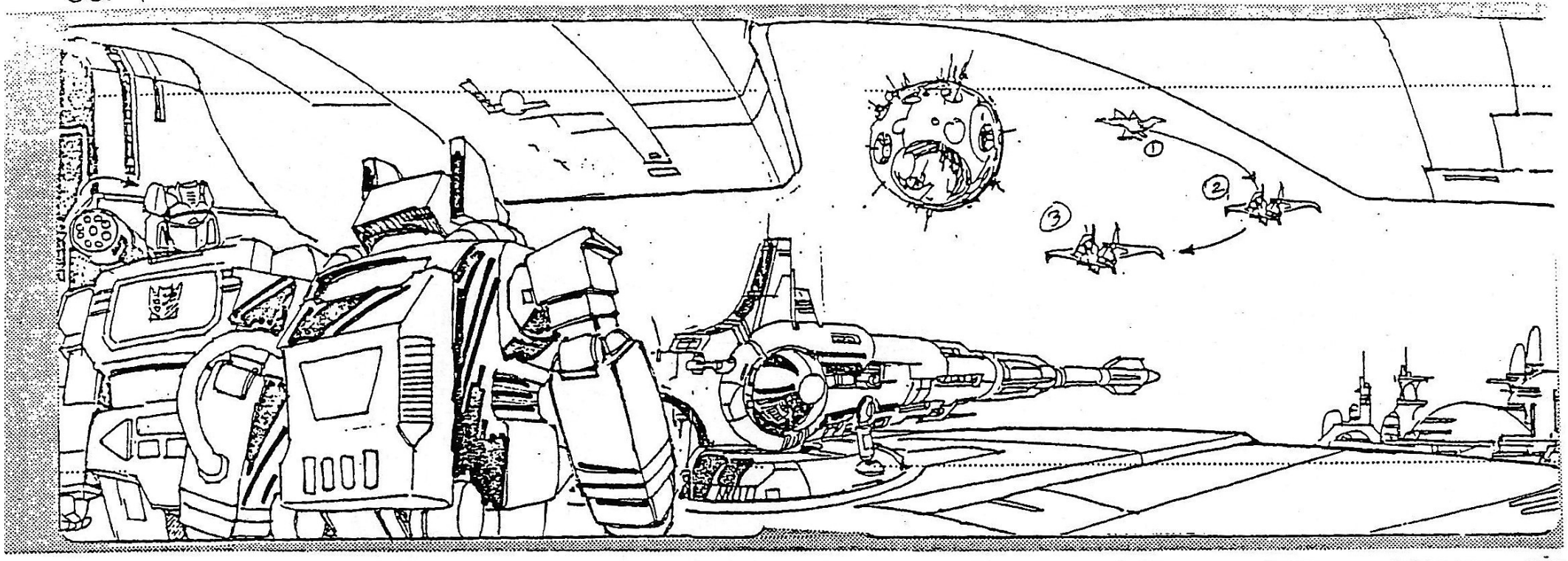
DIAL

MUSIC/SFX

CAMERA

TF RW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-2 STOP ← PAN START Page 2



ACTION L.S. LAZERBEAK. HE TURNS AND FLIES IN TOWARD THE TOWER. WE PAN AHEAD TO SEE SOUNDWAVE AND SHOCKWAVE IN THE TOWER.

DIAL

MUSIC/SFX

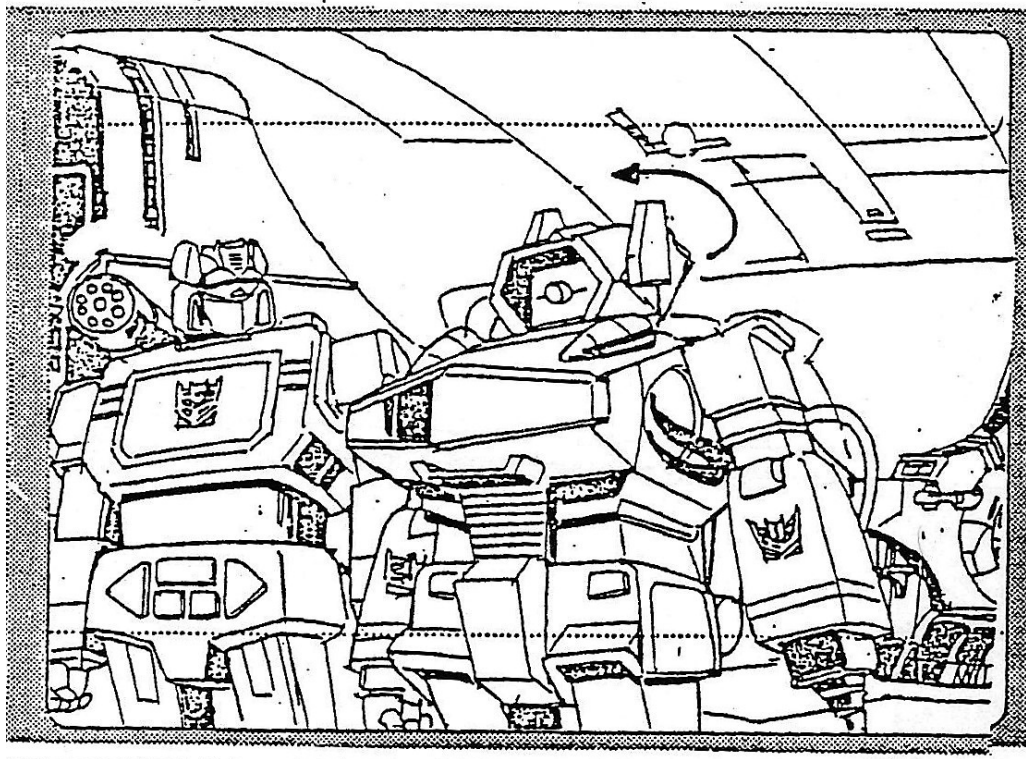
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 4-2 SC. SEQ. 4 Page 3



ACTION ...SHOCKWAVE TURNS AROUND TO FACE MEGATRON WHO IS O.S.

DIAL SHOCKWAVE Lazerbeak returns, Megatron. (PICK UP LINE)

MUSIC/SFX

CAMERA

ACTION

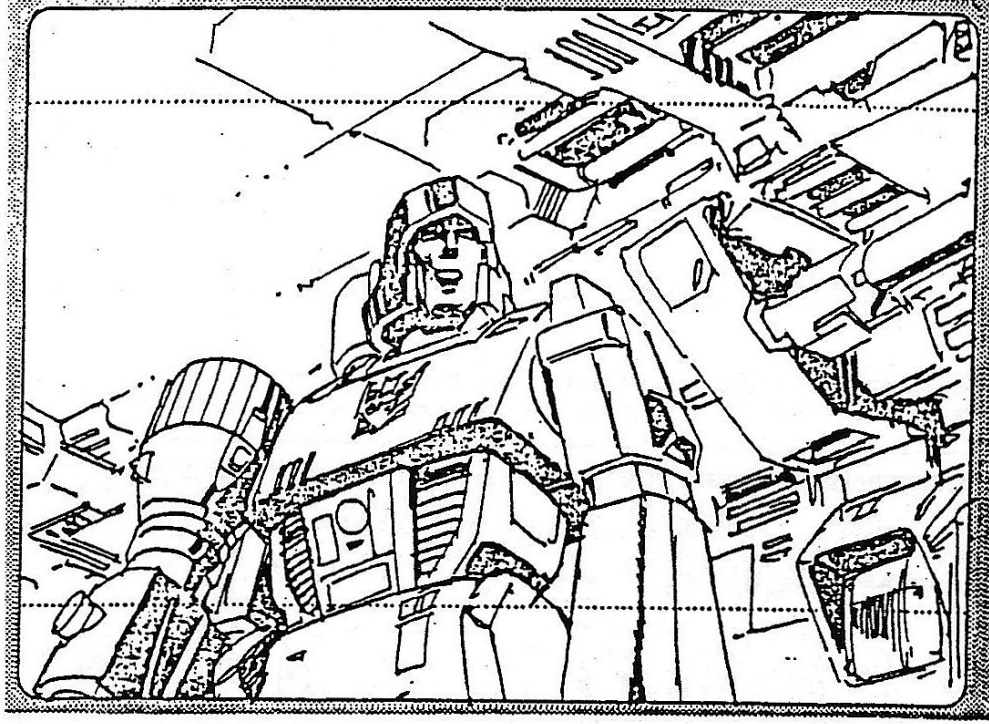
DIAL

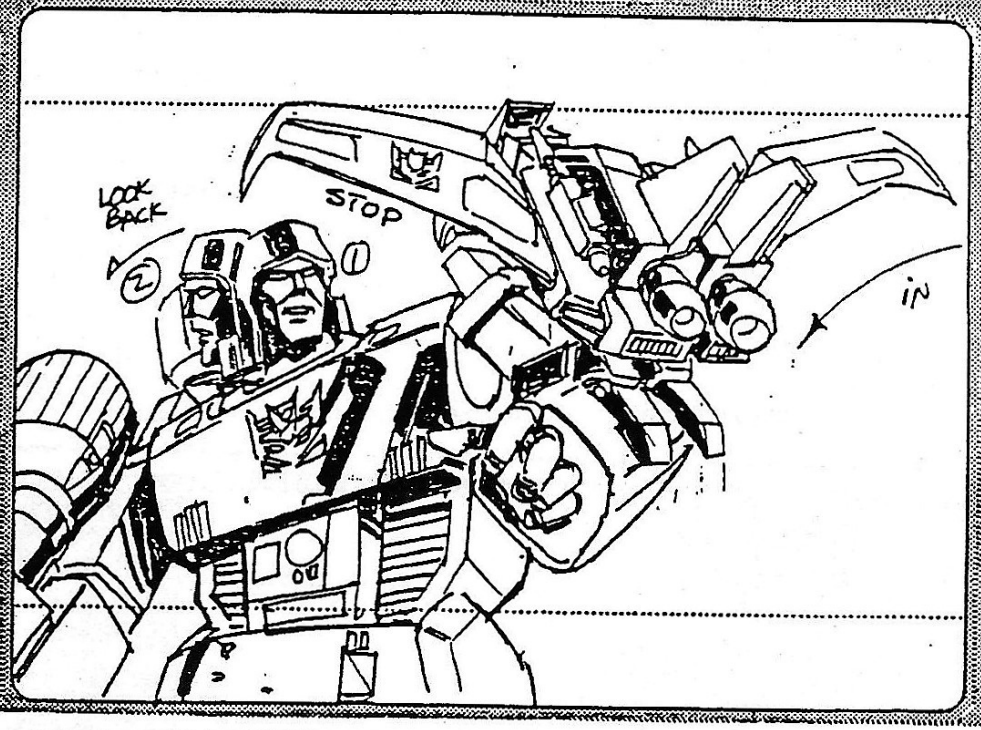
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-5. SC. CONT SEQ. 4 Page 4





NO PAGE 3

ION M.S. MEGATRON, HE LOOKS TOWARD THE O.S. LASERBEAK AS...

L MEGATRON (CONT) WELCOME, LAZERBEAK.

IC/SFX

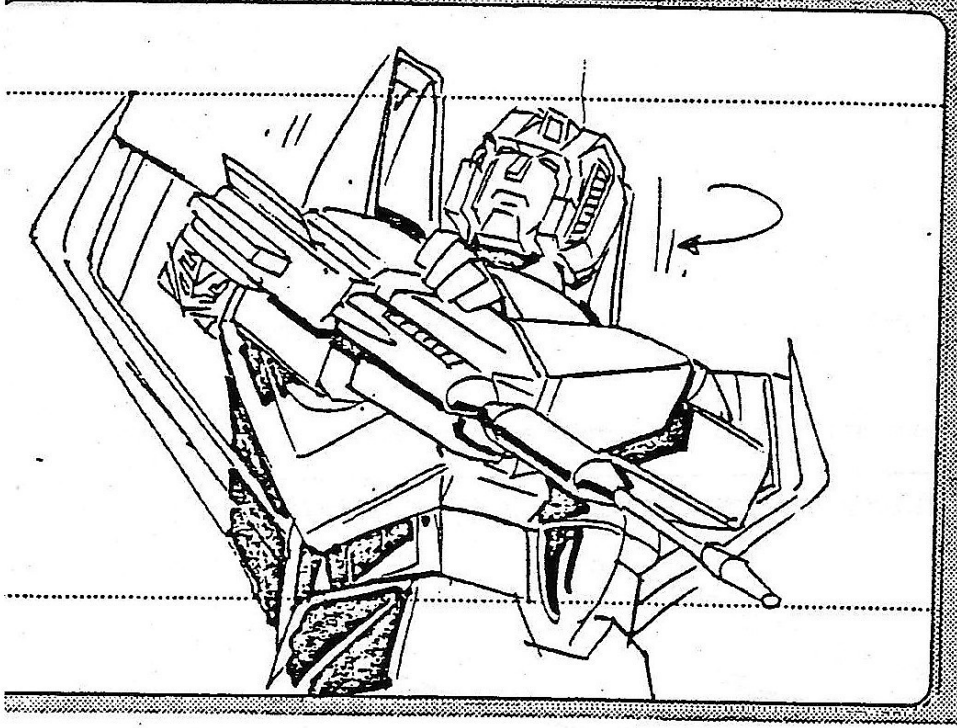
ACTION ...LAZERBEAK ENTERS AND LANDS ON MEGATRON'S ARM...

DIAL MEGATRON (CONT) . UNLIKE SOME OF MY OTHER WARRIORS...

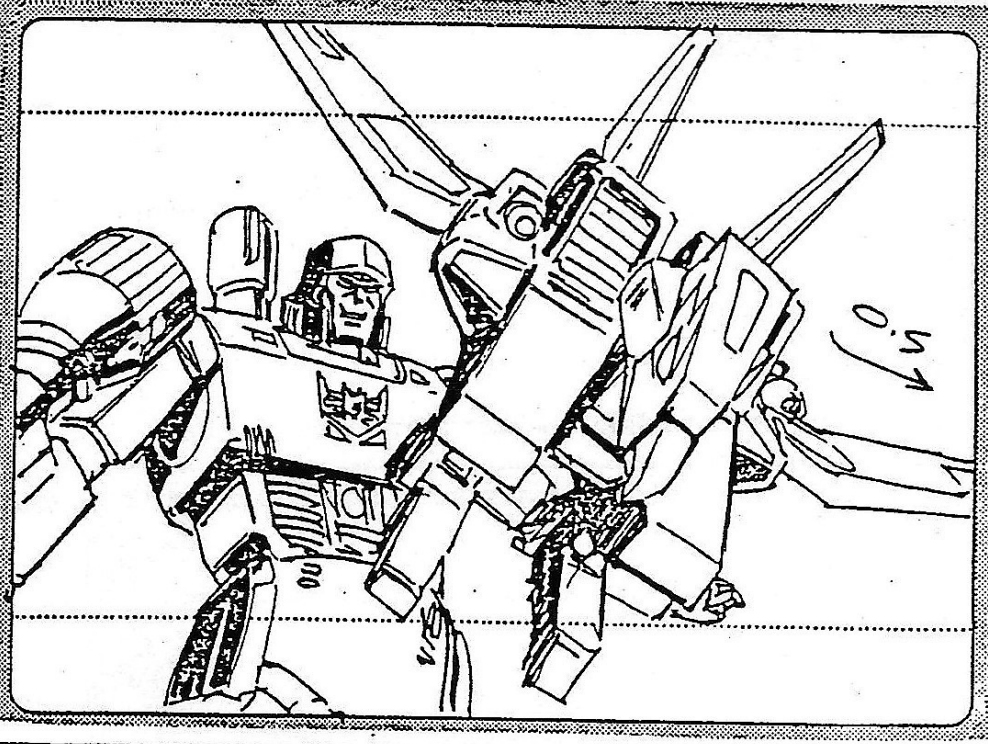
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-5A.



SC. 4-5B



SEQ. 4. Page 5

ON M.S. STARSCREAM. HE FOLDS HIS ARMS AND LOOKS OFF WITH CONTEMPT.

MEGATRON YOU NEVER FAIL ME.

C/SFX

RA

ACTION ...THEN HE TAKES OFF AND FLIES O.S.

LASERBEAK (SQUAWK)

DIAL MEGATRON Soundwave, playback ...

MUSIC/SFX

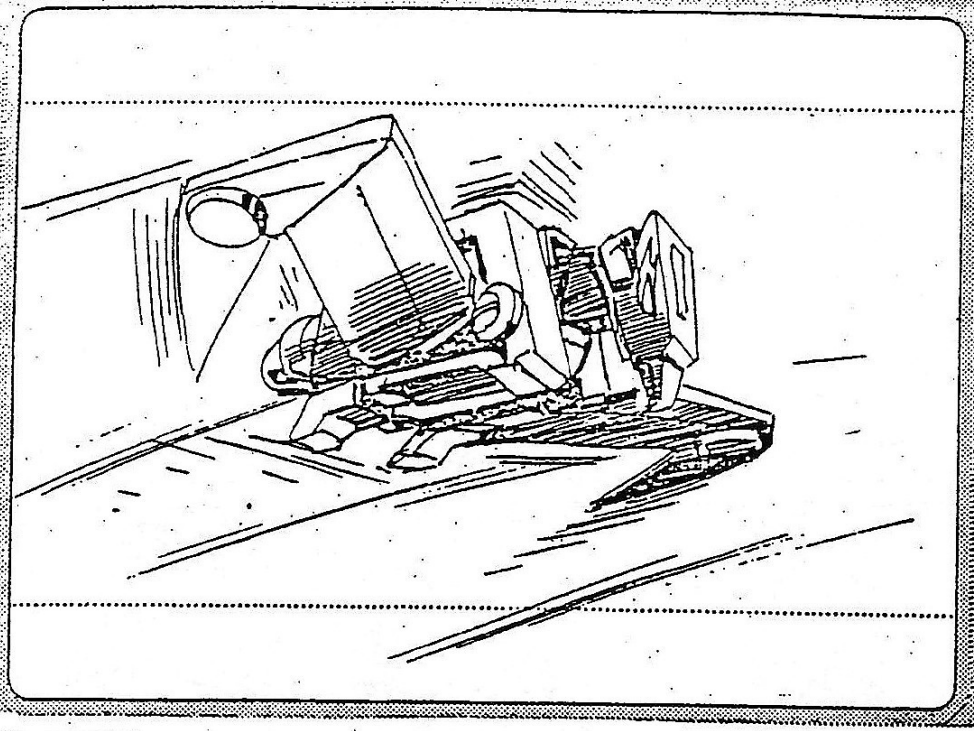
CAMERA

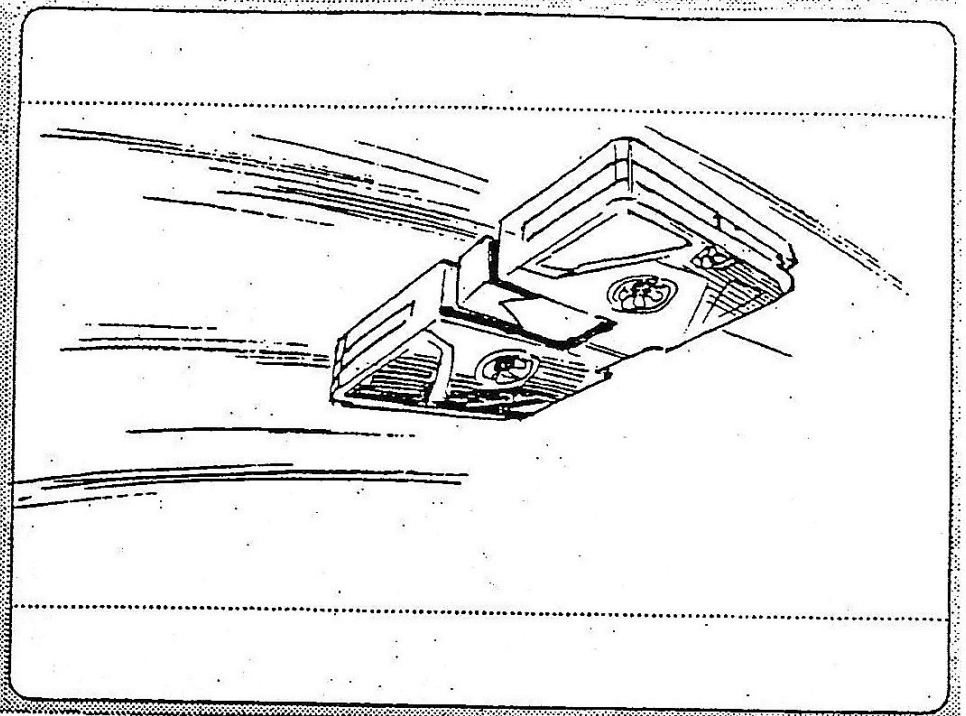
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT T-D — FOLLOW PAN

SC. CONT

SEQ. 4 Page 6





ACTION L.S. LAZERBEAK. WE FOLLOW HIM AS HE FLIES AND...

DIAL MEGATRON (CONT) (V.O.) . . . Laserbeak's findings.

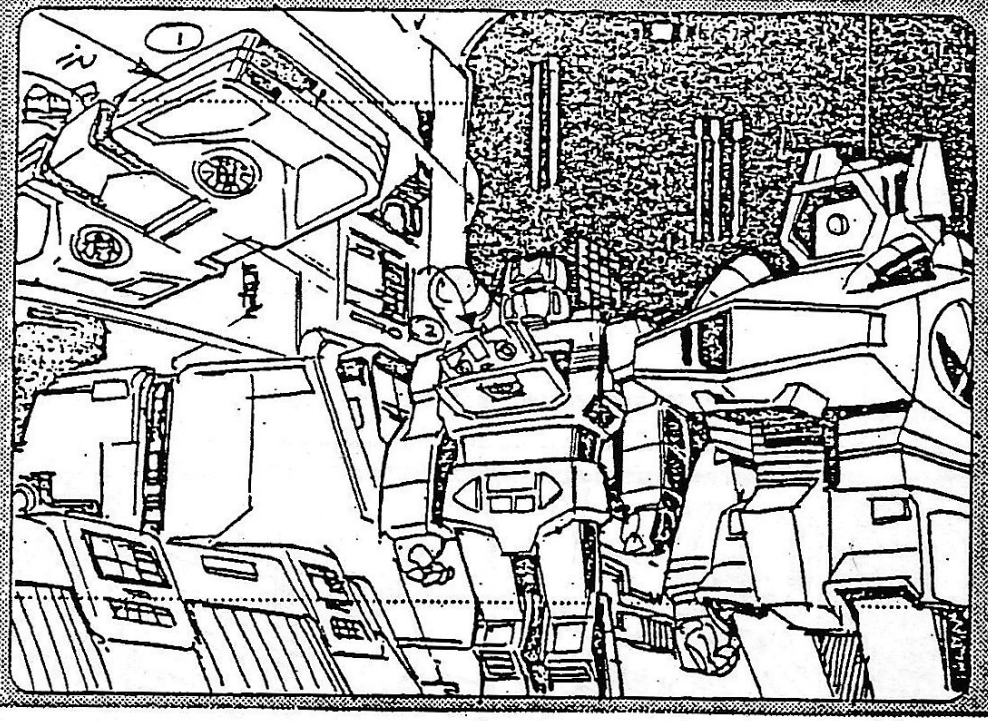
MUSIC/SFX

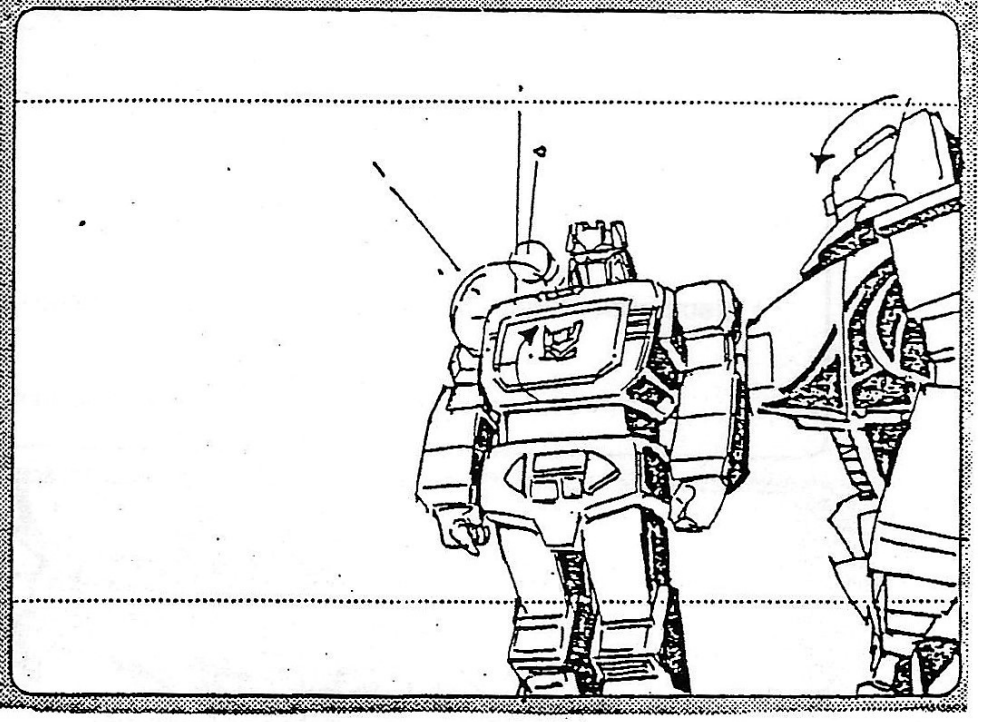
ACTION ...TRANSFORMS INTO HIS CASSETTE MODE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. SOUNDWAVE AND SHOCKWAVE AS LASERBEAK ENTERS IN CASSETTE MODE AND FLIES INTO SOUNDWAVE'S CHEST COMPARTMENT.

DIAL SOUNDWAVE As you command, Megatron.

MUSIC/SFX

CAMERA

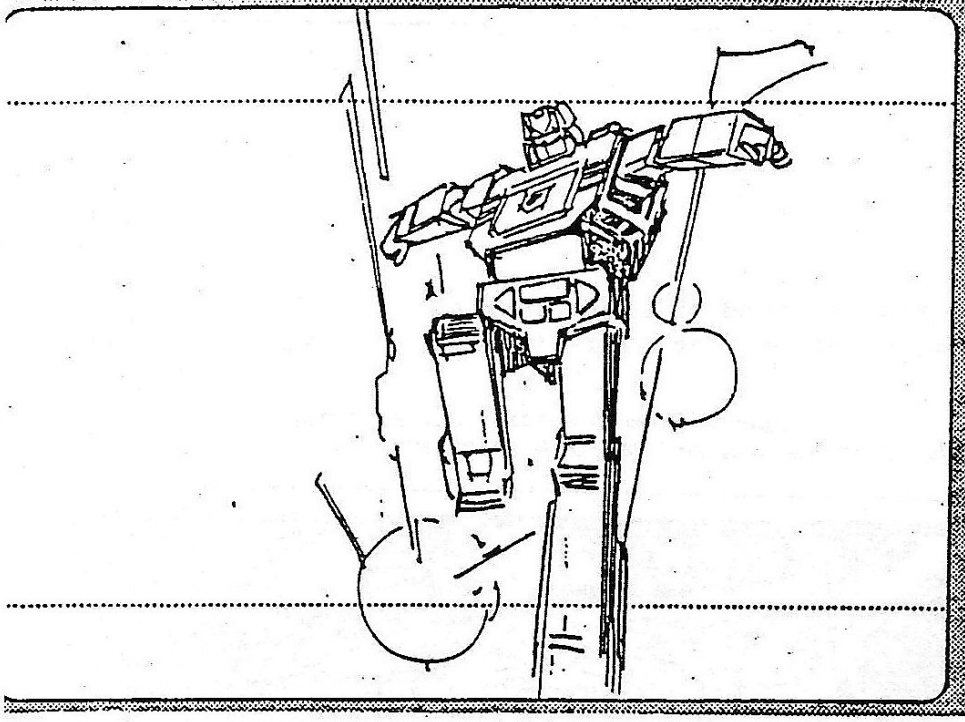
ACTION ...THE DOOR ON SOUNDWAVE'S CHEST CLOSES...

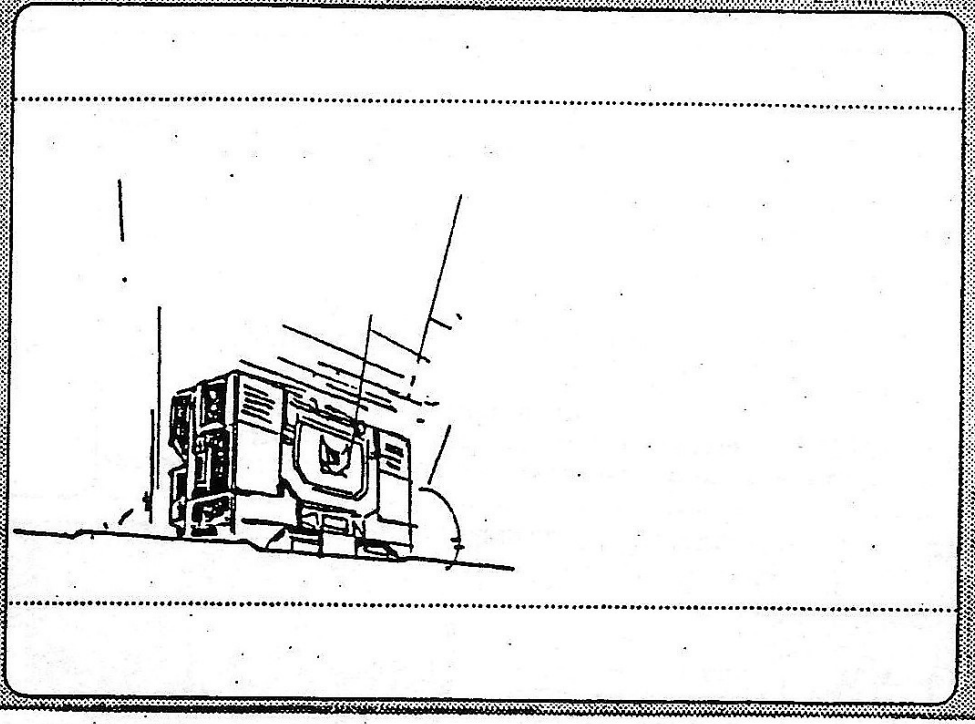
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ION ...AND SOUNDWAVE JUMPS, TRANSFORMS INTO HIS RADIO MODE...

L

IC/SFX

ERA

ACTION ...AND LANDS ON A CABINET.

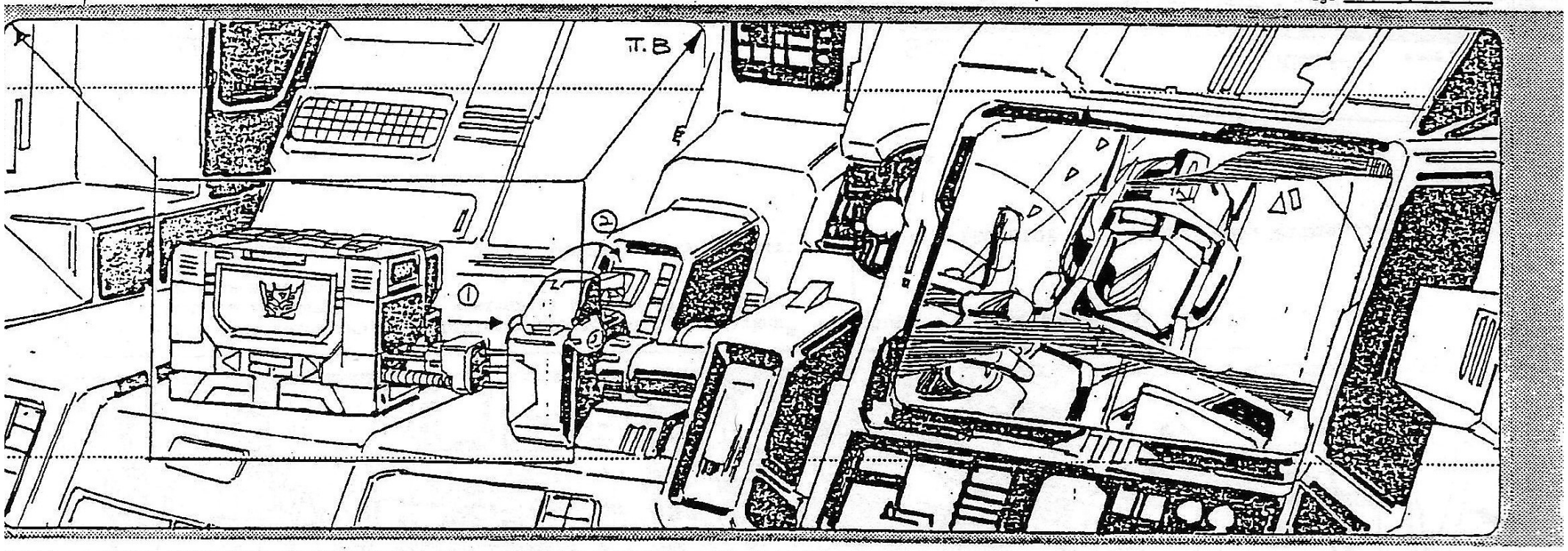
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-7 START PAN → STOP SEQ. 4 Page 9



ON C.U. SOUNDWAVE IN RADIO MODE. A PLUG-IN DEVICE ON THE SIDE OF SOUNDWAVE MOVES OUT AND JOINS UP TO A HIGH TECH TELEVISION PROJECTION CHAIN. WE TRUCK BACK AND PAN...

C/SFX

RA

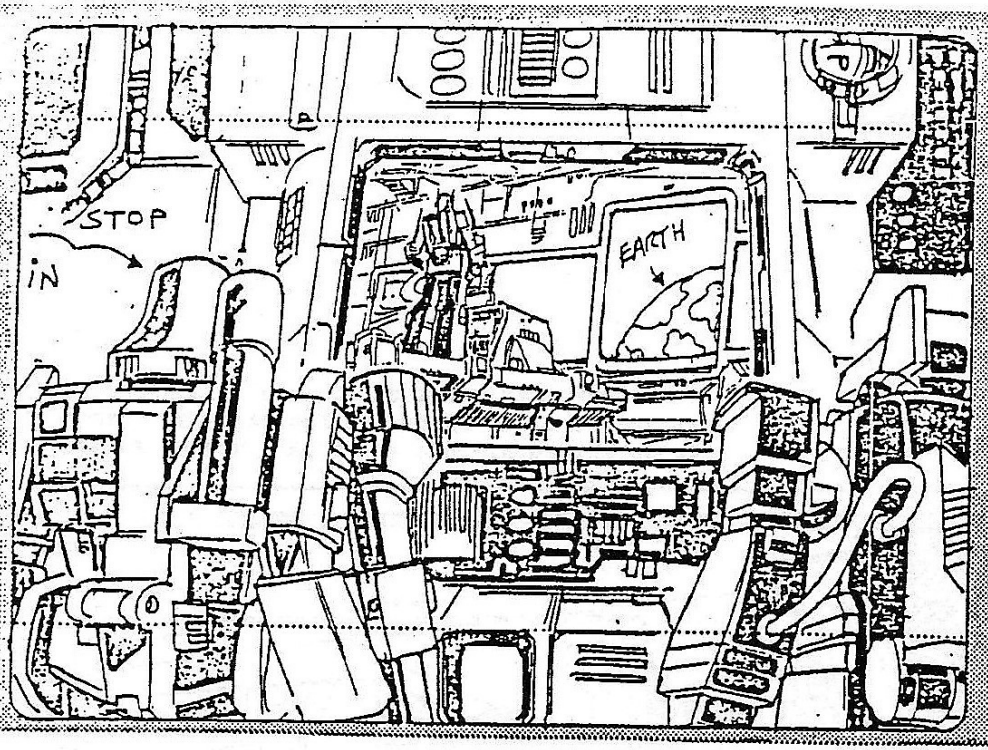
ACTION ...ON THE TELEVISION MONITOR APPEAR A REPLAY OF IMAGES OF EVENTS WE HAVE ALREADY SEEN IN SEQUENCE 3. THE FIRST ONE IS OF PRIME.

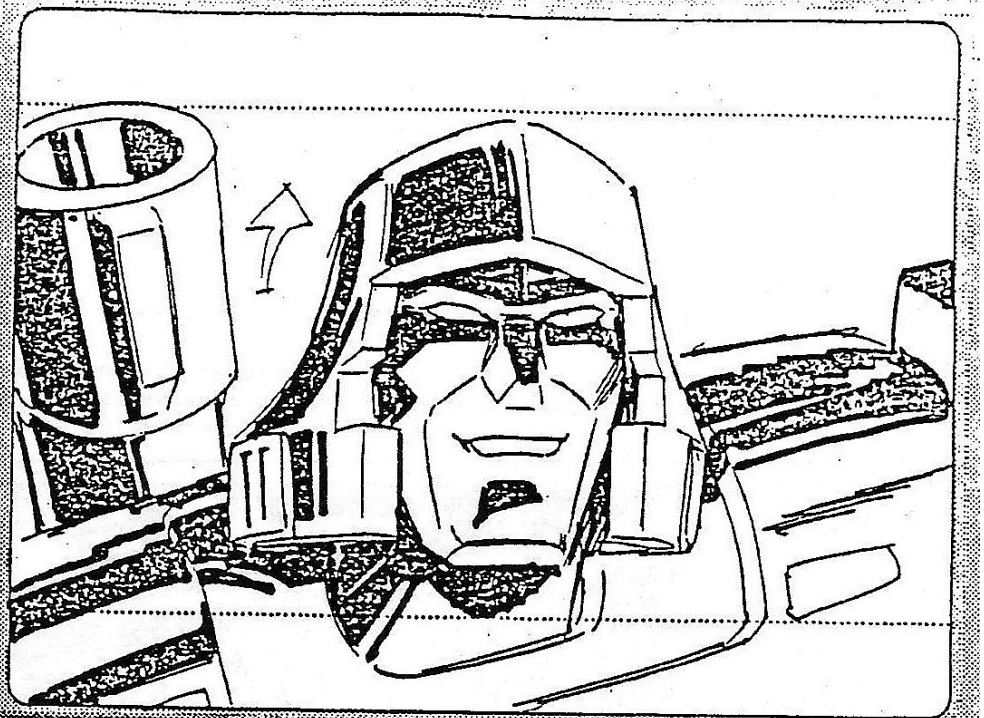
DIAL PRIME I want you to make a special run . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. SHOCKWAVE AND THE TELEVISION MONITOR UNIT. MEGATRON[N] WALKS IN AND STOPS. ON THE MONITOR IS A SCENE OF PRIME IN THE MOON BASE CONTROL ROOM.

DIAL PRIME(CONT) (V.O.) ...to Autobot city on Earth.

MUSIC/SFX

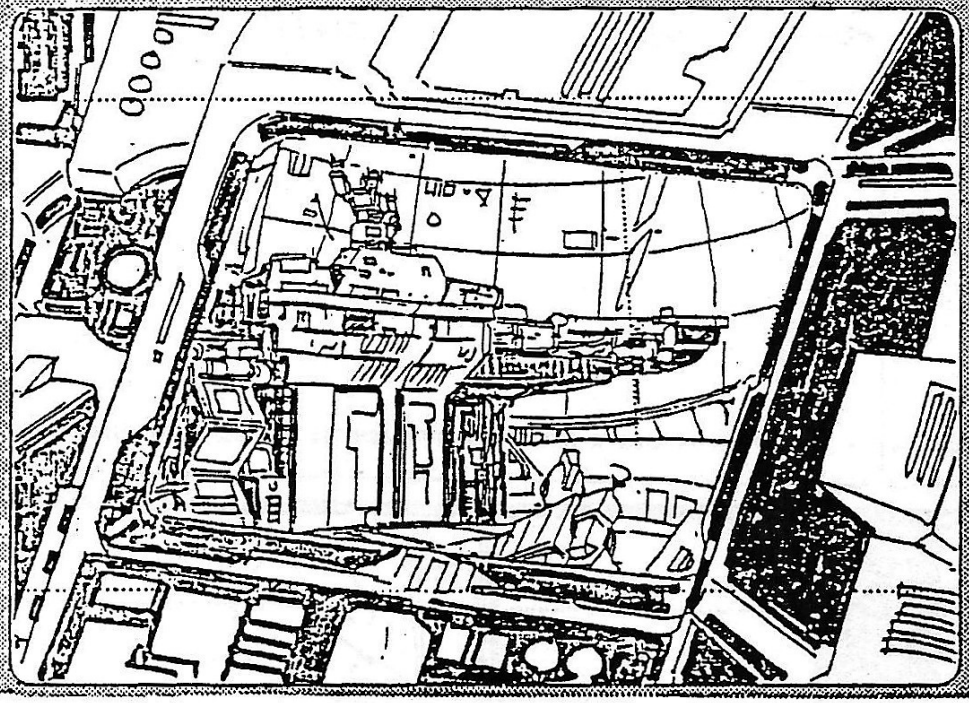
ACTION C.U. MEGATRON. HE LEANS IN AND SMILES.

DIAL IRONHIDE (V.O.) But, Prime...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 4-10



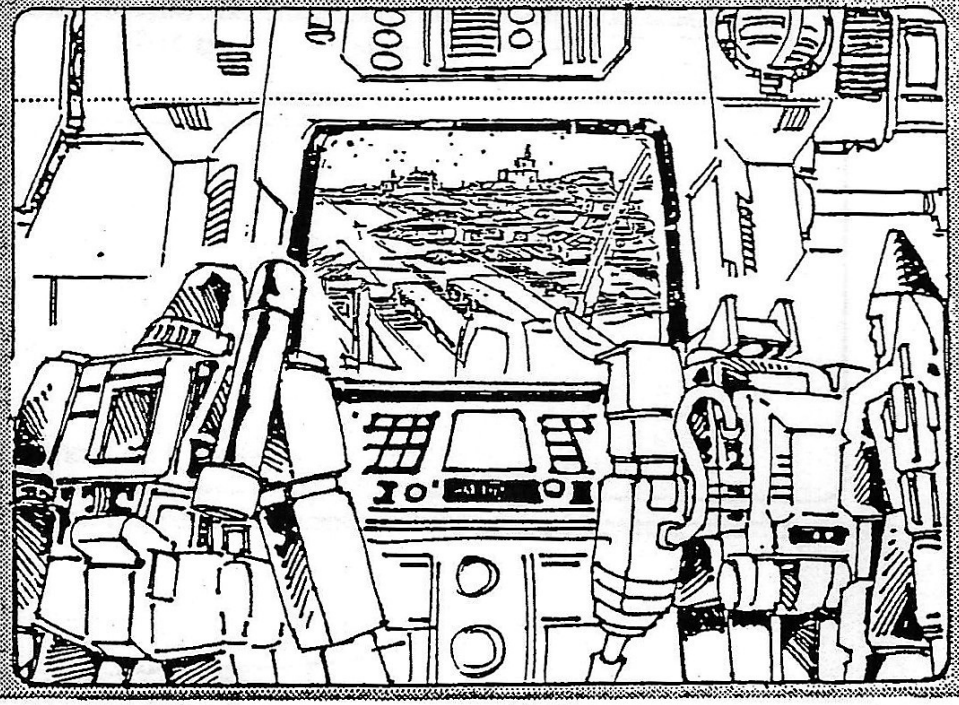
ACTION C.U. THE TELEVISION MONITOR. ON THE SCREEN IS AN IMAGE OF PRIME IN THE AUTOBOT COMMAND CENTER.

DIAL PRIME Listen, Ironhide. We don't have enough energon cubes to power a full scale

MUSIC/SFX

CAMERA

SC. 4-11 SEQ. 4 Page 11



ACTION M.L.S. MEGATRON AND SHOCKWAVE WATCH THE IMAGES OF THE AUTOBOT SPACE SHUTTLE ON THE MONITOR. STARSCREAM AND RAMJET STEP IN BEHIND HIM.

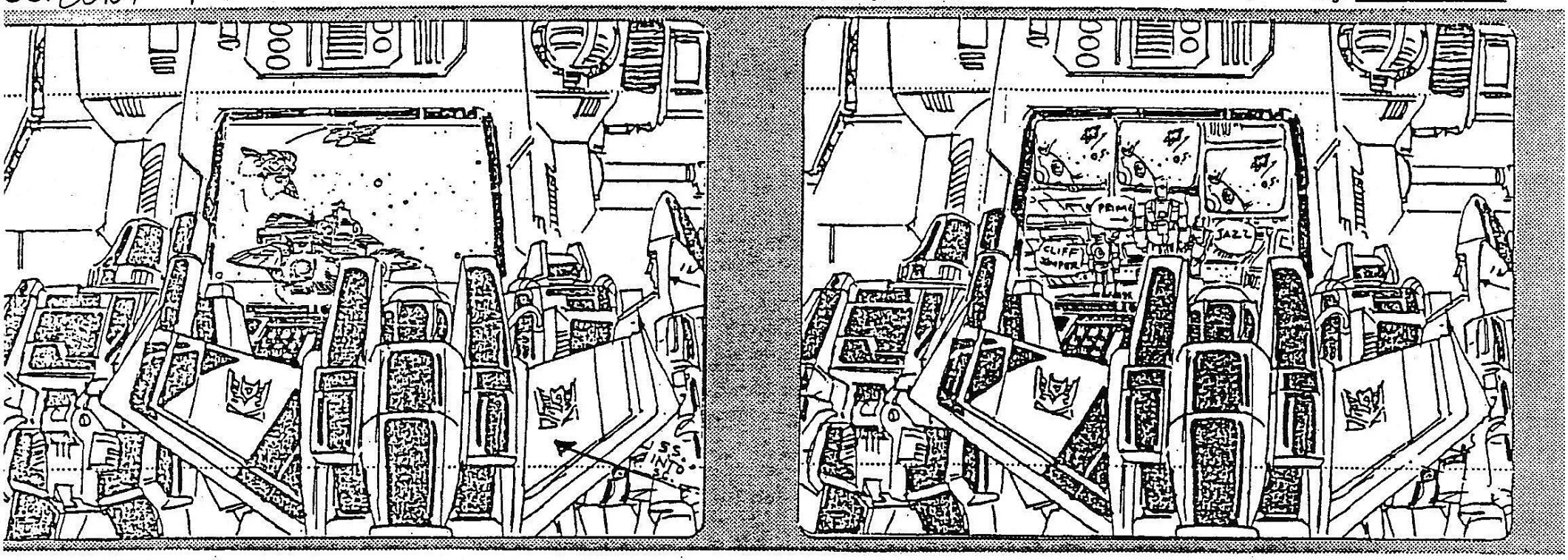
DIAL PRIME (CONT) (V.O.) Ready the shuttle for launch...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 4-12 SC. CONT. SEQ. 4 Page 12



ON STARSCREAM ENTERS THE SCENE, AS ON THE SCREEN WE SEE THE AUTOBOT SHUTTLE LIFT OFF...

PRIME (CONT) (V.O.) TAKE OFF...

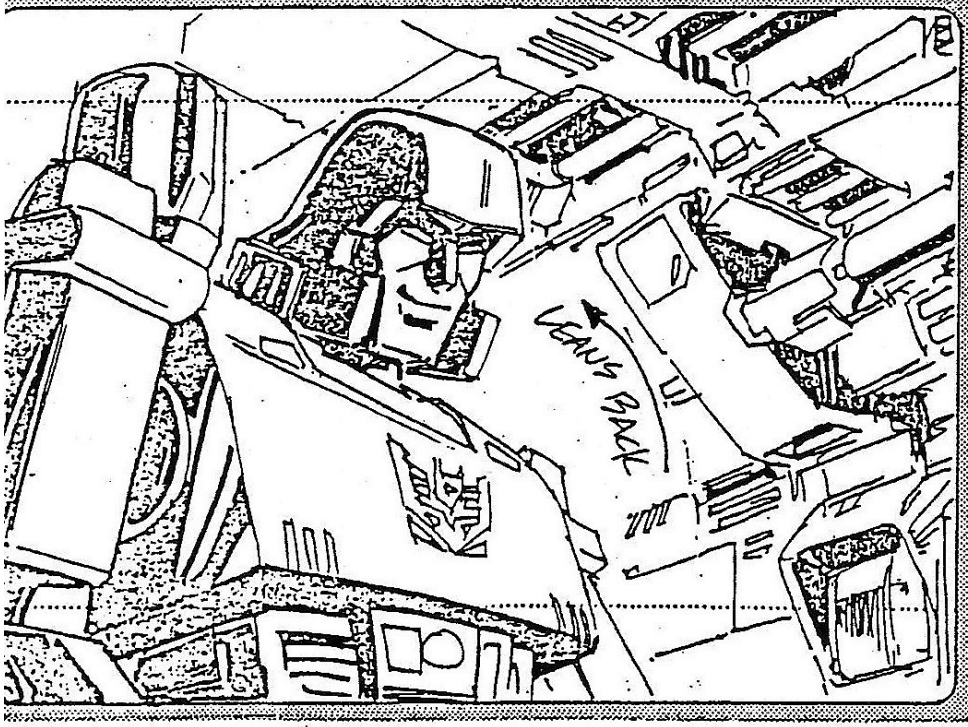
C/SFX

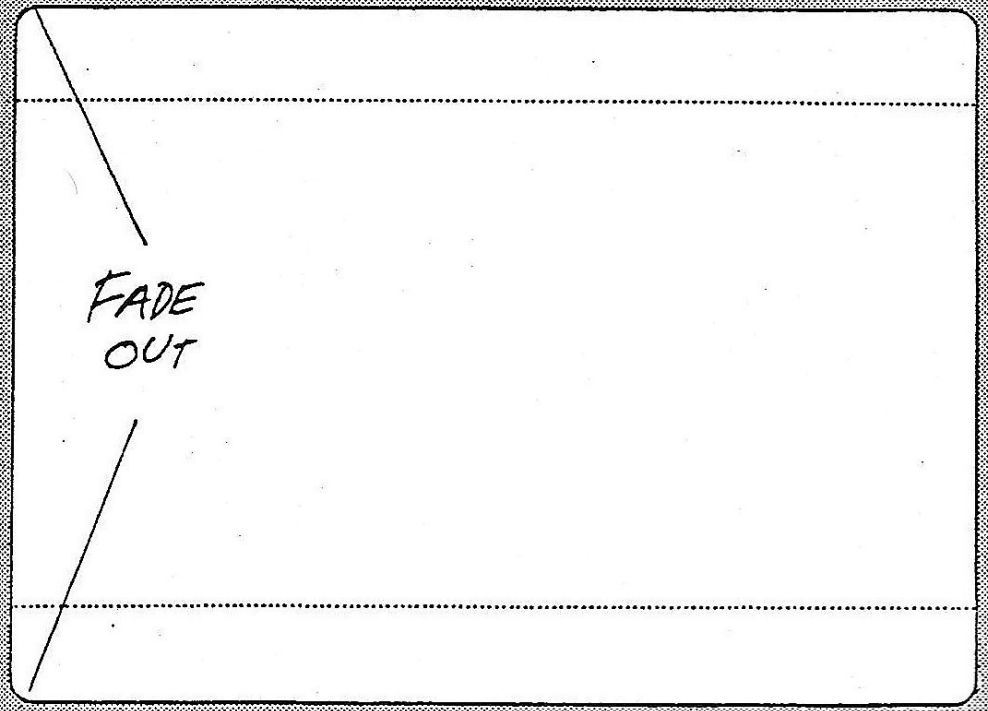
ACTION ...THEN THE IMAGE ON THE SCREEN CHANGES TO PRIME, CLIFFJUMPER AND JAZZ WATCHING THE SHUTTLE FLY AWAY FROM THE SURFACE OF THE OUTER MOON AND O.S.

DIAL PRIME (CONT) (V.O.) Now, all we need is a little energon and

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON M.S. MEGATRON. HE LEANS BACK AND SMILES.

PRIME(CONT) (V.O.) ... a lot of luck.

MEGATRON More than you imagine, Optimus Prime.

/SFX

RA

ACTION

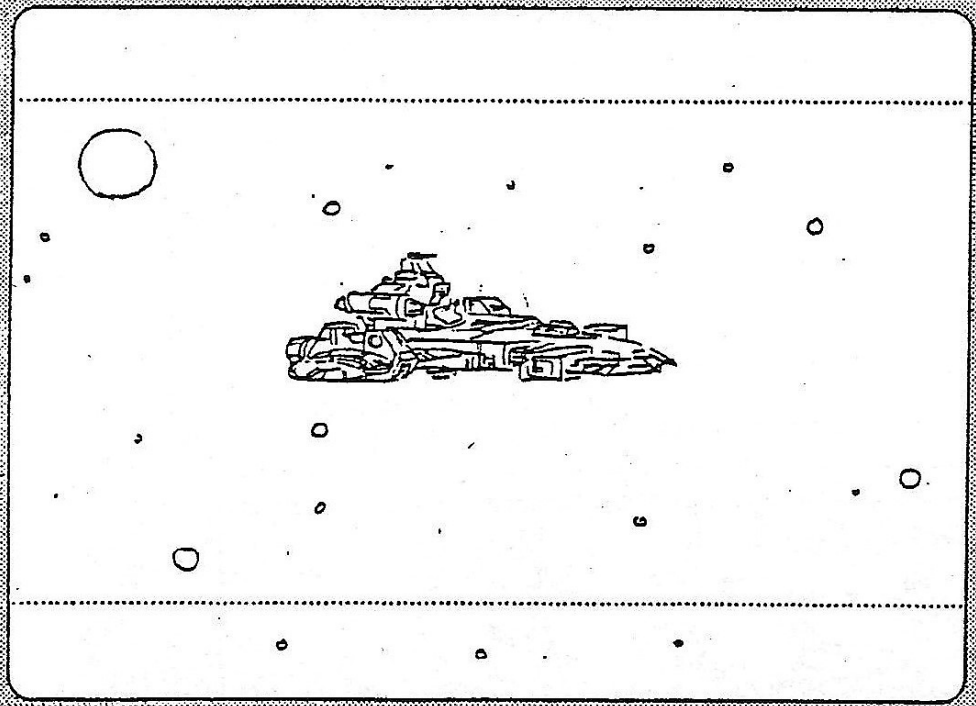
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-1



ACTION L.S. THE AUTOBOT SPACE SHUTTLE IN SPACE.
IT IS TRAVELLING FROM CYBERTRON TO THE EARTH.

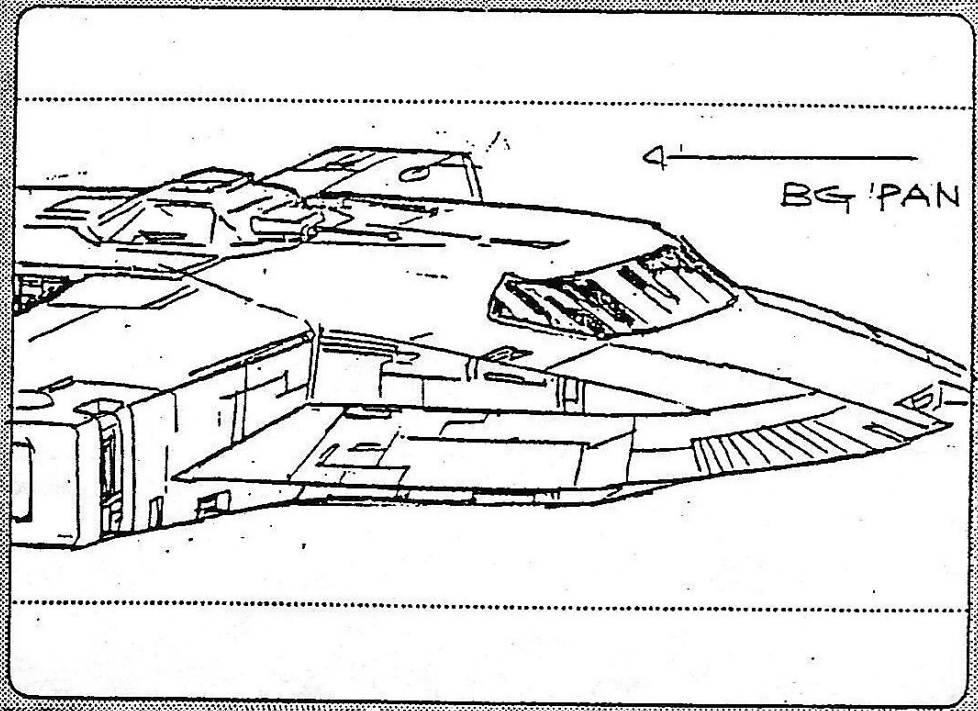
DIAL

MUSIC/SFX

CAMERA

SC 5-2

SEQ. 5 Page 1



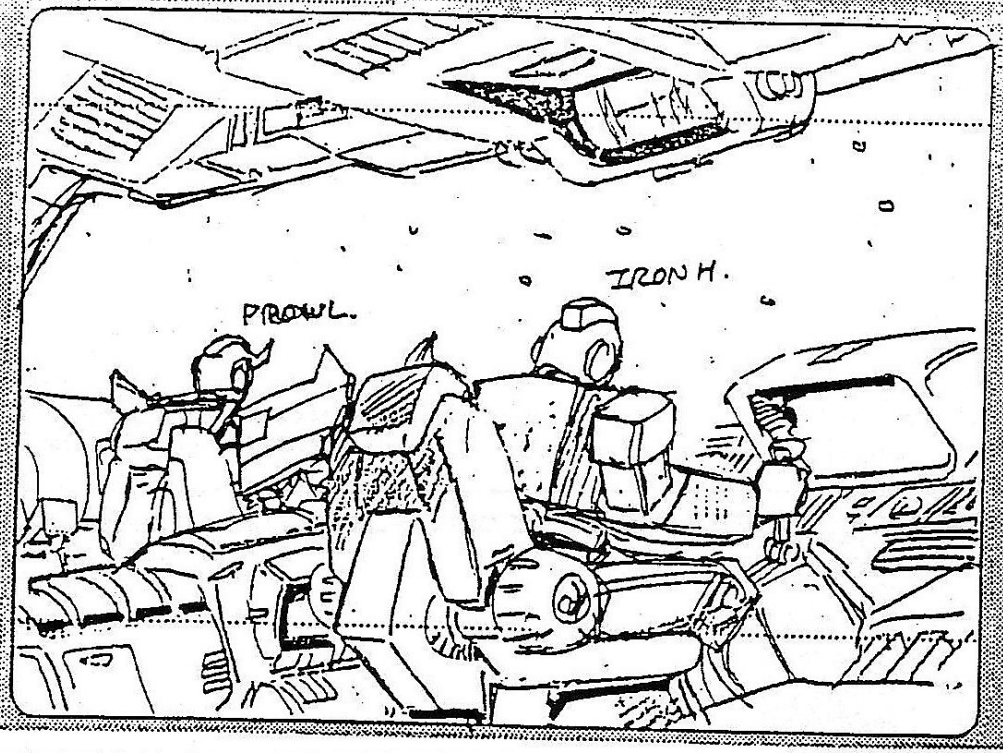
ACTION M.C.U. THE AUTOBOT SPACE SHUTTLE COCKPIT AREA.
WE TRAVEL ALONG WITH THE SHUTLE THROUGH SPACE.

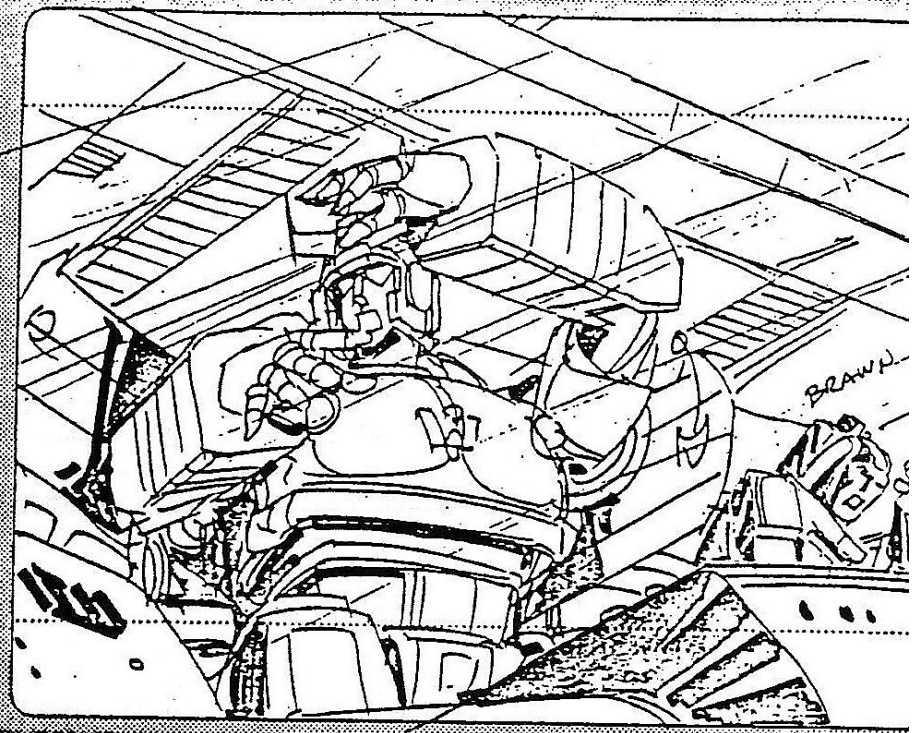
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. INTERIOR OF THE SHUTTLE COCKPIT. ON PROWL AND IRONHIDE.

DIAL

MUSIC/SFX

CAMERA

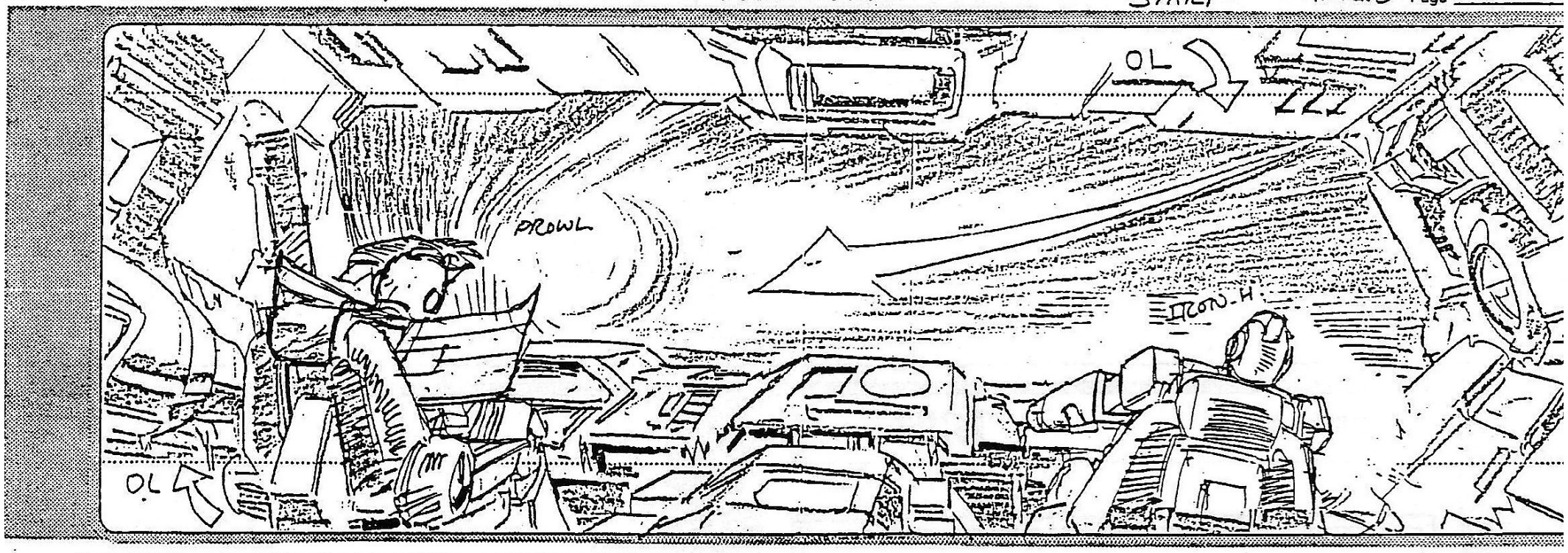
ACTION M.S. PROWL. HE REACTS AND COVERS HIS FACE TO PROTECT HIMSELF FROM THE BLINDING LIGHT OF A PASSING COMET O.S.

DIAL

MUSIC/SFX

TF RAW
From Ge[illegible] Beast Hunters and Beyond!!!!

SC 5-5 STOP ← FOLLOW PAN START SEQ. 5 Page 3



ACTION M.S. ON THE BACK OF IRONHIDE, LOOKING OUT THROUGH THE SHUTTLE COCKPIT WINDSHIELD. AS THE COMET PASSES, WE PAN WITH IT TO SEE IT FLY O.S. AT THE OTHER SIDE OF THE COCKPIT. PROWL REACTS WITH SURPRISE.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

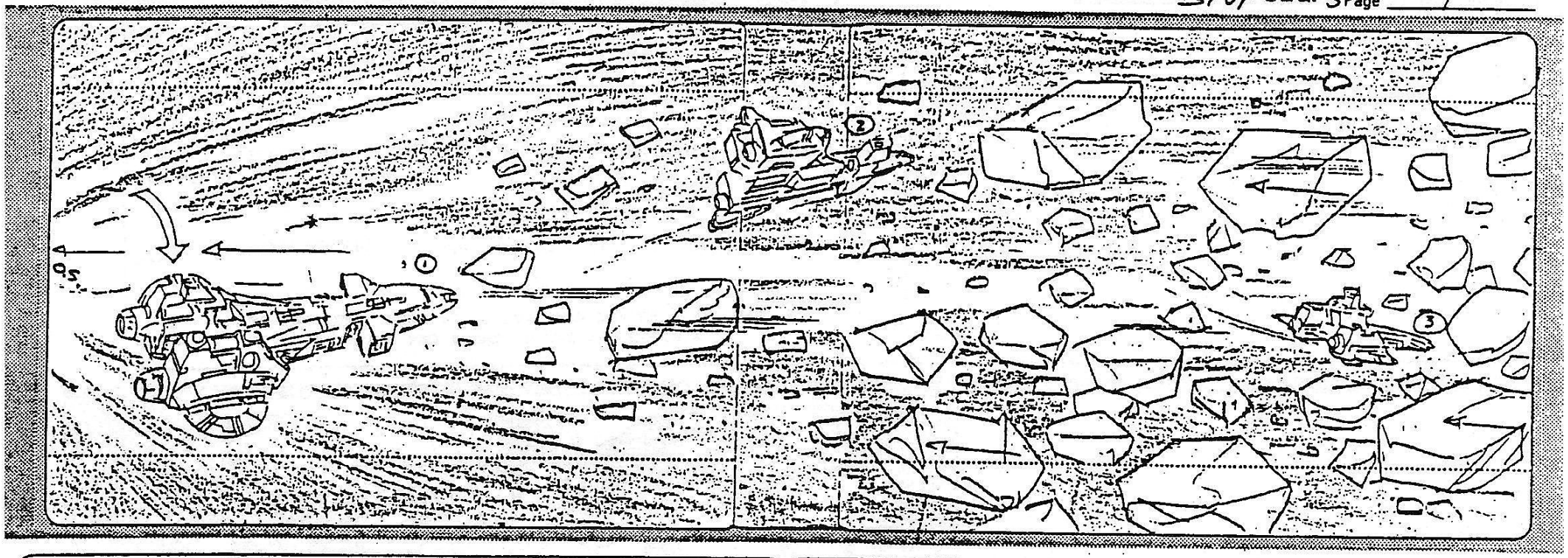
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

MPL-40

SC. 5-6 START FOLLOW PAN → STOP SEQ. 5 Page 4



ACTION L.S. THE AUTOBOT SPACE SHUTTLE.
THE COMET PASSES O.S. WE PAN WITH THE SHUTTLE AS IT DODGES ICE CHUNKS IN THE COMET'S TAIL.

DIAL

MUSIC/SFX

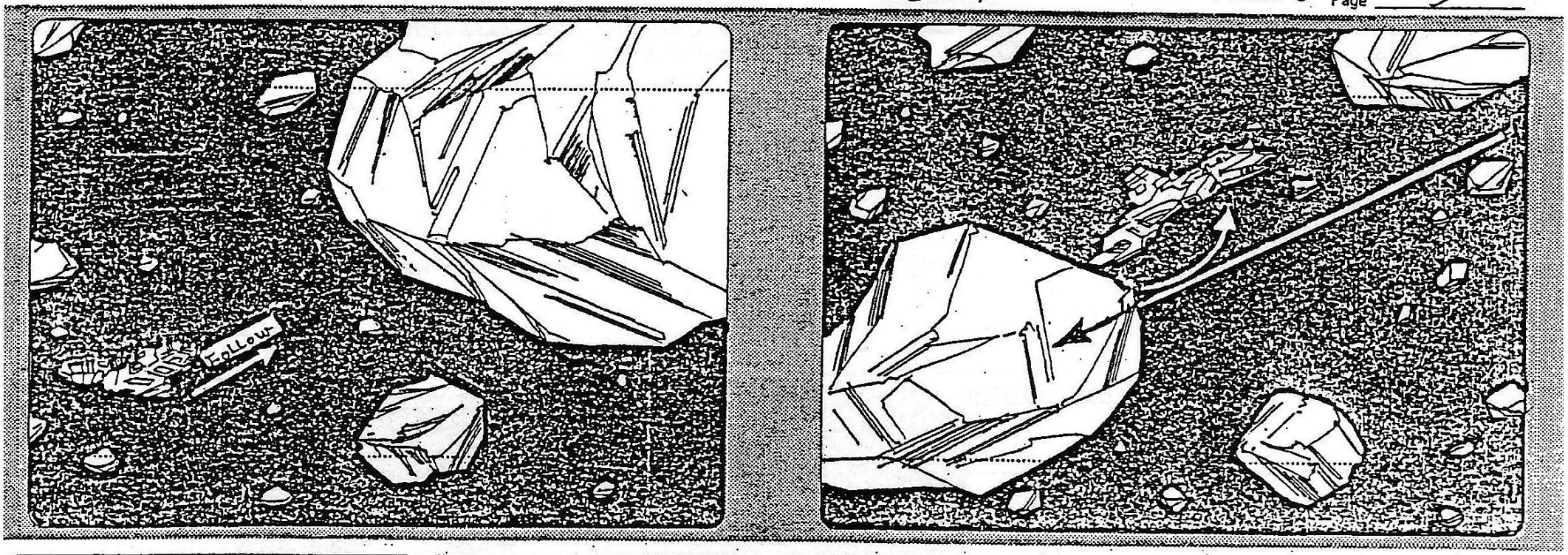
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-7 FOLLOW PAN. → CONT SEQ. 5 Page 5



ACTION X.L.S. THE AUTOBOT SPACE SHUTTLE. WE FOLLOW IT AS IT BANKS...

DIAL

MUSIC/SFX

CAMERA

ACTION ... TO AVOID HITTING THE HUGE ICE CHUNKS...

DIAL

MUSIC/SFX

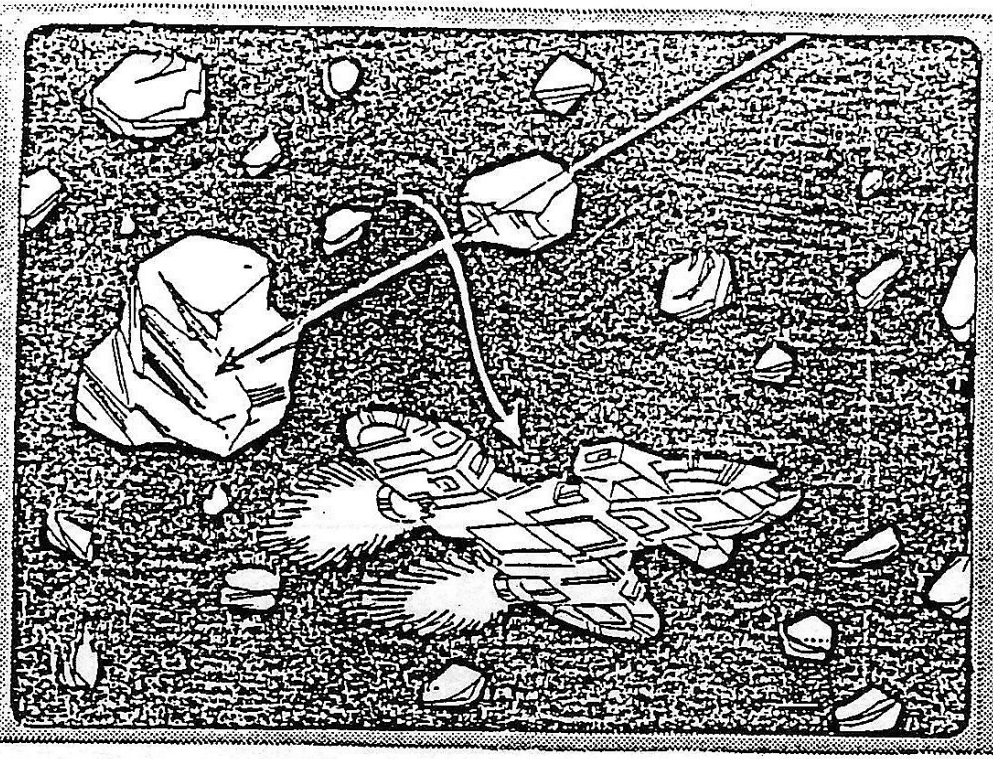
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 3-1

SC.

SEQ. 3 Page 6



ACTION ...THE SHUTTLE DARTS OUT OF THE WAY OF ANOTHER CHUNK OF ICE.

DIAL PROWL Slow down, Ironhide.

MUSIC/SFX

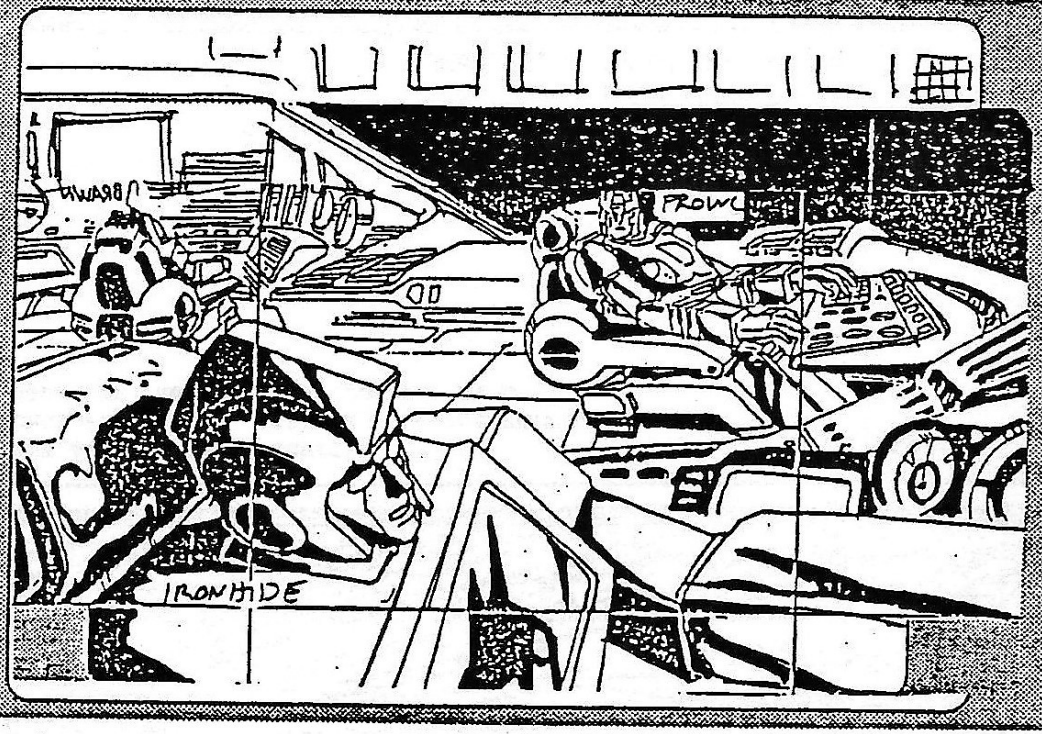
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-8 STOP — SLOW PAN START SC. SEQ. 5 Page 7



ACTION M.L.S. IRONHIDE AND PROWL INSIDE THE COCKPIT OF THE SHUTTLE. THEY PILOT THE SHIP THROUGH THE COMET'S TAIL.

DIAL

PROWL (CONT) We want to get to Autobot City in one piece.

MUSIC/SFX

IRONHIDE If I can dodge Decepticon rays, . . .

CAMERA

ACTION

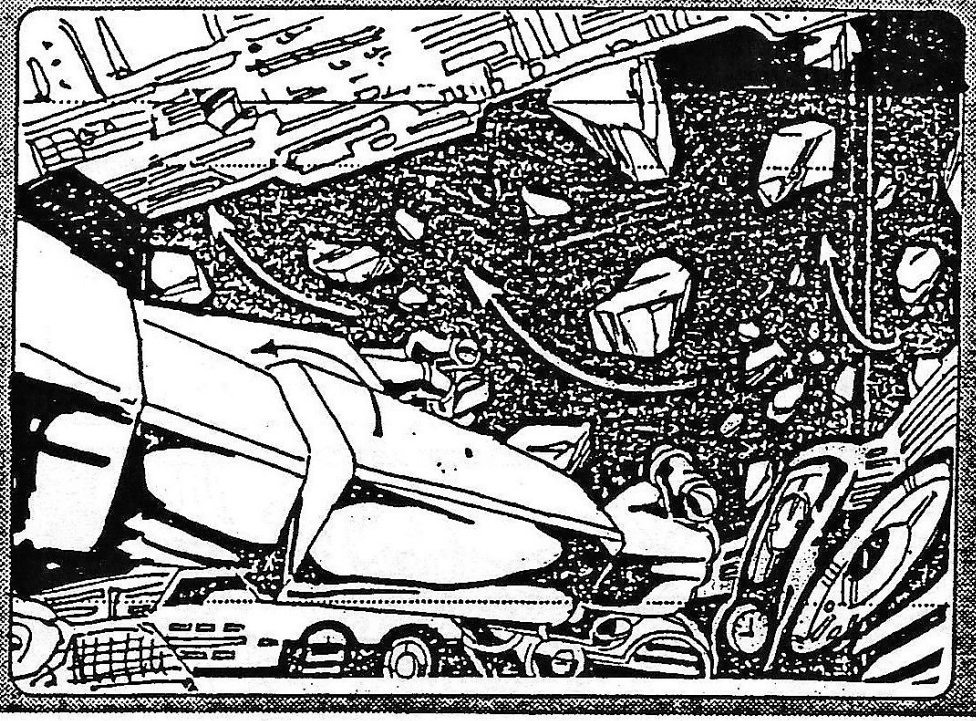
DIAL

MUSIC/SFX

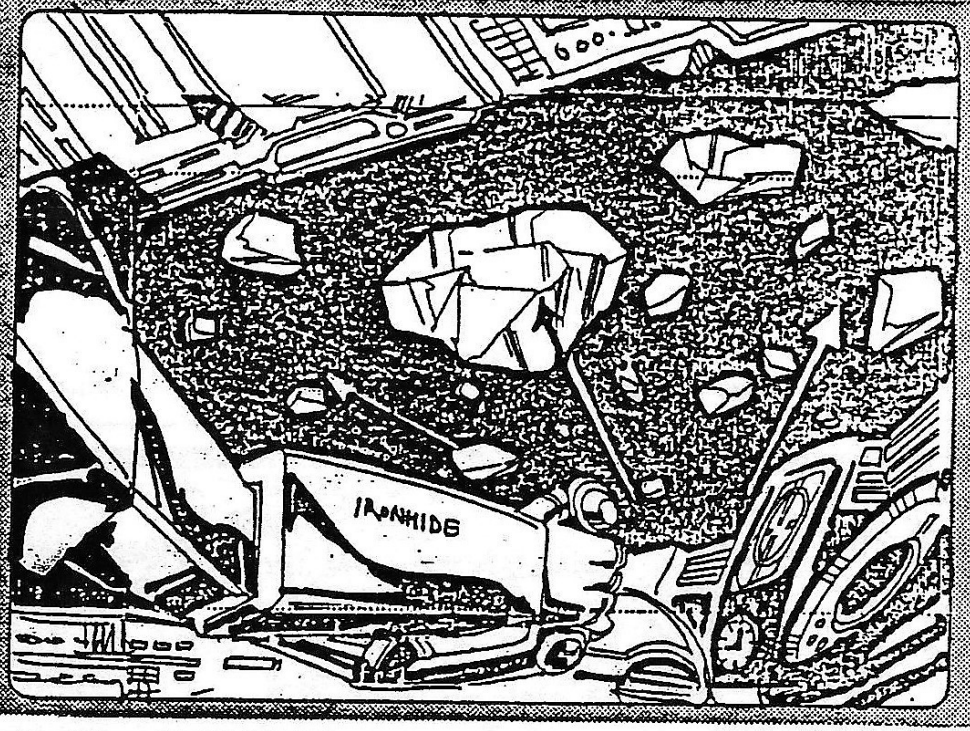
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-9 PAN BG



SC. CONT PAN BG. SEQ. 5 Page 8



ACTION C.U. IRONHIDE'S ARM... WE CAN SEE THE FIELD OF ICE CHUNKS THROUGH THE WINDSHIELD OF THE SHUTTLE...

DIAL IRONHIDE (CONT) ...I can sure as shootin' dodge a couple of ice chunks.

MUSIC/SFX

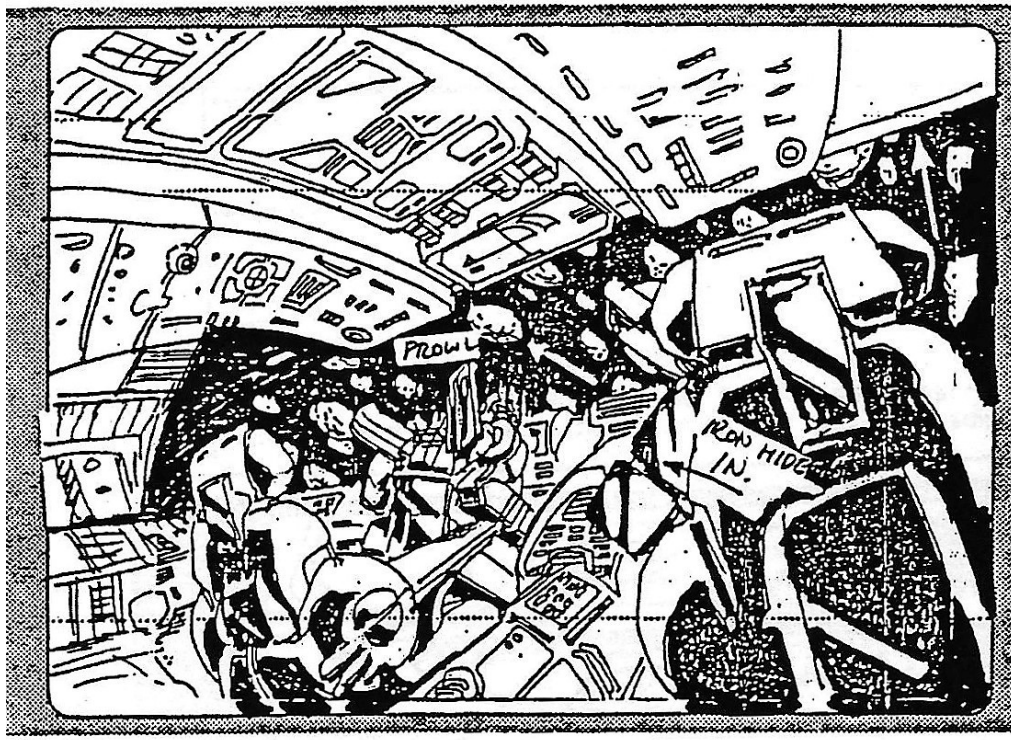
ACTION ...AS IRONHIDE STEERS THE SHIIP TO AVOID HITTING THEM.

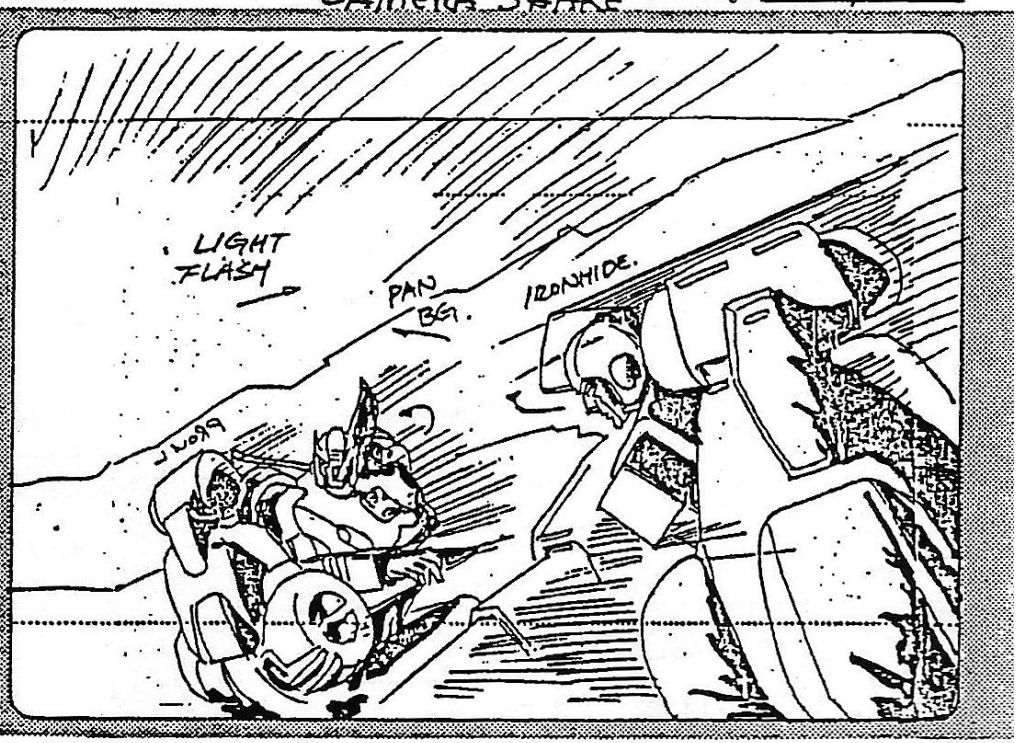
DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-10 PAN BG. SC. CONT CAMERA SHAKE SEQ. 5 Page 9





ACTION M.L.S. IRONHIDE AND PROWL. AS THEIR SHIP EXPERIENCES A TERRIBLE HIT,

DIAL PROWL You were saying?

IRONHIDE That wasn't no ice chunk.

MUSIC/SFX

CAMERA

ACTION A BLAST OF LIGHT FLOODS IN FROM BEHIND. PROWL AND IRONHIDE TURN TO SEE WHAT HAS HAPPENED.

DIAL

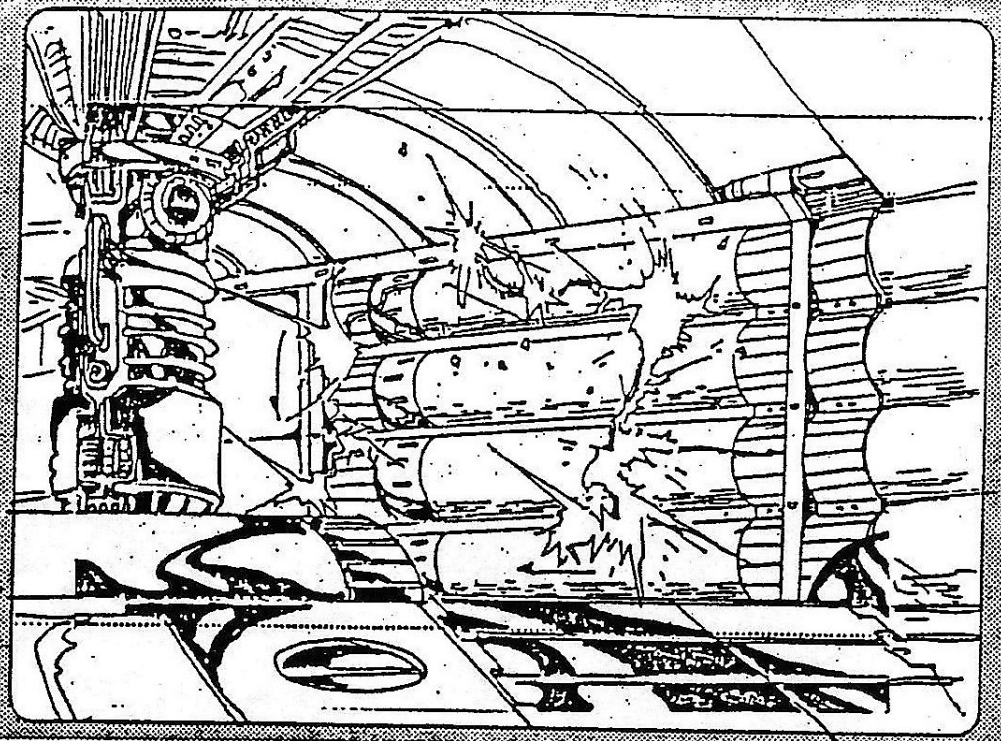
MUSIC/SFX

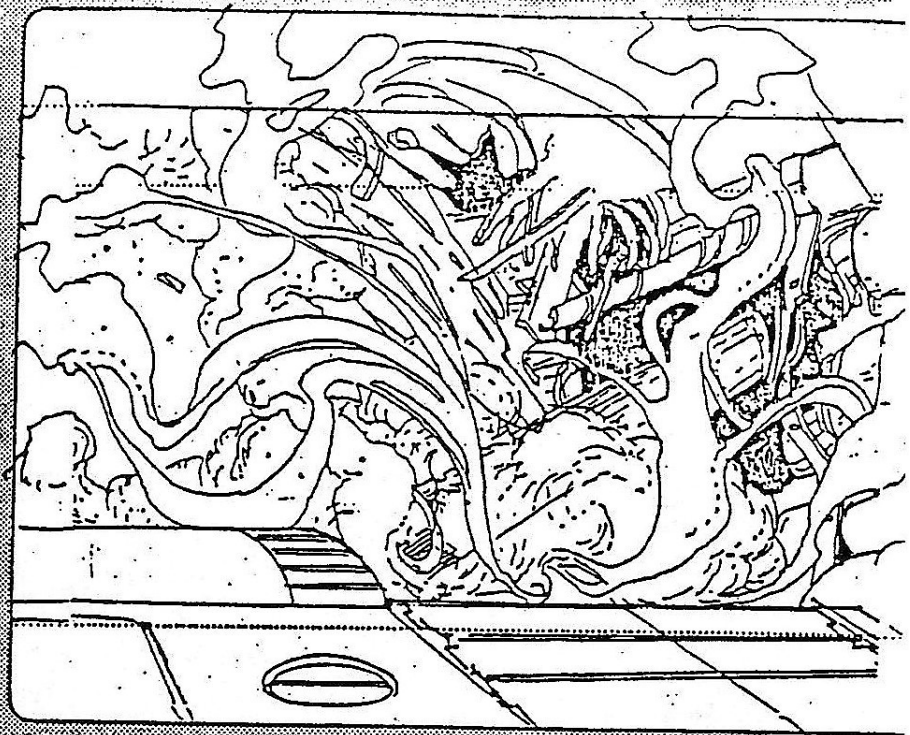
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-11

SC. CONT





ACTION M.S. INTERIOR, THE SIDE OF THE SHUTTLE. POWERFUL LASER LIGHT CUTS A HOLE IN THE SIDE OF THE SHIP...

DIAL

MUSIC/SFX

CAMERA

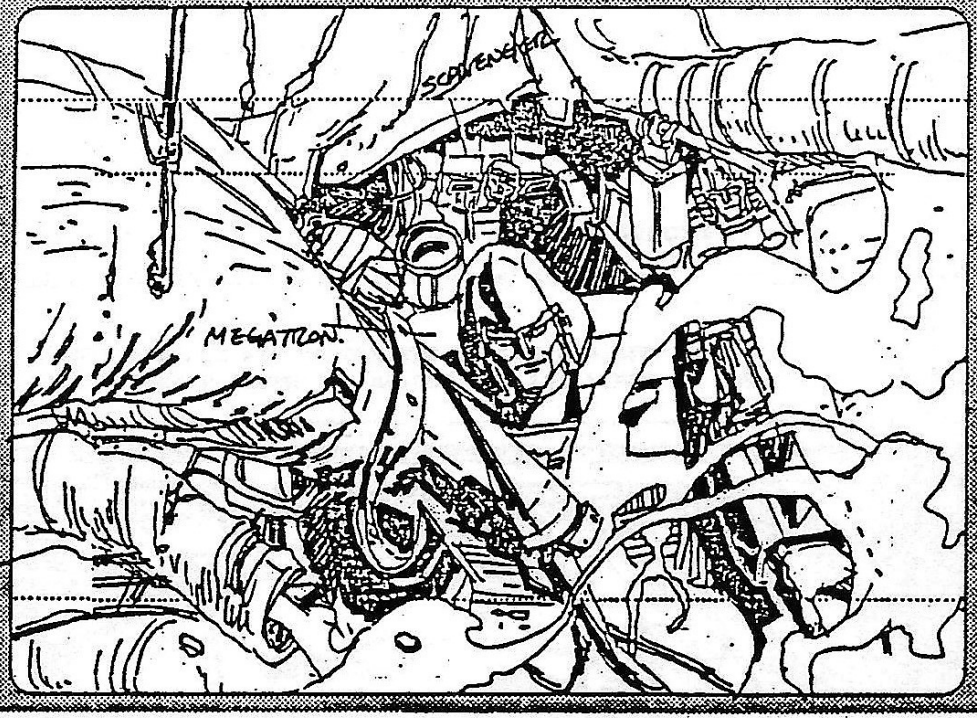
ACTION ...A PORTION OF THE SHIP FALLS IN WITH A CRASH.

DIAL

MUSIC/SFX

TF RAW
From G1 Beast Hunters and Beyond!!!!

SC. 5-12 ← PAN BG



ACTION M.S. MEGATRON. HE ENTERS IN THROUGH THE HOLE. BEHIND HIM ARE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

CAMERA

SC. CONT ← PAN BG SEQ. 5 Page 11

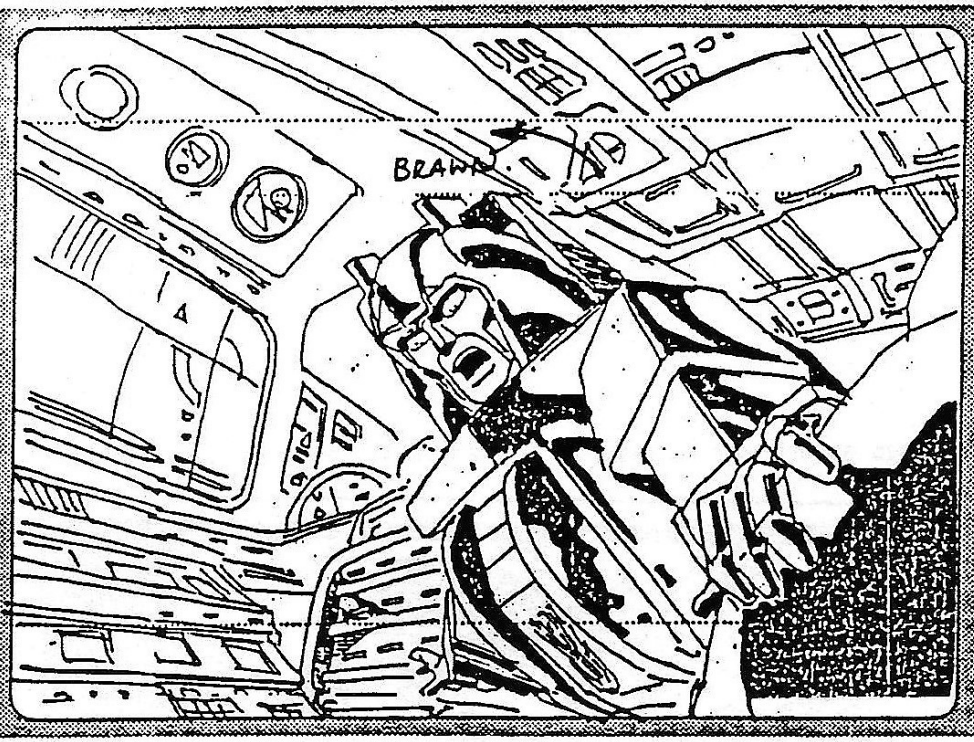
ACTION MEGATRON SMASHES SOME METAL STRUCTURE ASIDE AND FACES THE O.S. AUTOBOTS.

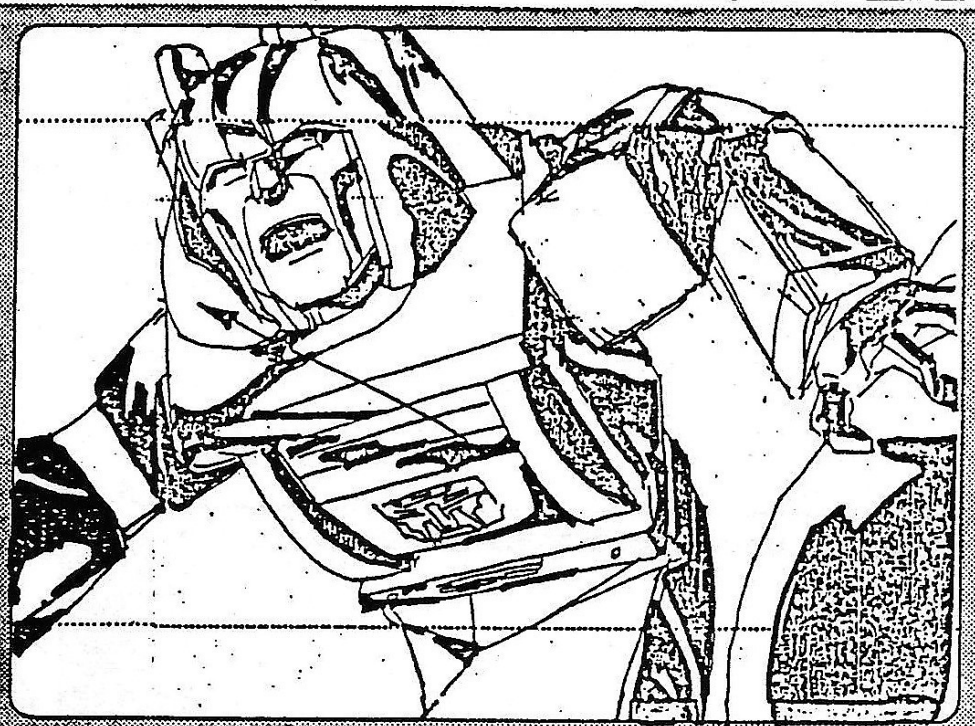
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. BRAWN. HE CRIES OUT...

DIAL BRAWN Megatron!

MUSIC/SFX

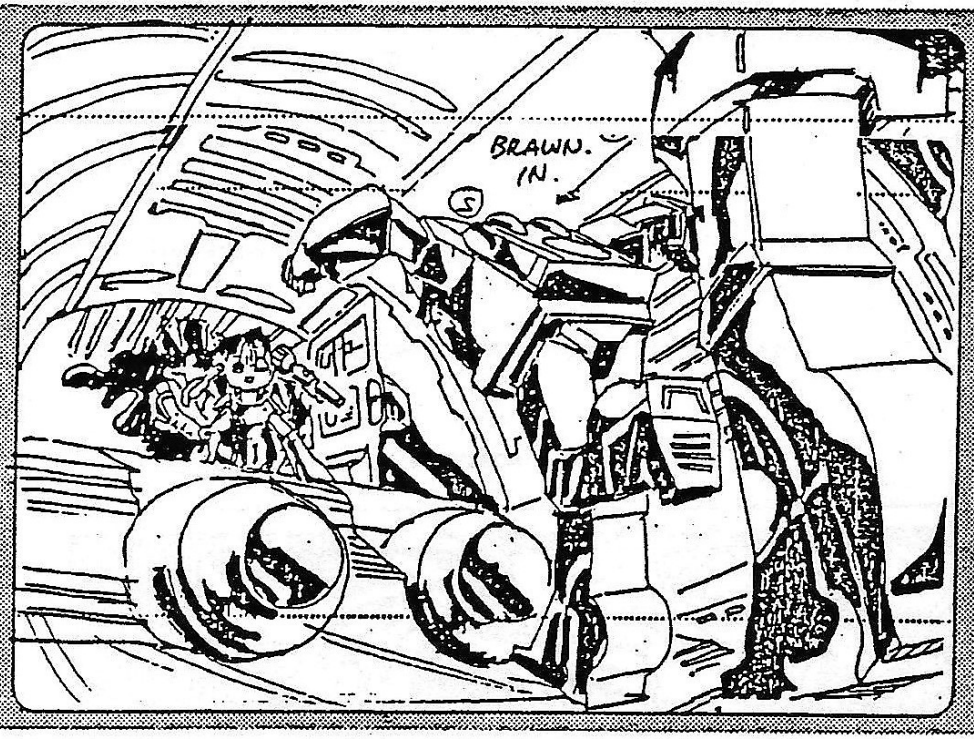
ACTION ...JUMPS UP FROM HIS CHAIR, AND ATTACKS THE DECEPTICONS.

DIAL BRAWN (CONT) Decepticons!

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-14 SC. SEQ. 5 Page 13



ACTION L.S. BRAWN. HE RUNS TOWARDS THE DECEPTICONS.

DIAL BRAWN (CONT) Decepticons!

MUSIC/SFX

CAMERA

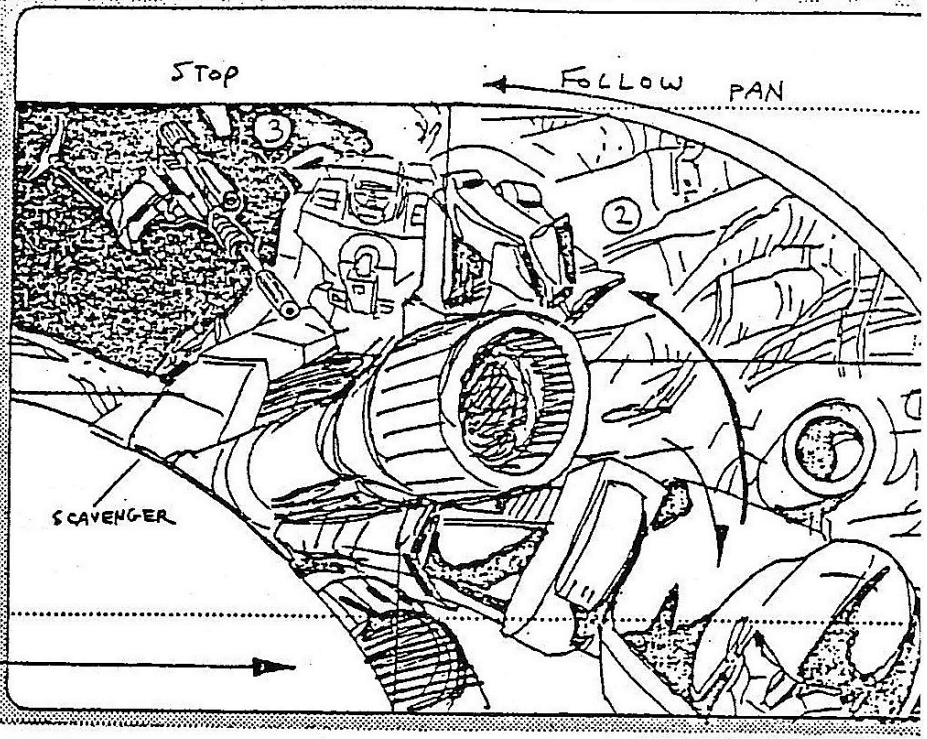
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.C.U. MEGATRON. HE...

DIAL MEGATRON DIE, AUTOBOTS!

MUSIC/SFX

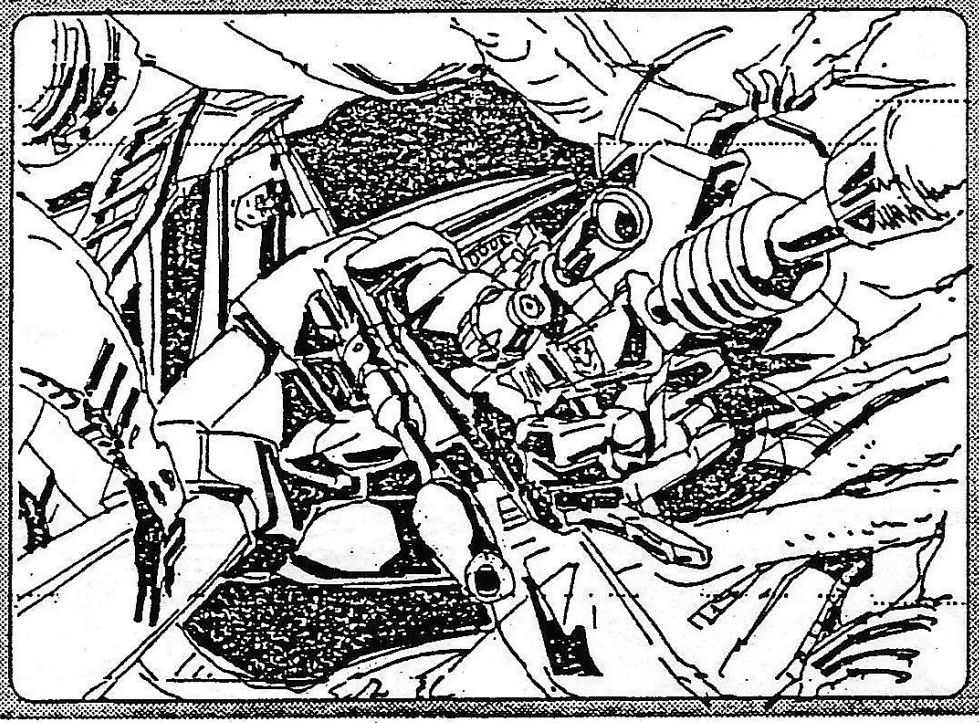
CAMERA

ACTION ...JUMPS BACK AND TRANSFORMS INTO HIS GUN MODE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. STARSCREAM. HE REACHES FORWARD TO CATCH THE GUN...

DIAL

MUSIC/SFX

CAMERA

ACTION

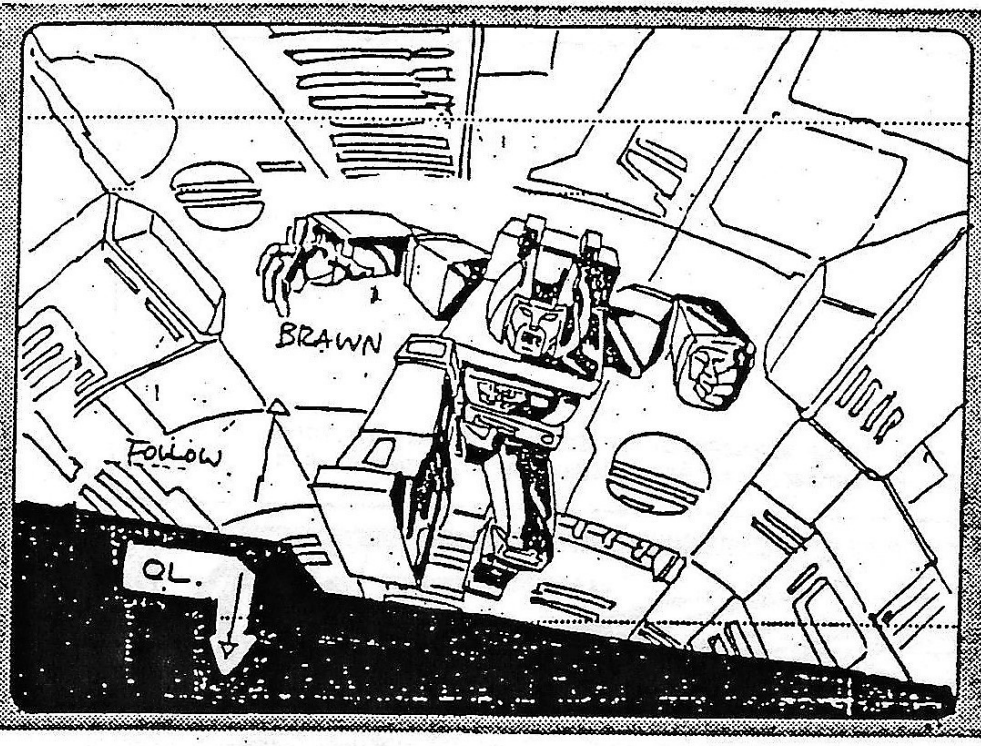
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-17



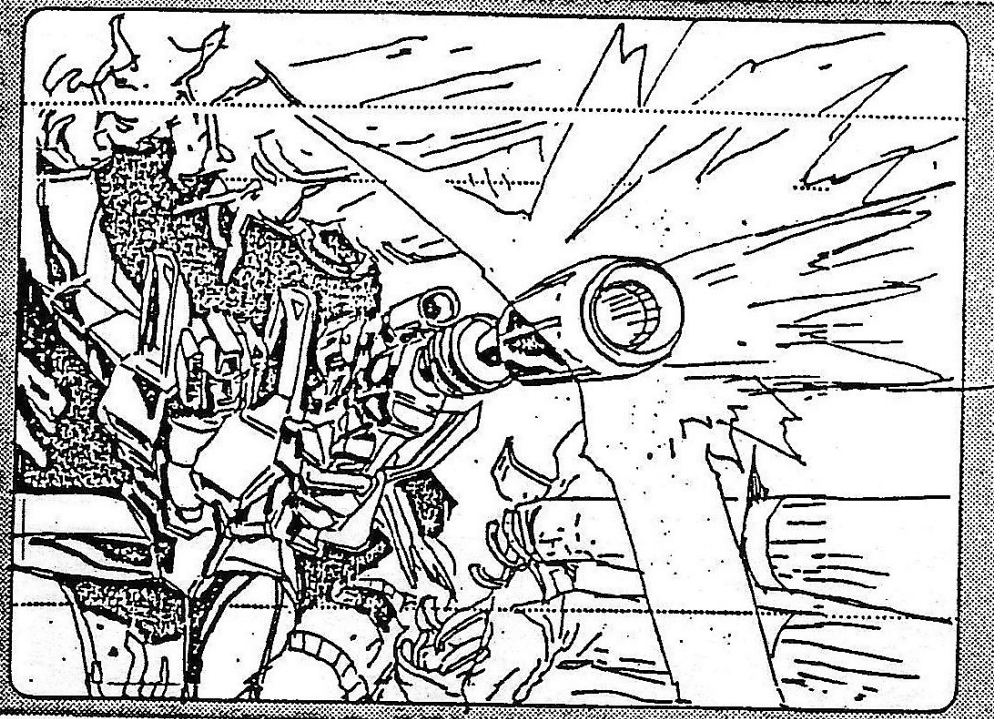
ACTION M.L.S. BRAWN. HE CHARGES TOWARDS THE O.S. DECEPTICONS.

DIAL

MUSIC/SFX

SC. 5-18

SEQ. 5 Page 16

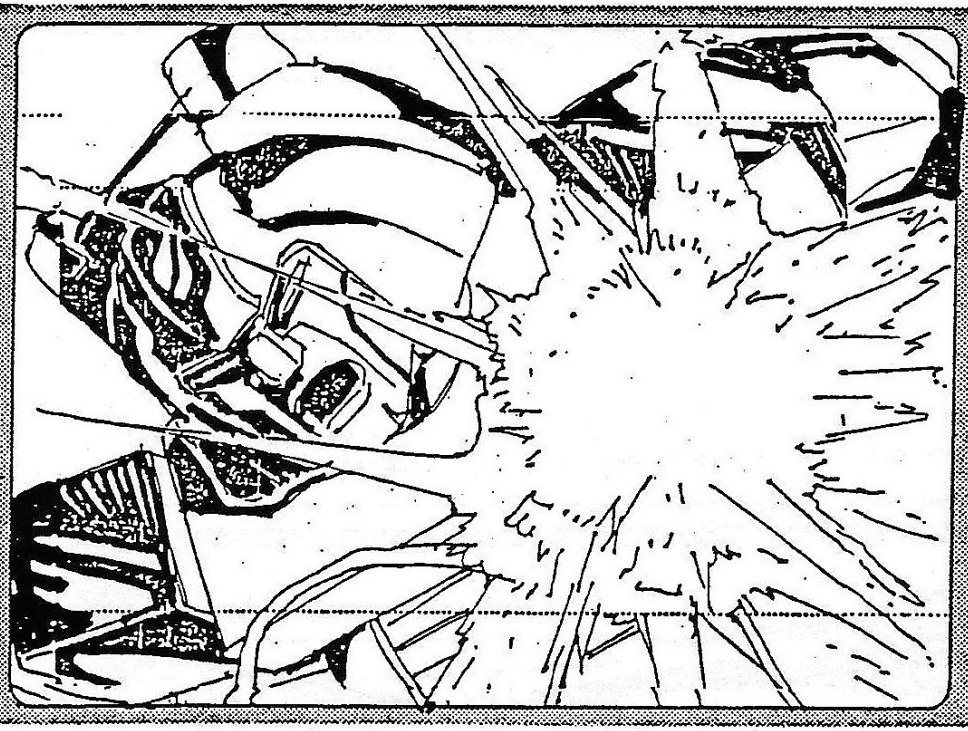


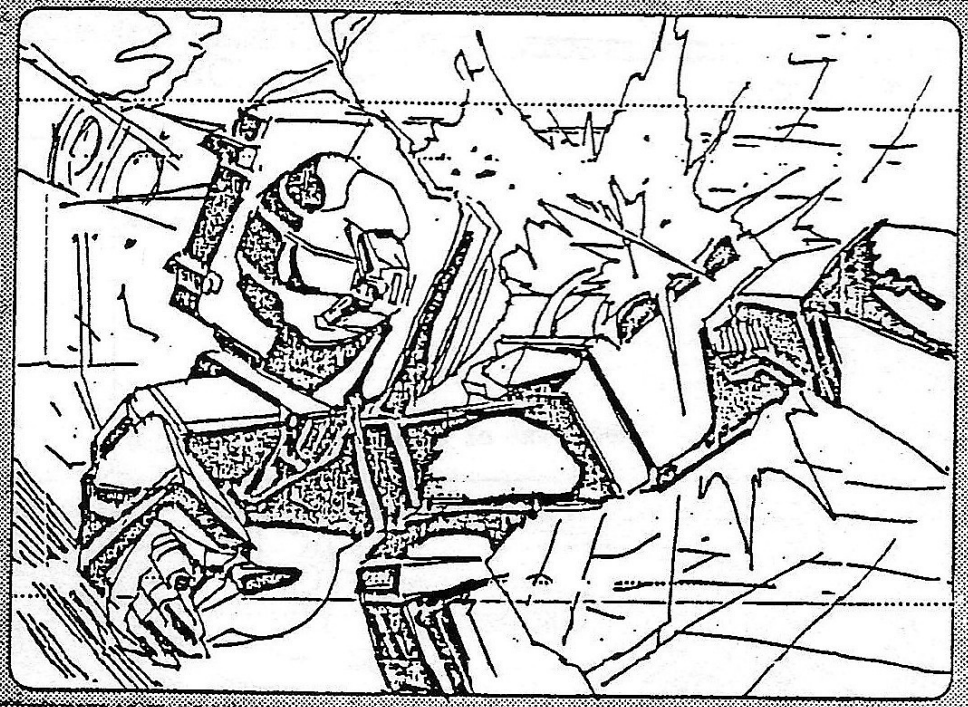
ACTION M.L.S. STARSCREAM. HE AIMS AND FIRES THE GUN.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. BRAWN. HE TAKES A DIRECTS HIT IN HIS CHEST.

DIAL

MUSIC/SFX

CAMERA

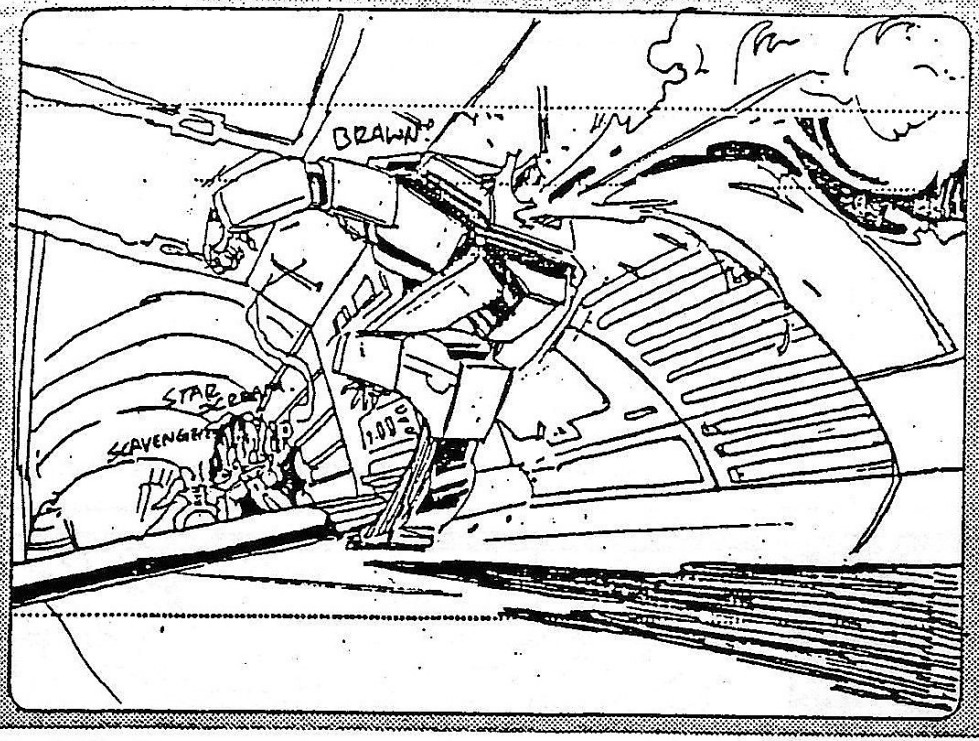
ACTION ...SPARKING AND BURNING, HE FLIES BACK...

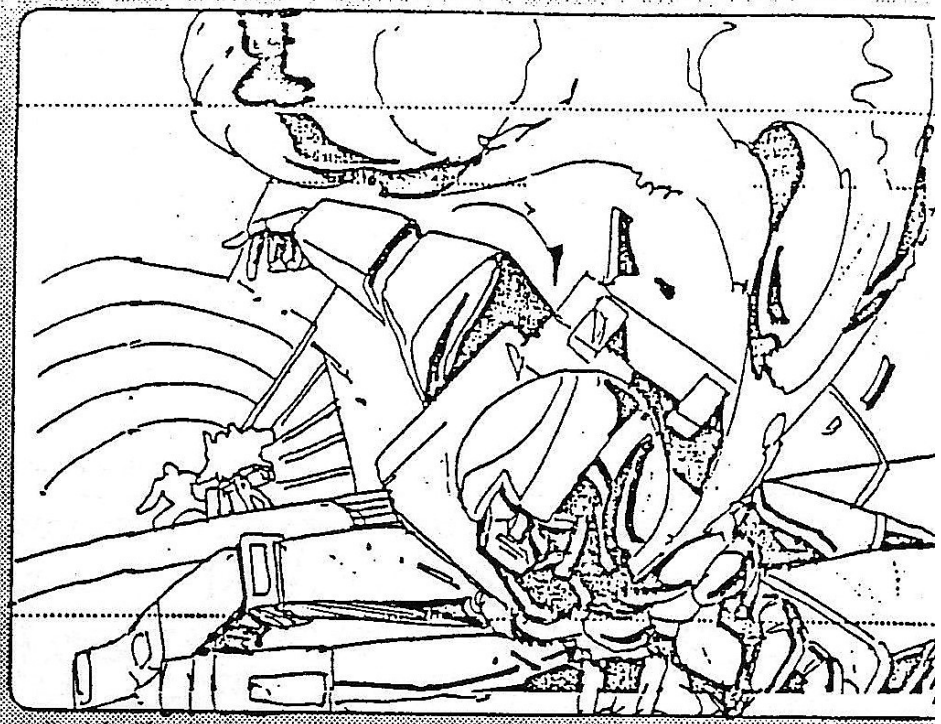
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. BRAWN. EXPLODING AND SPARKING, HE FLIES BACK TOWARDS CAMERA...

DIAL

MUSIC/SFX

ACTION ...AND CRASHES TO THE FLOOR.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-20

ACTION L.S. PROWL WITH STARSCREAM IN THE FOREGROUND. PROWL DUCKS BEHIND HIS CHAIR AS STARSCREAM TAKES AIM.

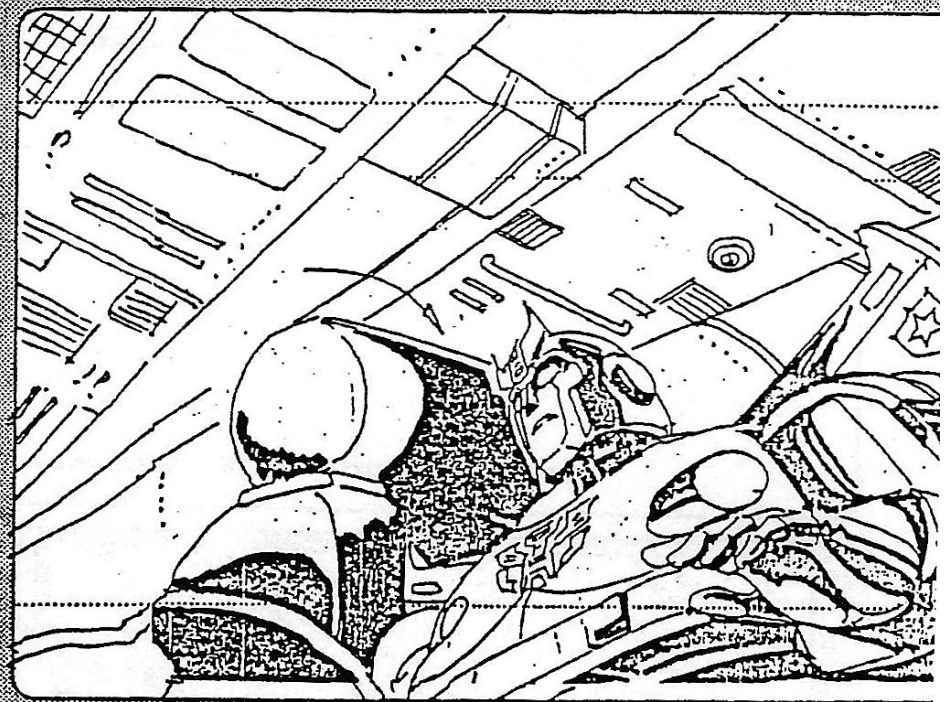
DIAL

MUSIC/SFX

CAMERA

SC. 5-21

SEQ. 5 Page 19



ACTION M.S. PROWL. HE HIDES BEHIND HIS CHAIR.

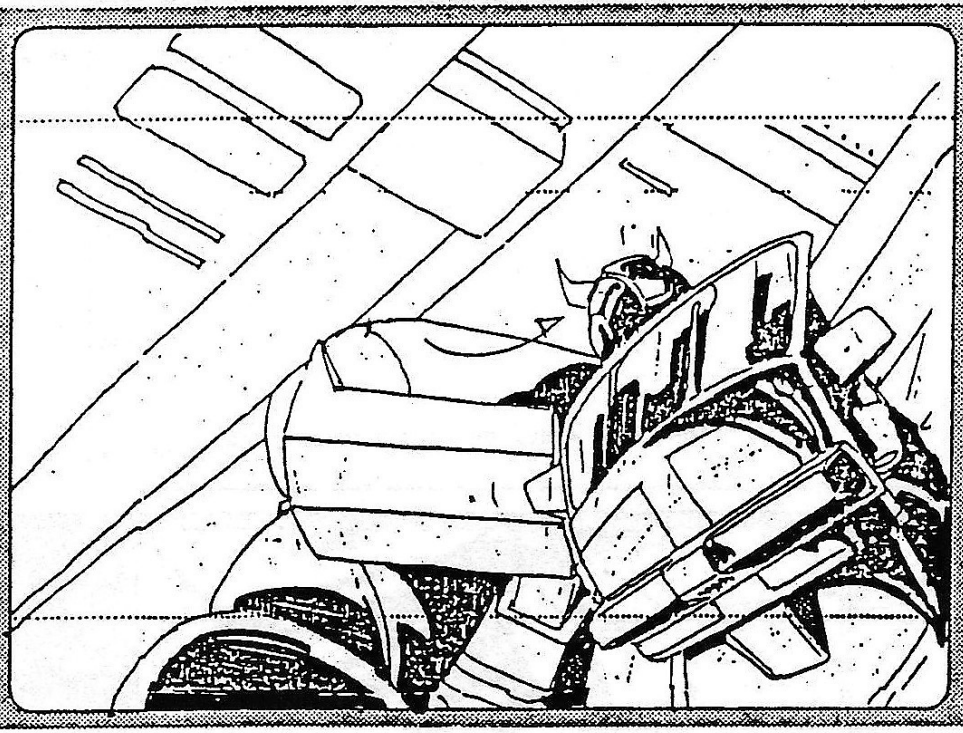
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 5-21 SC. SEQ. 5 Page 20



ACTION THEN SWINGS AROUND.

DIAL

MUSIC/SFX

CAMERA

ACTION

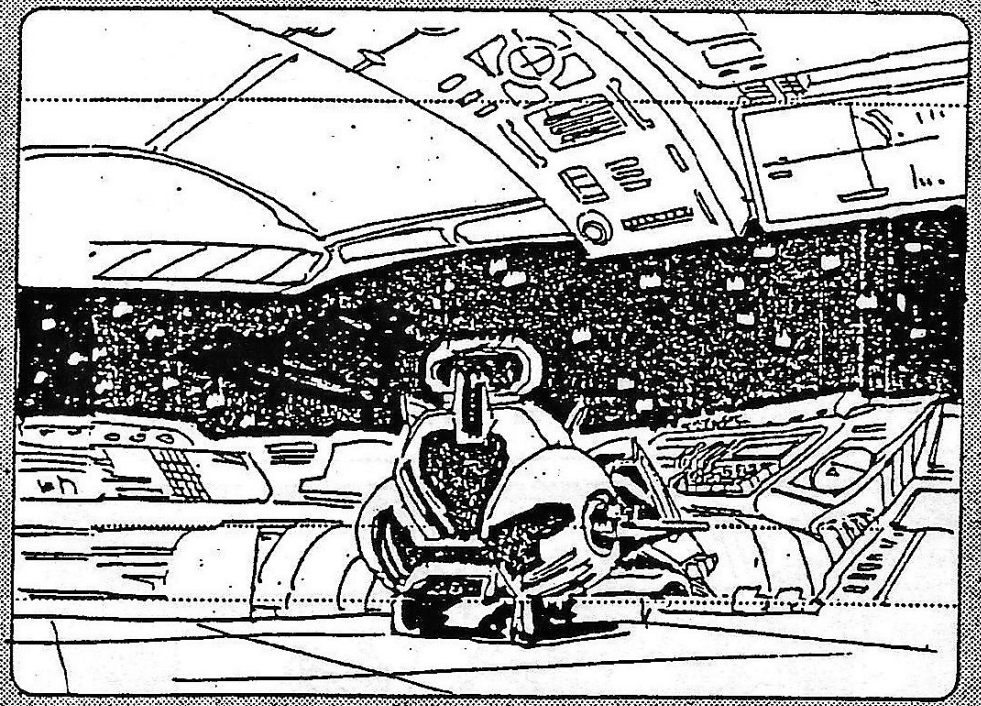
DIAL

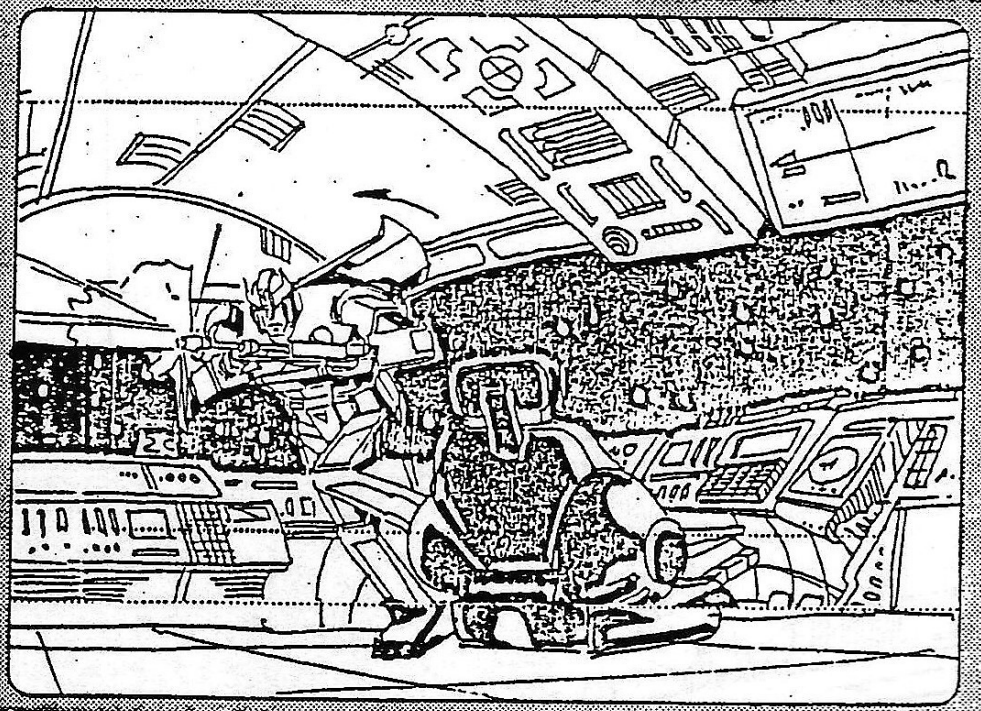
MUSIC/SFX

CAMERA

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!

SC. 5-22 SC. CONT SEQ. 5 Page 21





ACTION L.S. PROWL. HE IS BEHIND HIS CHAIR...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN HE JUMPS UP AND FIRES AT THE O.S. DECEPTICONS!

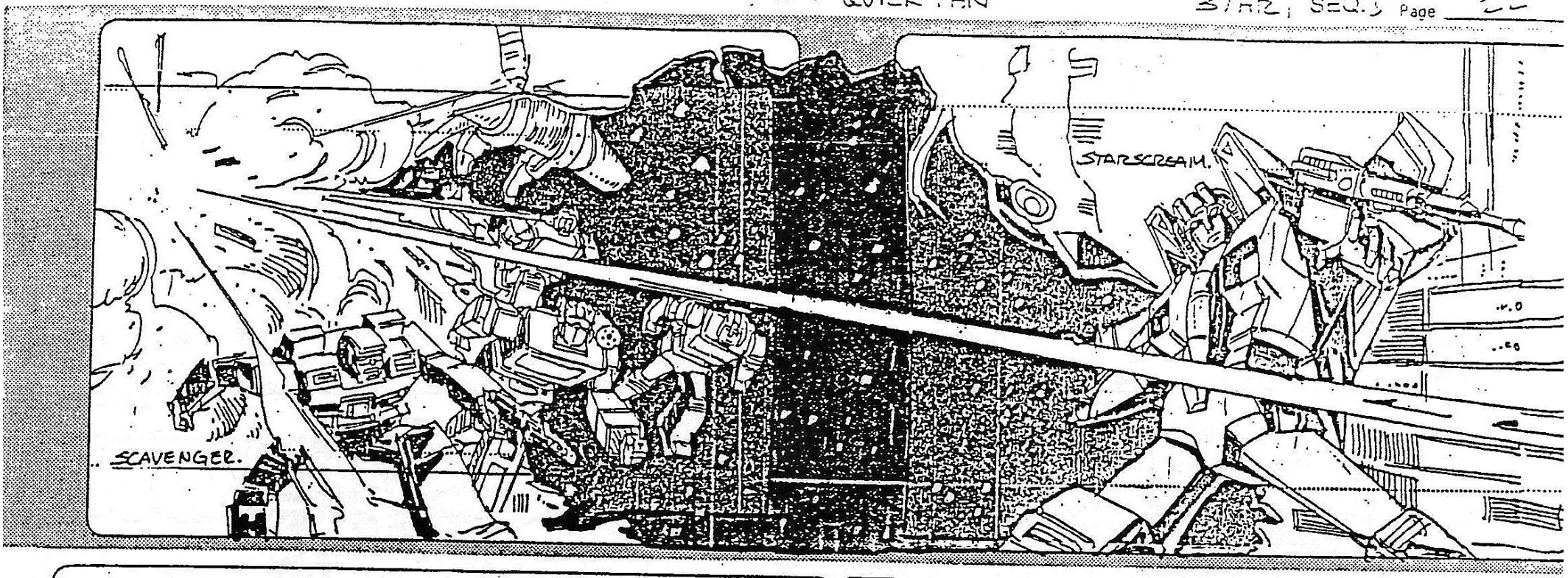
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-23 STOP ← QUICK PAN START SEQ. 5 Page 22



ACTION M.S. STARSCREAM. HE JUMPS ASIDE AVOIDING PROWL'S BLAST, WHICH EXPLODES OVER THE HEADS OF SCAVANGER AND OTHER DECEPTICONS.

DIAL

MUSIC/SFX

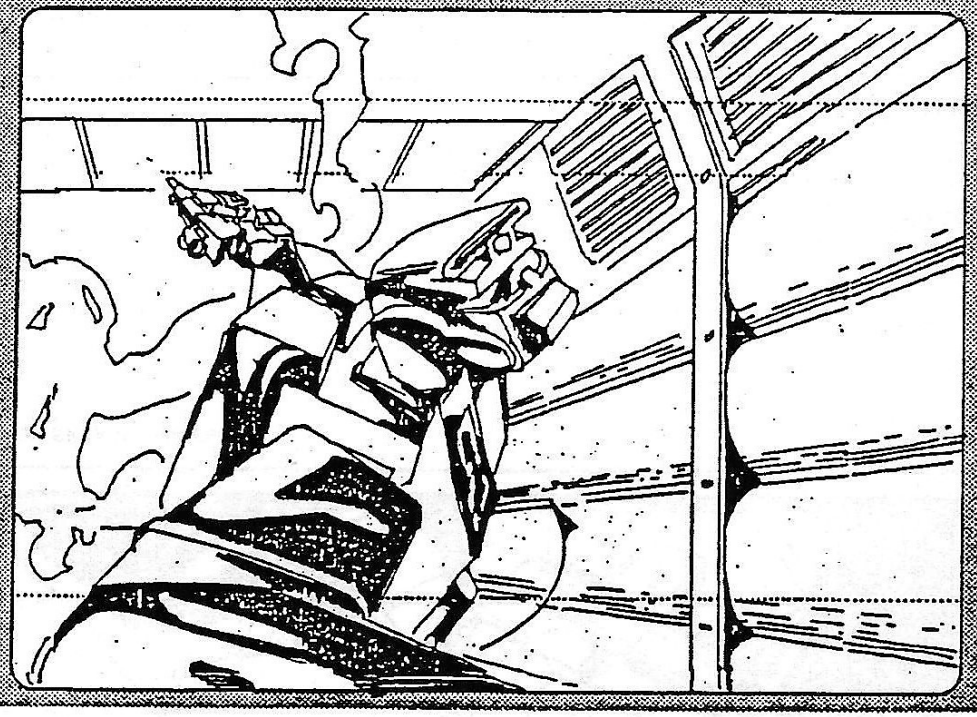
CAMERA

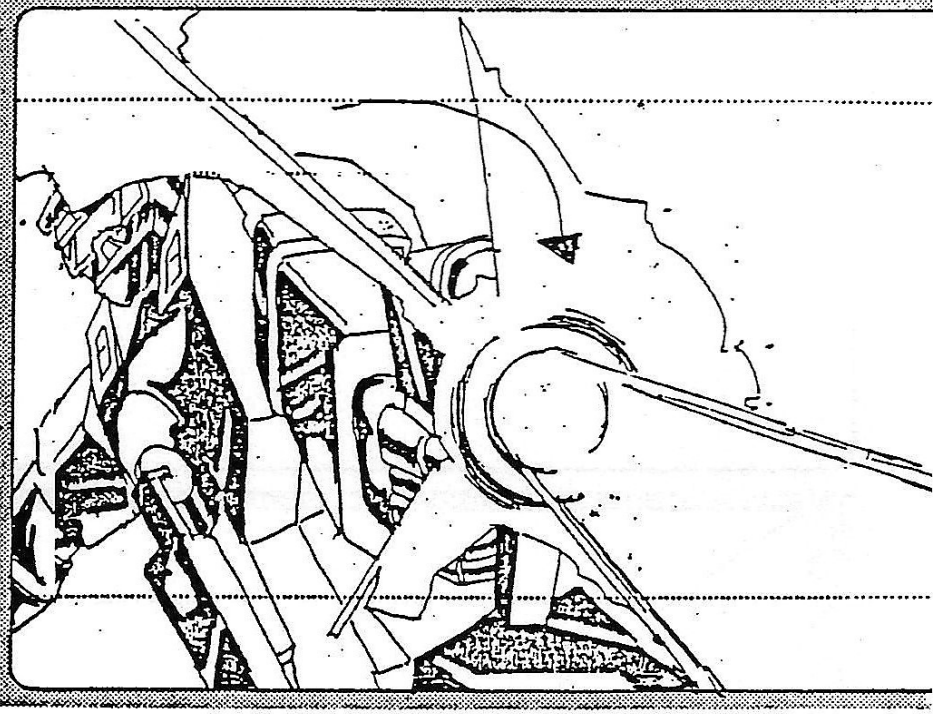
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. SCAVANGER. HE TAKES AIM AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ... FIRES AT PROWL O.S.

DIAL

MUSIC/SFX

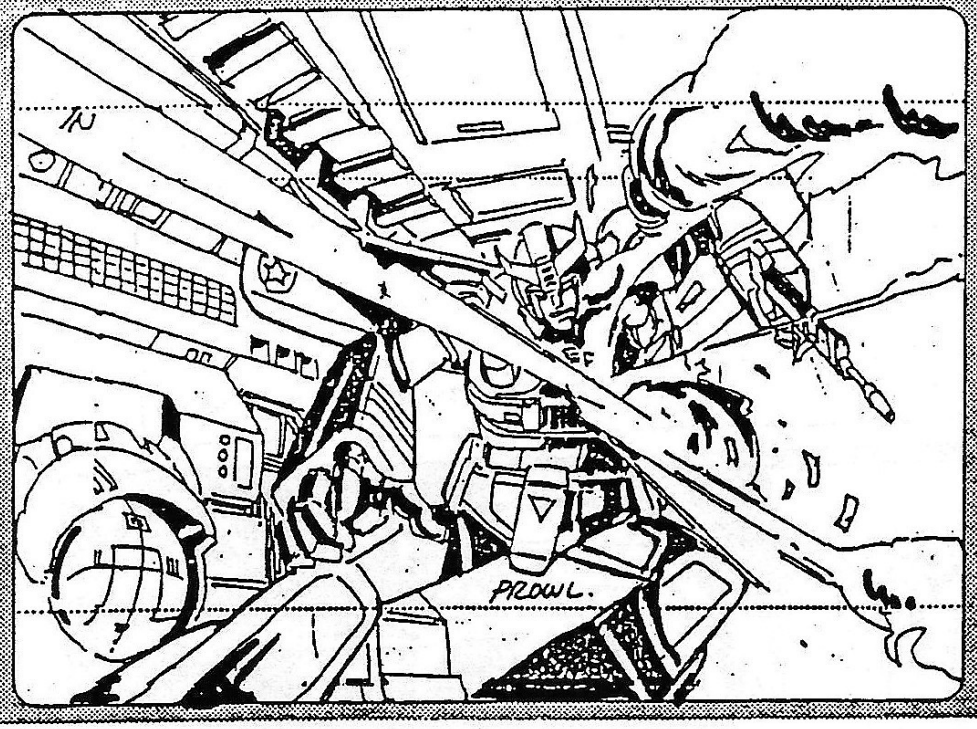
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-25

SC.

SEQ. 5 Page 24



ACTION M.L.S. PROWL. THE BLAST ENTERS AND EXPLODES INTO PROWL'S CHEST!

DIAL

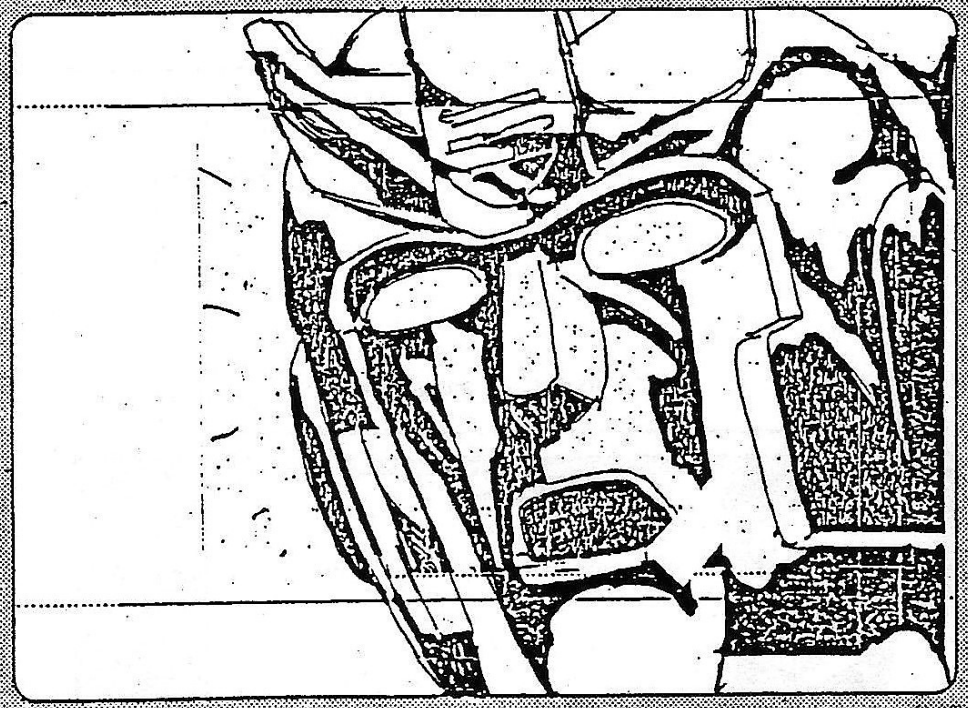
MUSIC/SFX

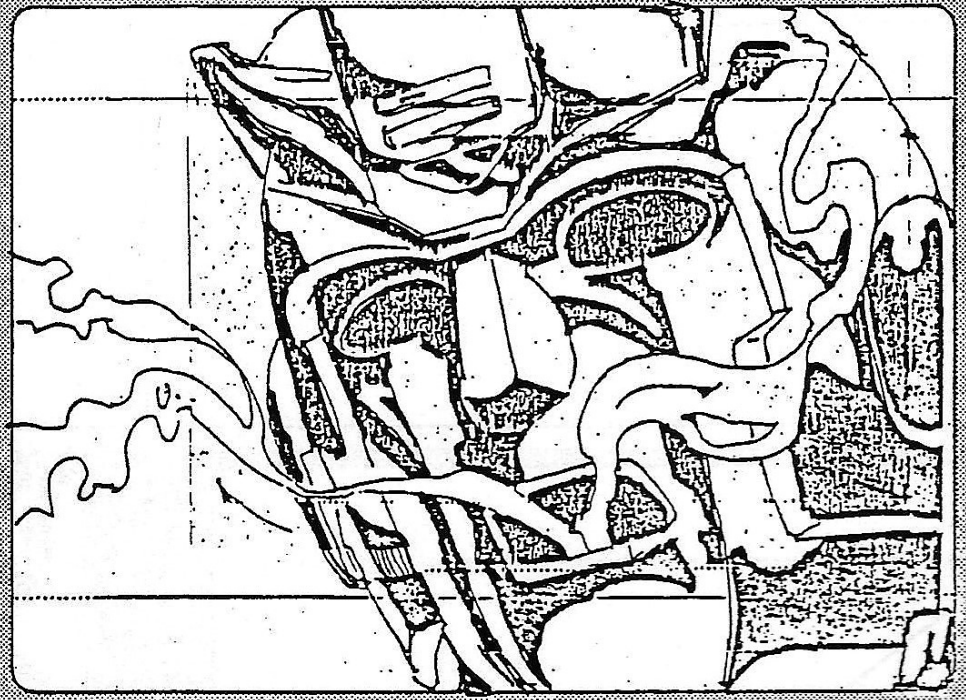
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX





ACTION X.C.U. PROWL'S FACE. THE LIGHTS IN HIS FACE...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...GO DARK AS SMOKE POURS OUT OF HIS MOUTH...

DIAL

MUSIC/SFX

CAMERA

ACTION ... HE FALLS BACKWARD O.S.

DIAL

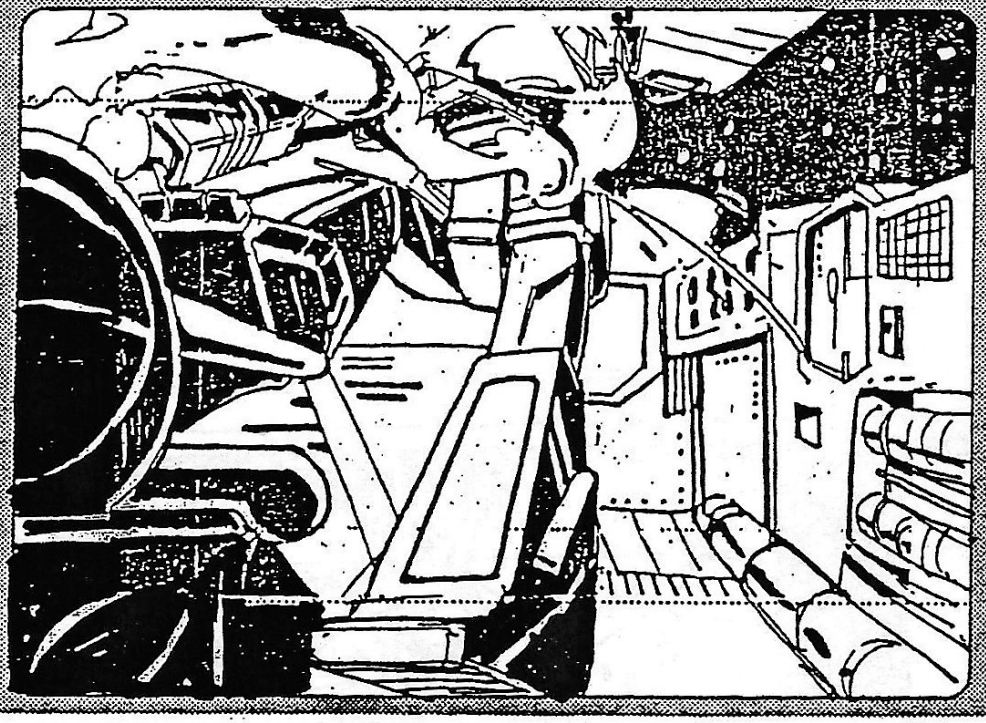
MUSIC/SFX

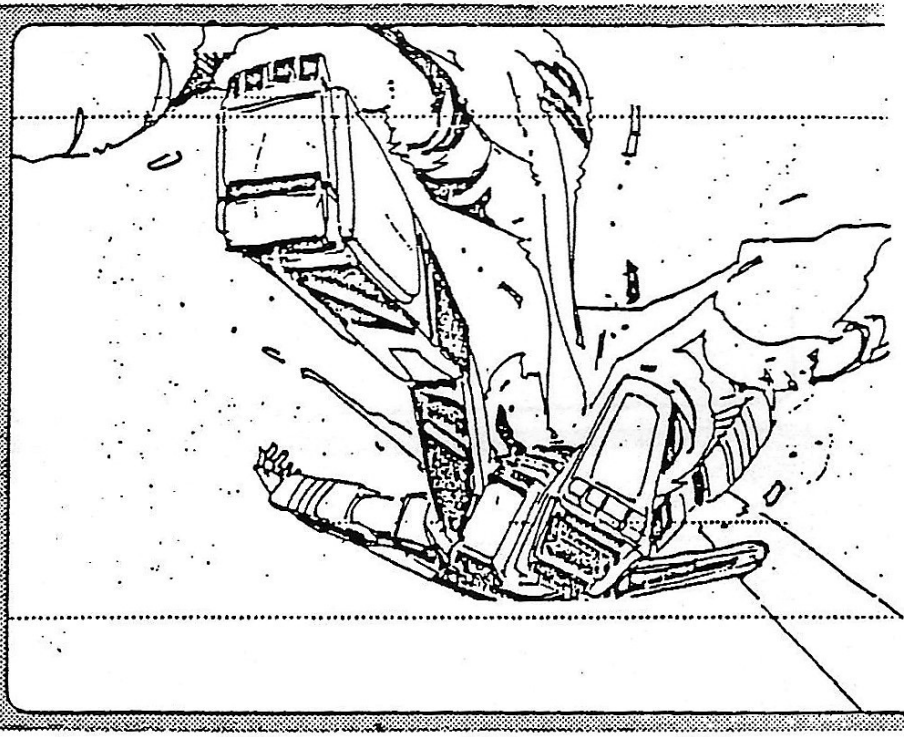
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. PROWL. HE FALLS...

DIAL

MUSIC/SFX

CAMERA

ACTION ... AND CRASHES TO THE FLOOR. SMOKE AND FLAMES EXPLODE FROM HIS CHEST.

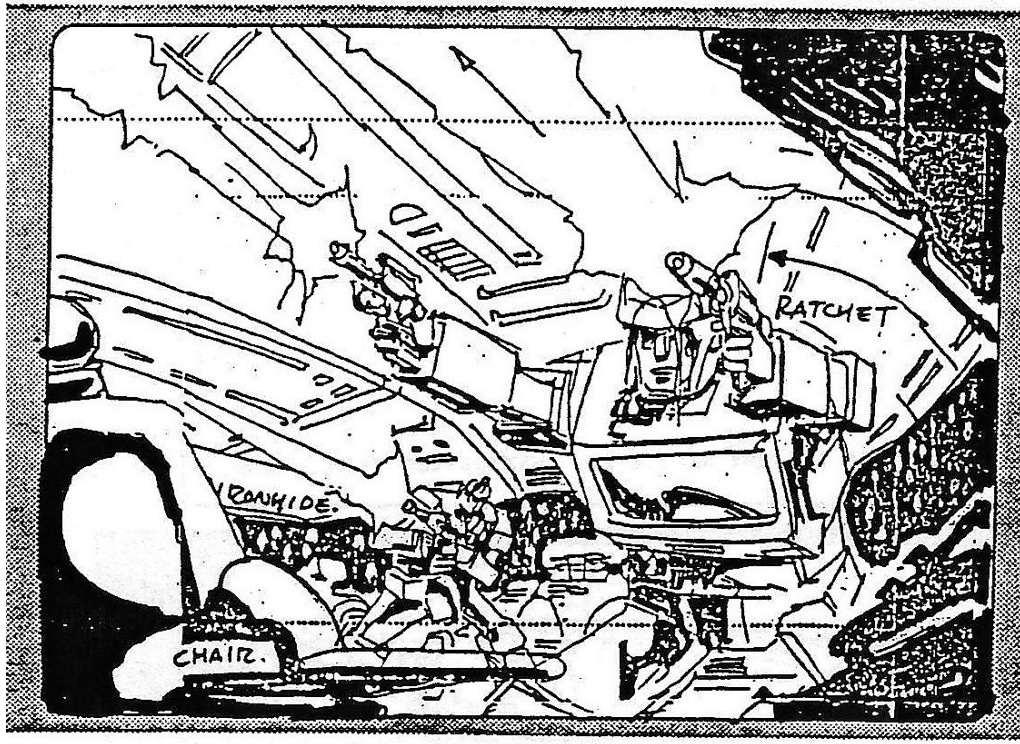
DIAL

MUSIC/SFX

CAMERA

TF RAW
MPL-40 Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-28



ACTION L.S. IRONHIDE AND RATCHET. THEY TAKE UP POSITIONS AND FIRE AT THE O.S. DECEPTICONS.

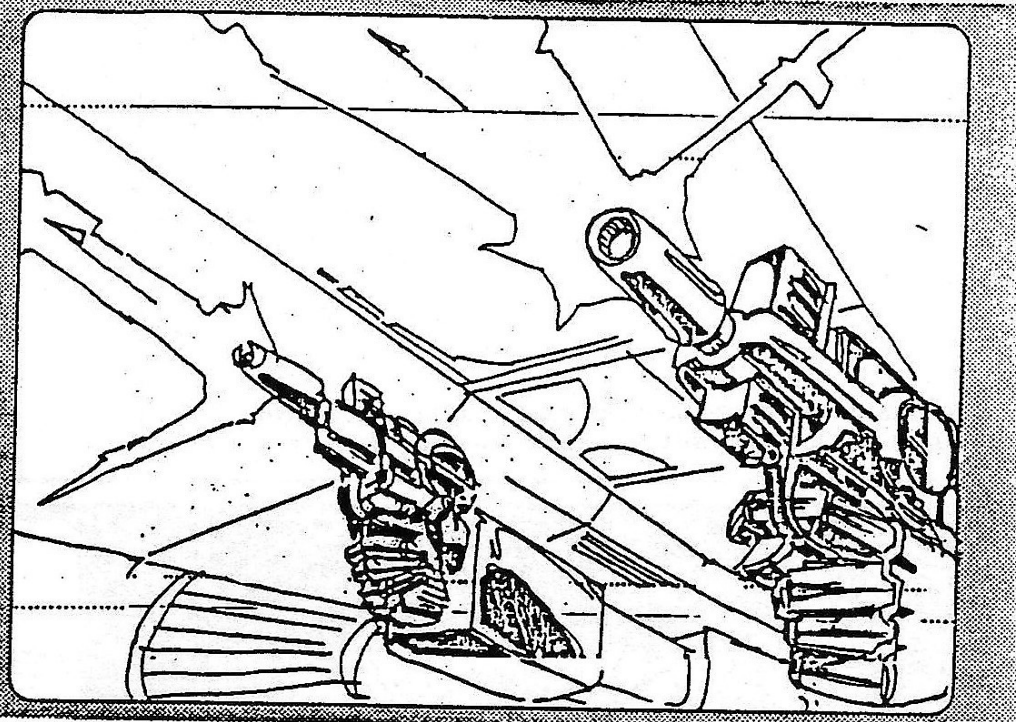
DIAL

MUSIC/SFX

CAMERA

SC. 5-29

SEQ. 5 Page 28



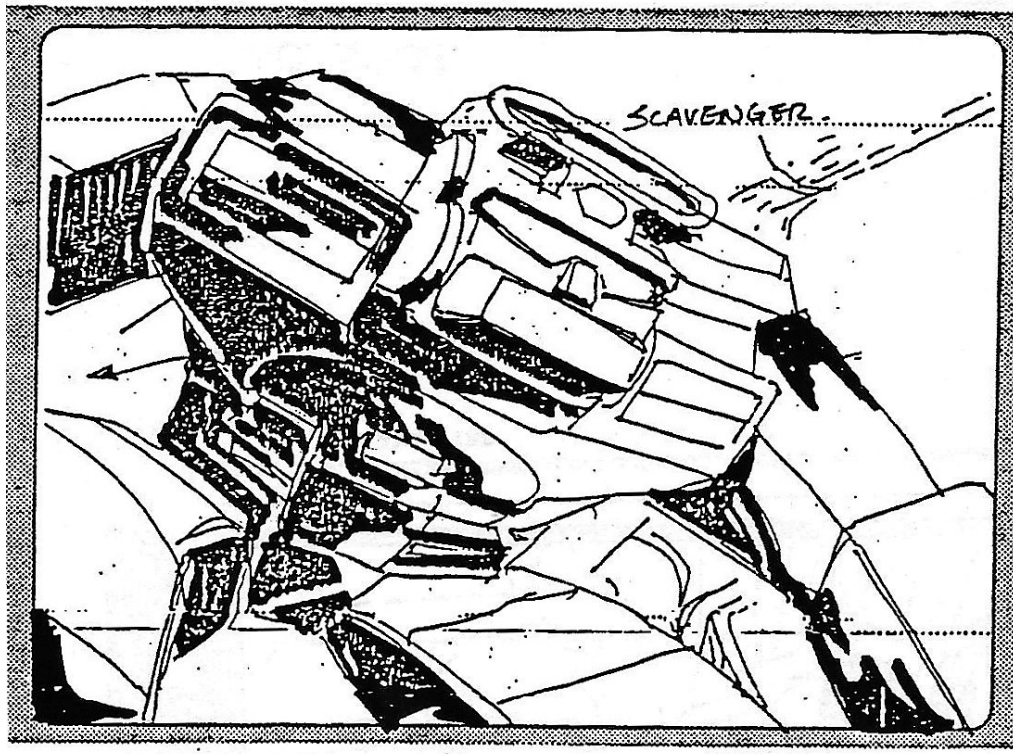
ACTION C.U. RATCHET'S GUNS. FIREING BLASTS!

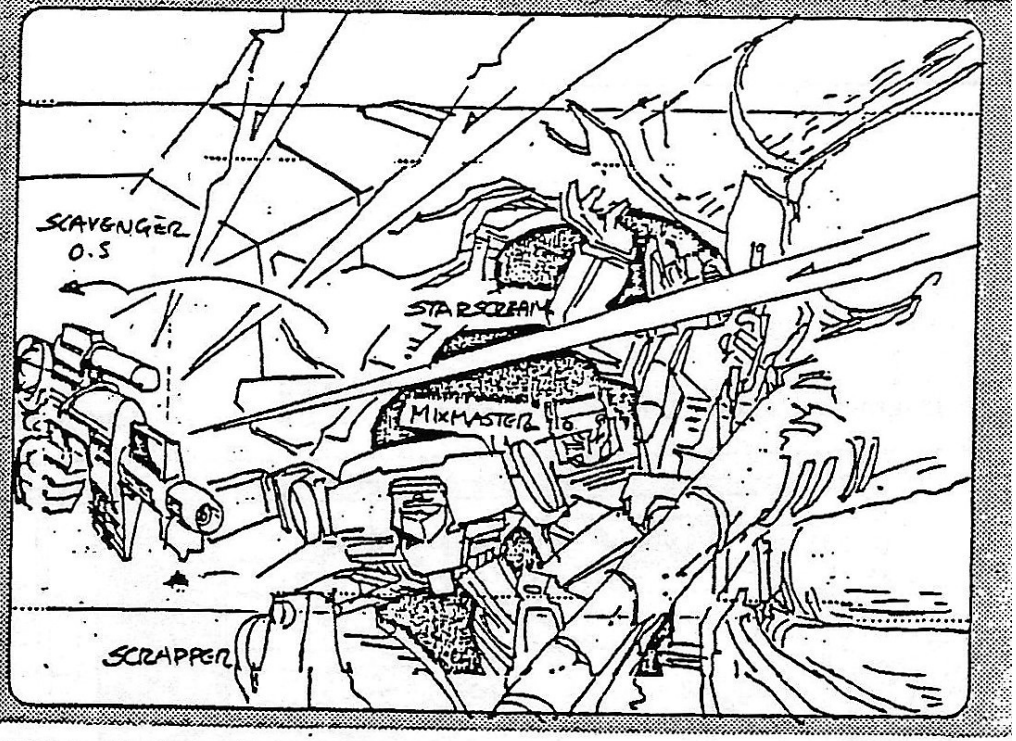
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!





CTION M.S. SCAVENGER. HE JUMPS ASIDE...

IAL

JSIC/SFX

MERA

ACTION ...AVOIDING THE FIRE WHICH ALSO MISSES THE OTHER DECEPTICONS.

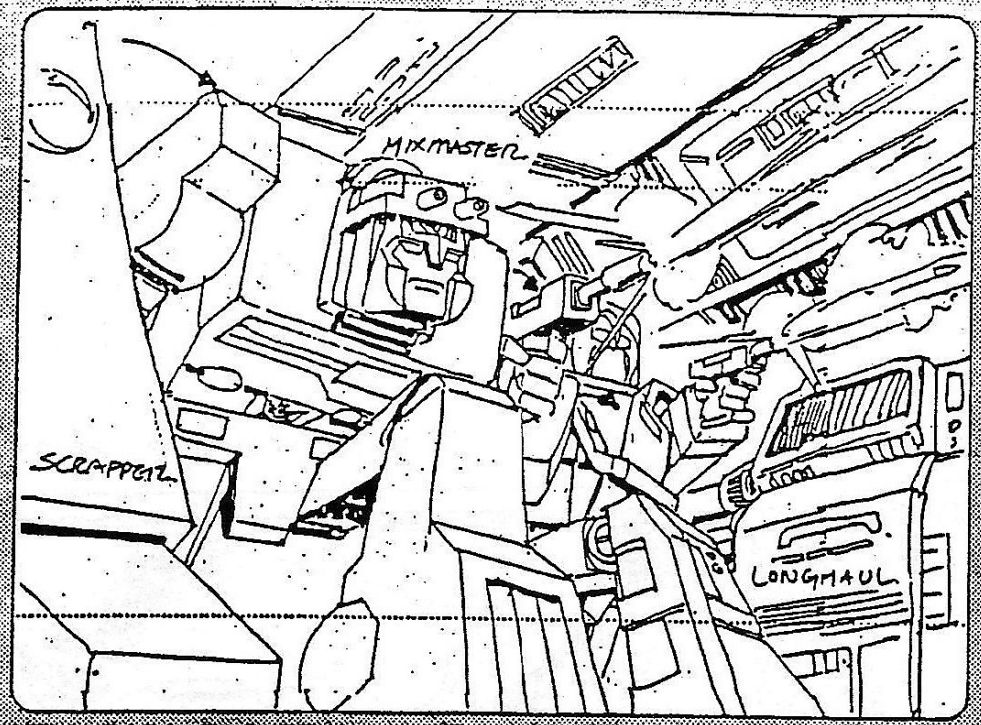
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-31



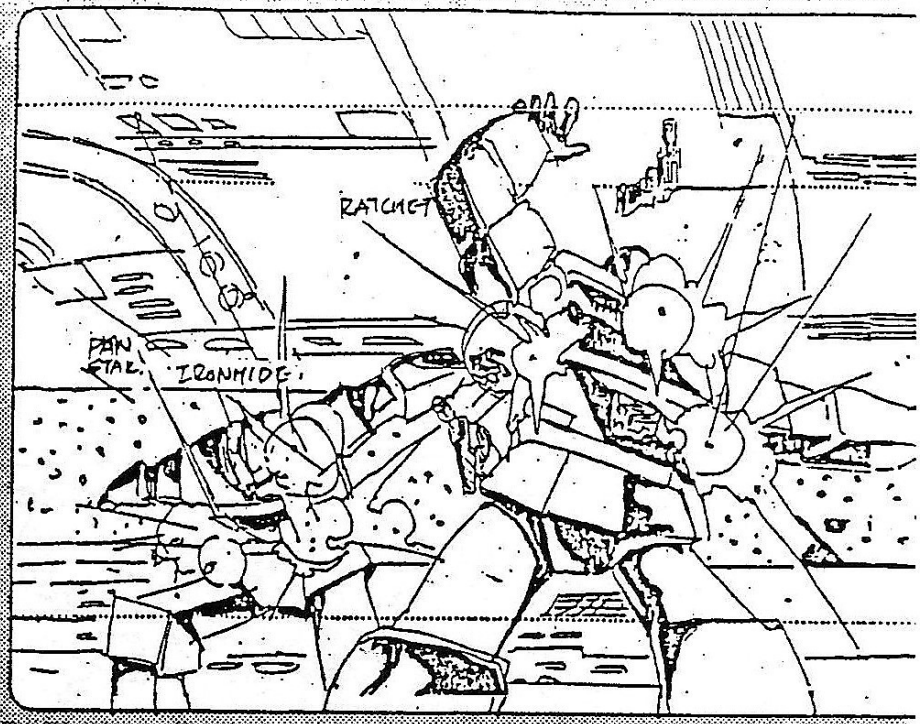
ACTION M.S. MIXMASTER AND LONGHAUL. THEY MOVE FORWARD, TAKE POSITIONS, AIM AND FIRE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-32

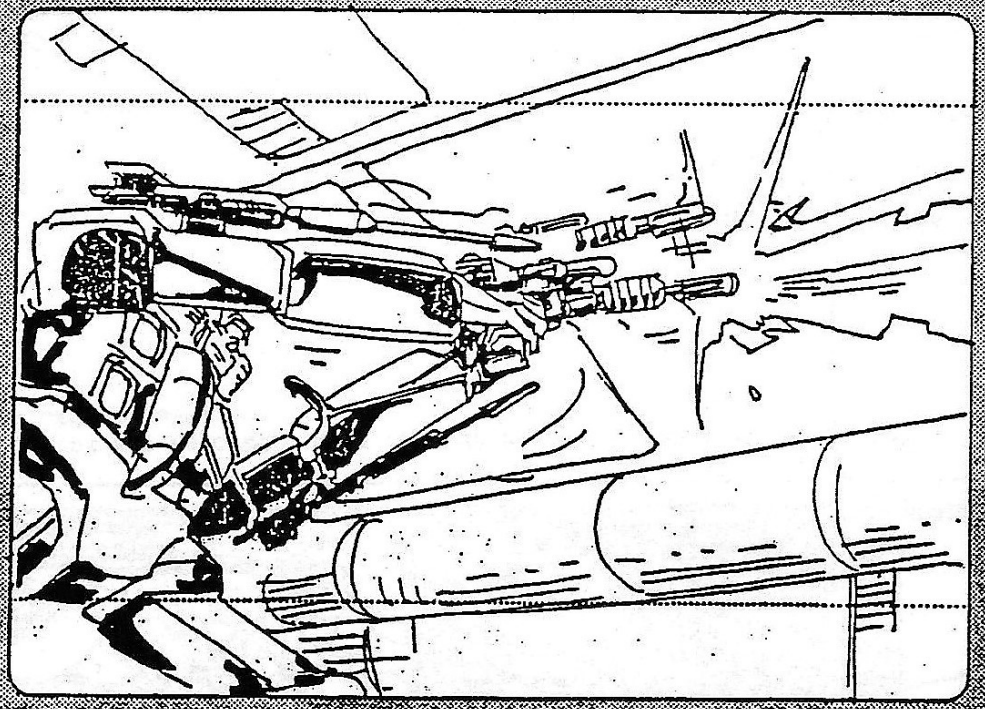


ACTION M.L.S. IRONHIDE AND RATCHET. THEY TAKE DIRECT HITS FROM THE DECEPTICON FIRE.

DIAL

MUSIC/SFX

SC. 5-33



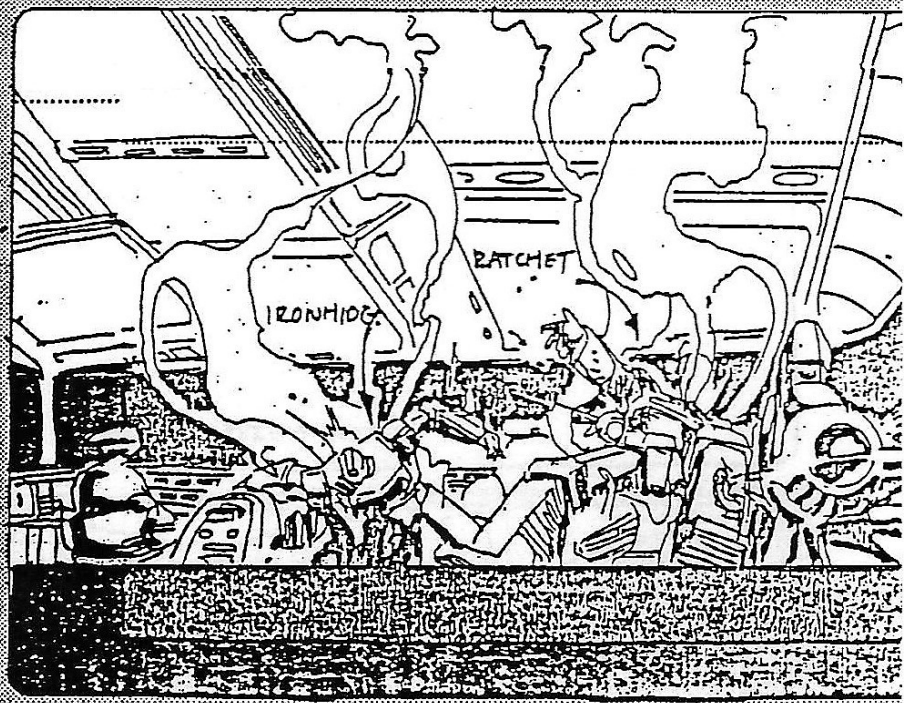
ACTION M.S. STARSCREAM. HE BLASTS AWAY AT THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

SC. 5-34



ACTION L.S. IRONHIDE AND RATCHET. THEY ARE HIT REPEATEDLY BY THE DECEPTICON FIRE. THEY EXPLODE AND FALL TO THE FLOOR.

DIAL

MUSIC/SFX

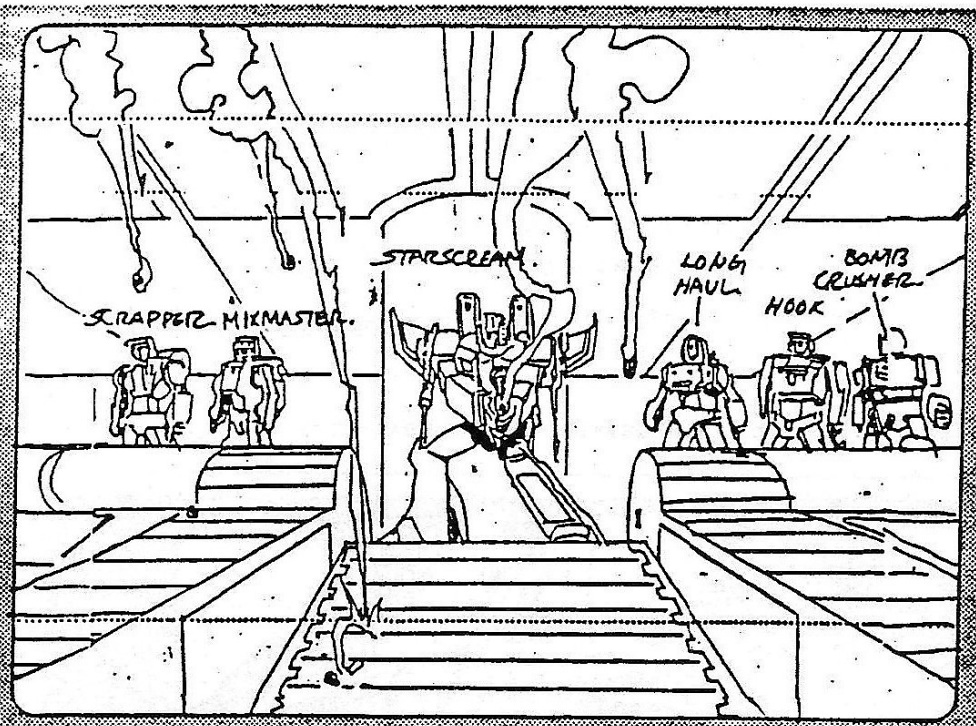
CAMERA

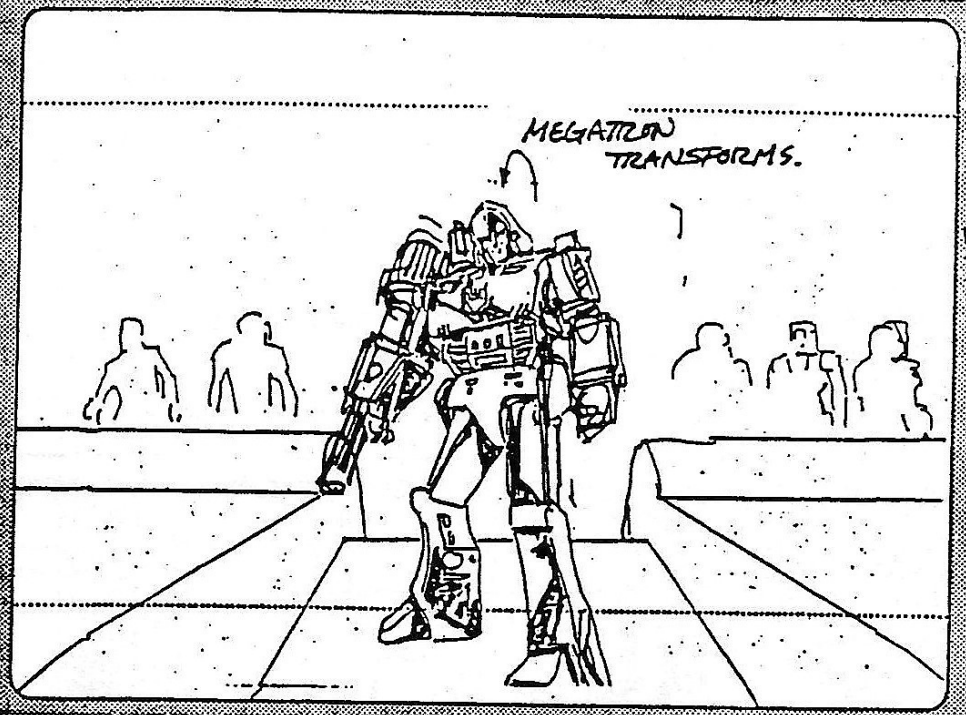
TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-35

SC. CONT

SEQ. 5 Page 30B





NEXT 31

ACTION L.S. STARSCREAM, SCRAPPER, MIXMASTER, LONG HAUL, HOOK AND BONECRUSHER STAND IN A LINE AT THE REAR OF THE SHIP.

DIAL

MUSIC/SFX

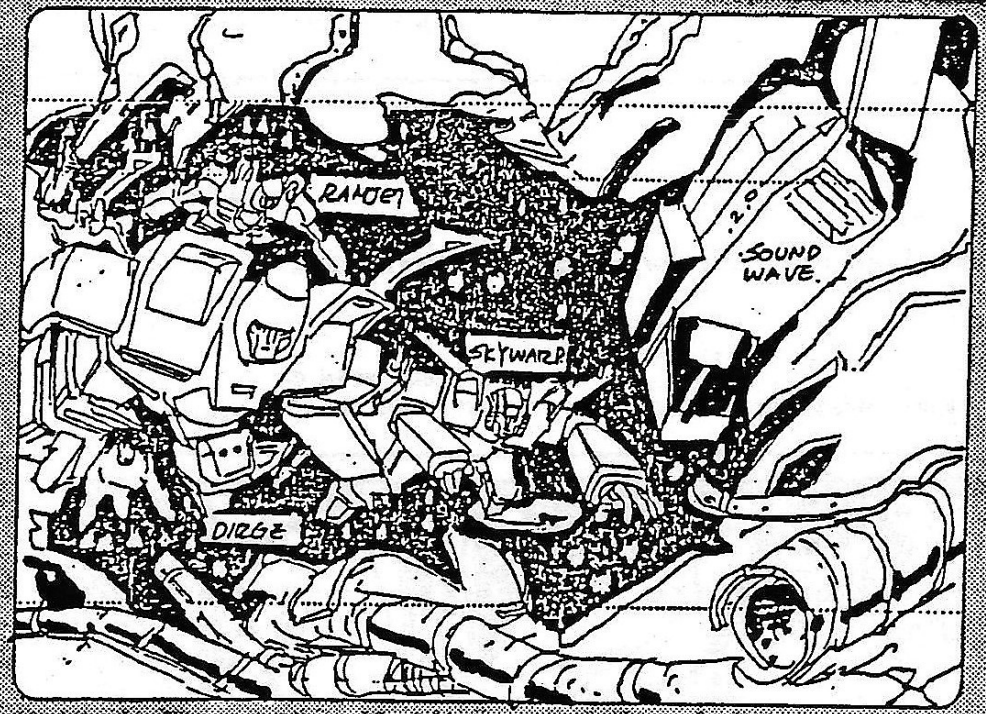
ACTION ...AS THE GUN FLIES OUT OF STARSCREAM'S HAND AND TRANSFORMS BACK INTO MEGATRON.

DIAL

MUSIC/SFX

TF RAW
from Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-36 ← PAN BG.



ACTION M.L.S. THE HOLE IN THE SIDE OF THE SHUTTLE AS MORE DECEPTICONS INCLUDING RAMJET, SKYWARP, DIRGE, AND SOUNDWAVE ENTER THE SHIP.

DIAL

MUSIC/SFX

CAMERA

SC. 5-37

SEQ. 5 Page 31

ACTION E.U. MEGATRON AS THE DECEPTICONS, THUNDERCRACKER, RAMJET, SKYWARP, KICKBACK AND BOMBSHELL FLY PAST.

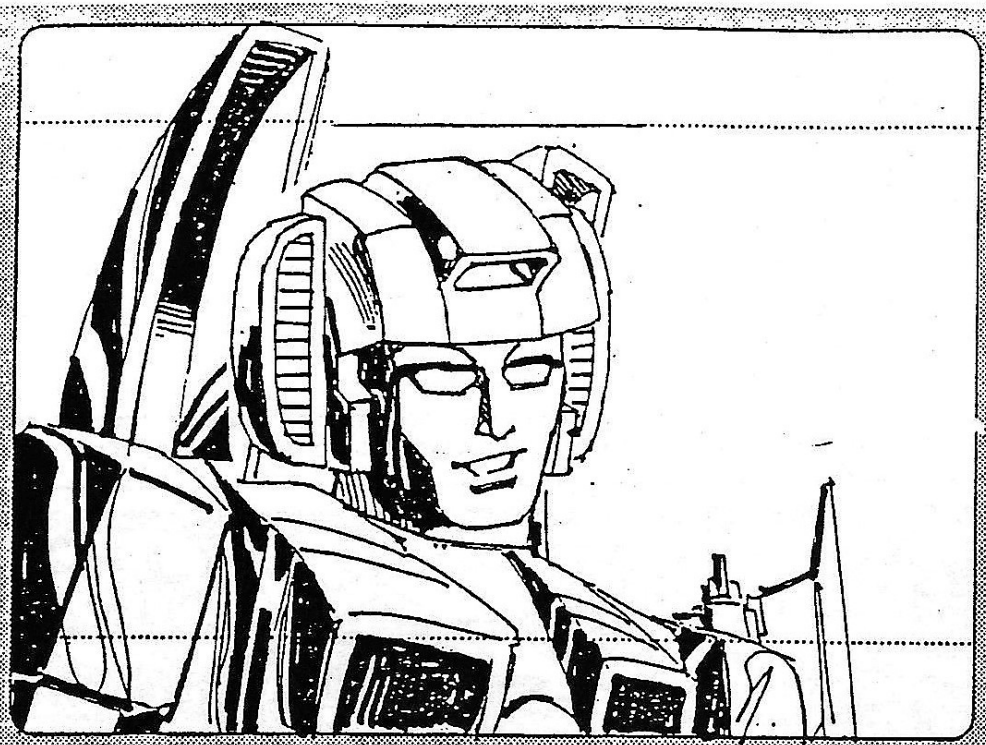
DIAL MEGATRON 'This was almost too easy, Starscream.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-38



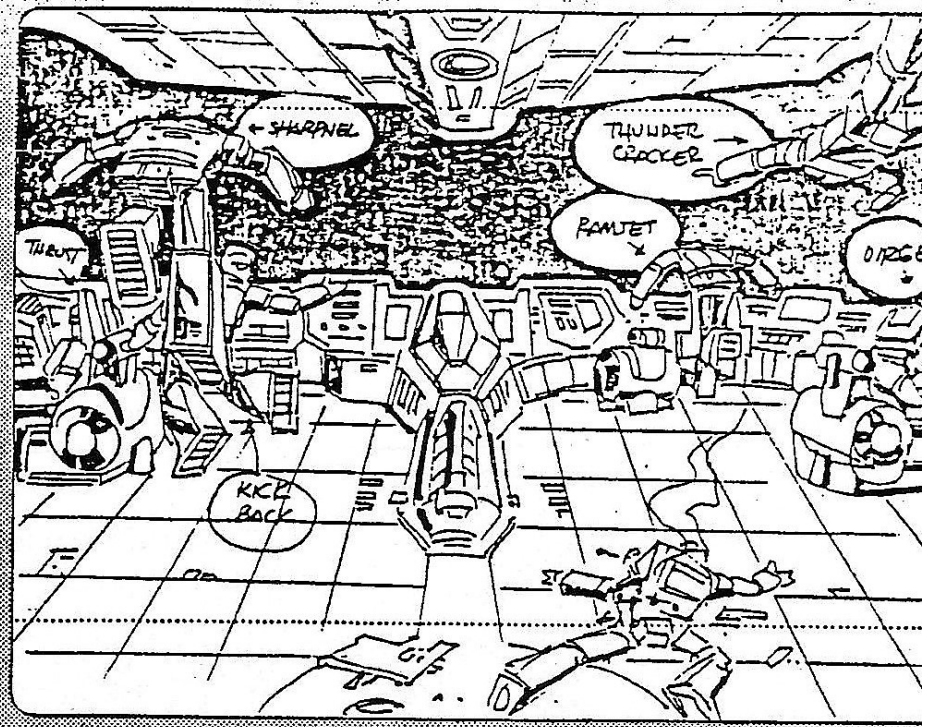
ACTION M.C.U. STARSCREAM. HE ADDRESSES MEGATRON, THEN STARTS TO WALK FORWARD.

DIAL

STARSCREAM Much easier, almighty Megatron, ...

MUSIC/SFX

SC. 5-38-A



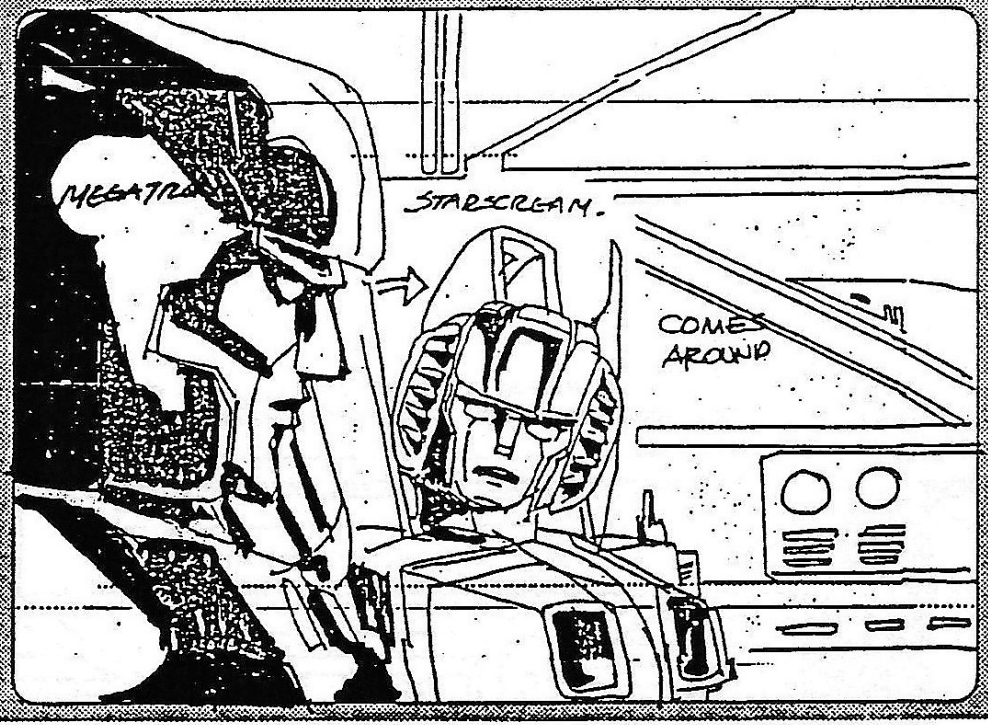
ACTION L.S. THE AUTOBOT SPACE SHUTTLE COCKPIT AS THUNDERCRACKER, DIRGE, RAMJET ENTER AND TAKE SEATS AT VARIOUS CONTROL STATI AS WE PAN TO SEE KICKBCK, THRUST, AND SHRAPNEL FLY IN AND TAKE UP POSITIONS AT OTHER CONTROLS.

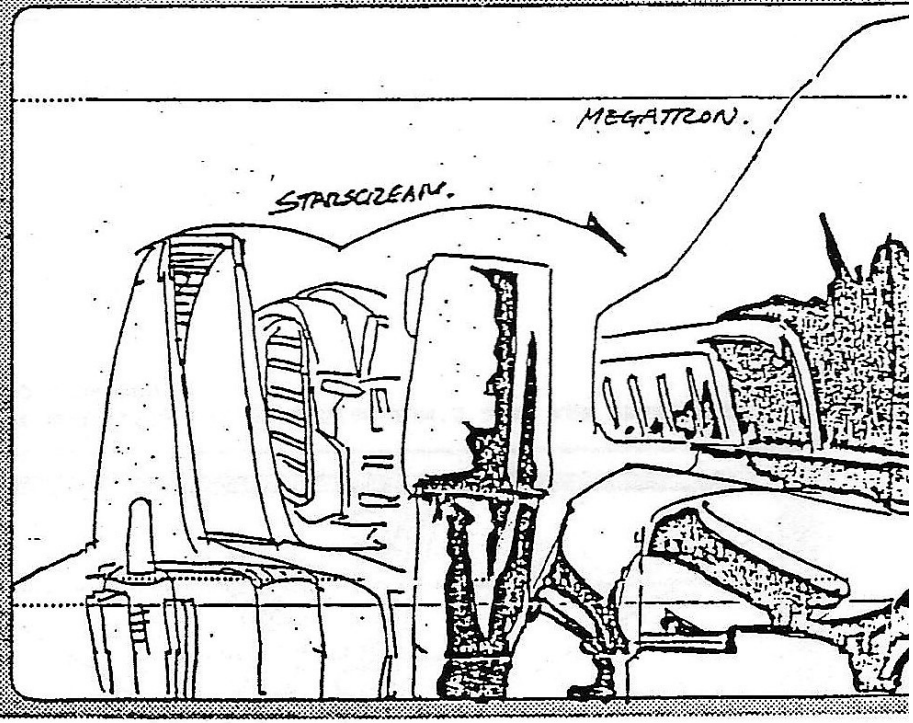
DIAL

STARSCREAM (CONT) than attacking the real threat...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.C.U. MEGATRON AND STARSCREAM. THEY TALK THEN...

DIAL STARSCREAM (CONT) The Autobots' Moon Base.

MEGATRON You're an idiot, Starscream. When we slip by their

MUSIC/SFX

CAMERA

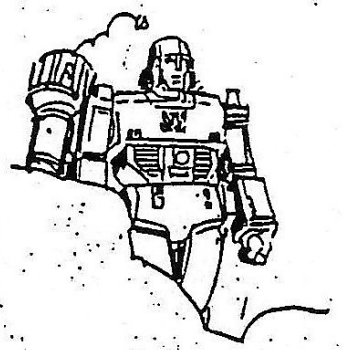
ACTION ...MEGATRON WALKS FORWARD.

DIAL STARSCREAM (CONT) Early warning systems...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. THE INTERIOR OF THE COCKPIT, AS MEGATRON WALKS FORWARD.

DIAL MEGATRON(CONT) . . . in their own shuttle, . . .

MUSIC/SFX

CAMERA

ACTION

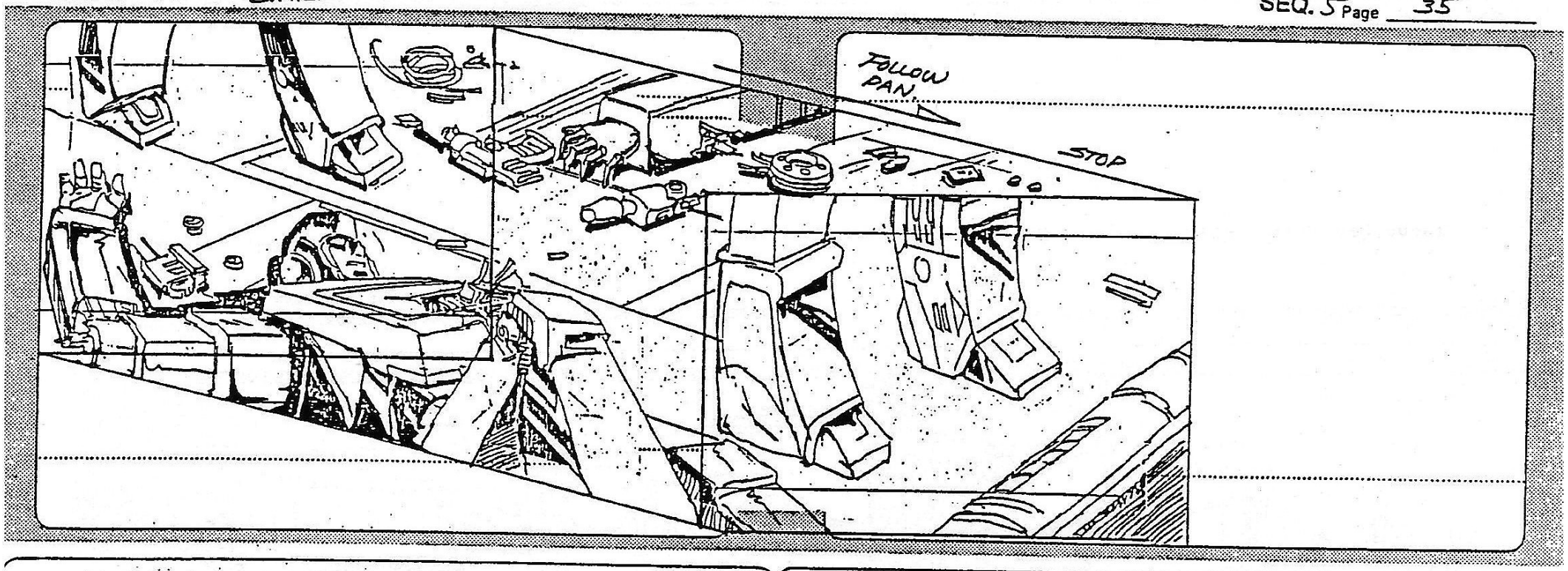
DIAL MEGATRON(CONT) . . . and destroy Autobot City, . . .

MUSIC/SFX

CAMERA

TF RAW
Season 1 to Beast Hunters and Beyond!!!!

SC. 5-41 START



ACTION M.S. THE FLOOR OF THE SHUTTLE. MEGATRON WALKS FORWARD PAST THE REMAINS OF VARIOUS AUTOBOTS...

DIAL MEGATRON (CONT) ... the Autobots will be vanquished forever.

MUSIC/SFX

CAMERA

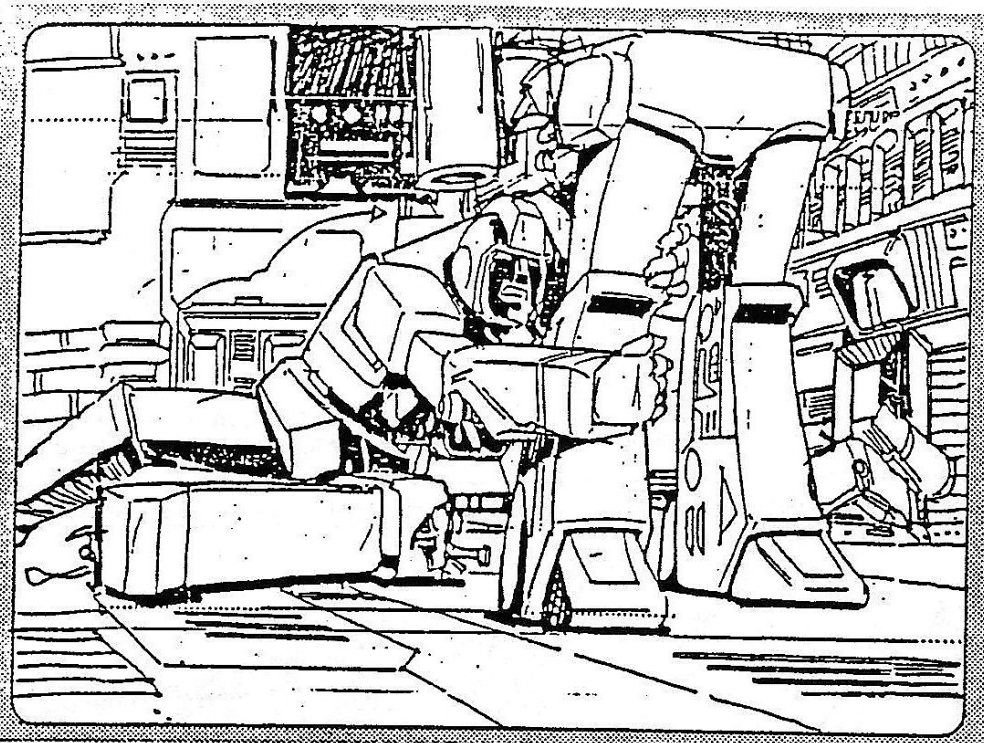
ACTION ...AND STOPS.

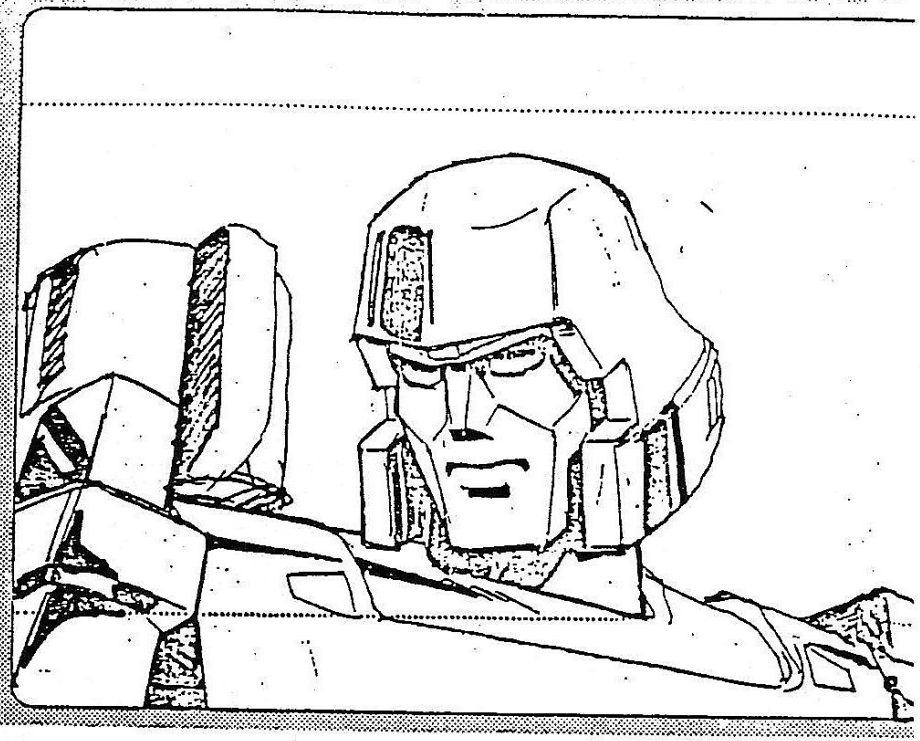
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. IRONHIDE, STILL LIVING, REACHES AND TAKES A HOLD OF MEGATRON'S LEG.

DIAL IRONHIDE No!!

MUSIC/SFX

CAMERA

ACTION C.U. MEGATRON. HE TURNS AND LOOKS DOWN AT IRONHIDE O.S.

DIAL MEGATRON Such heroic nonsense!

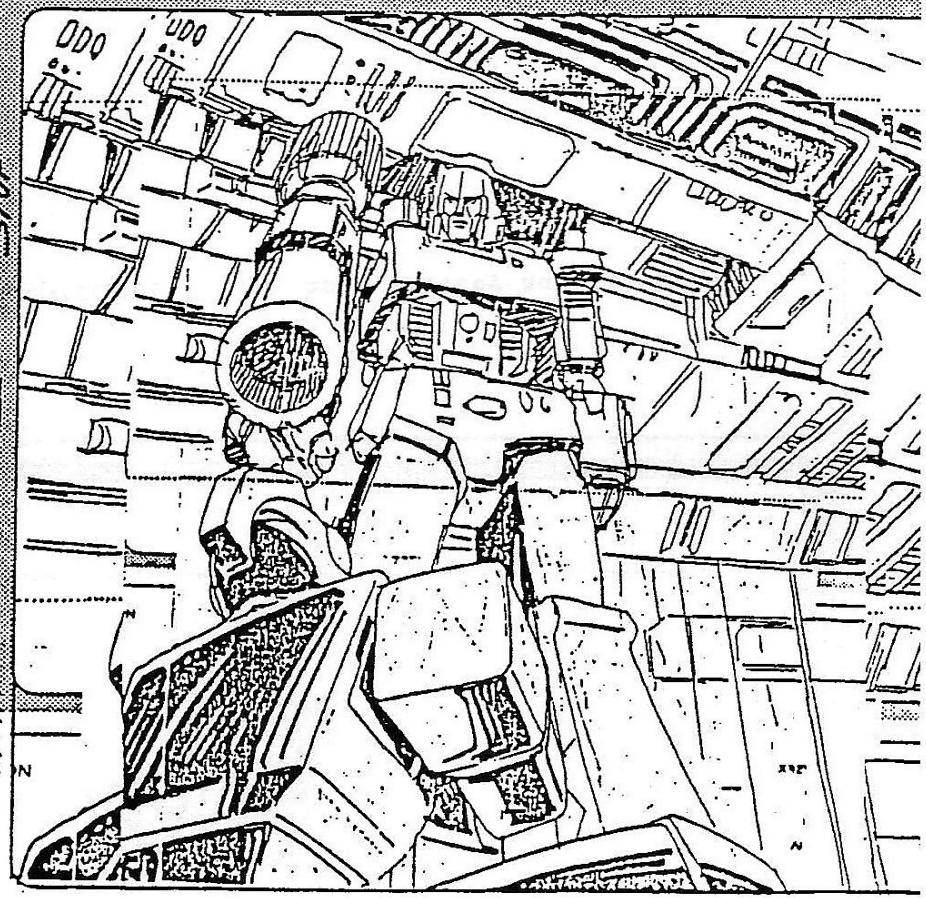
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. NO SC. 5-44

SC. 5-45

SEQ. 5 Page 37



ACTION

DIAL

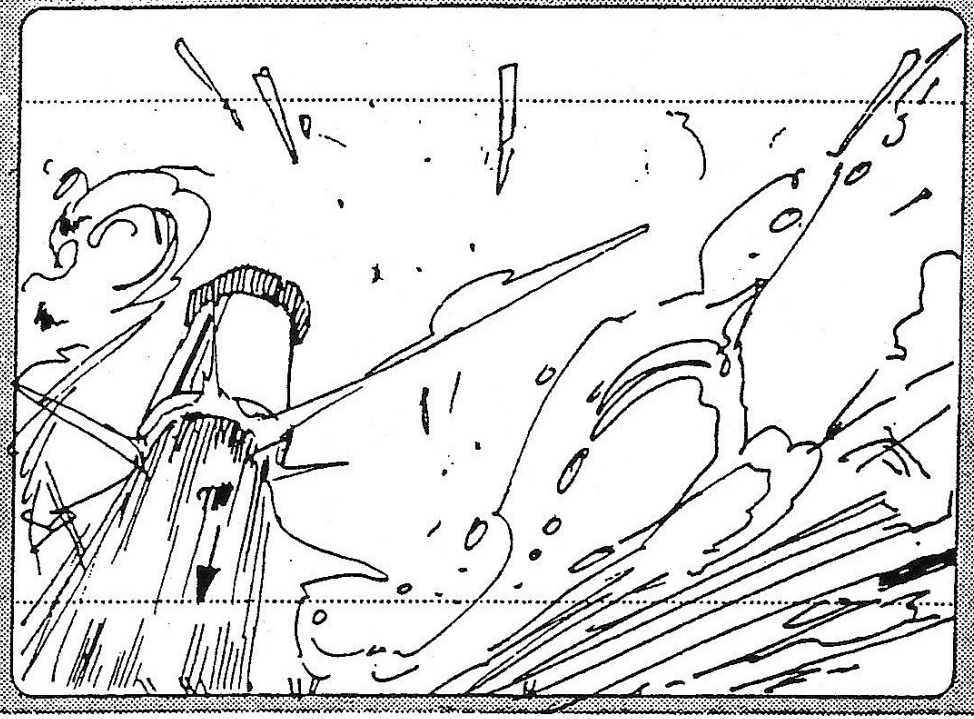
MUSIC/SFX

CAMERA

C.U. IRONHIDE. HOLDING ON TO MEGATRON'S LEG. WE PAN UP TO SEE MEGATRON. HE TAKES AIM...

TF RAW
From Generation 1 to Beast Machines and Beyond!!!

SC. CONT 5-45



ACTION ...AND BLASTS THE O.S. IRONHIDE!

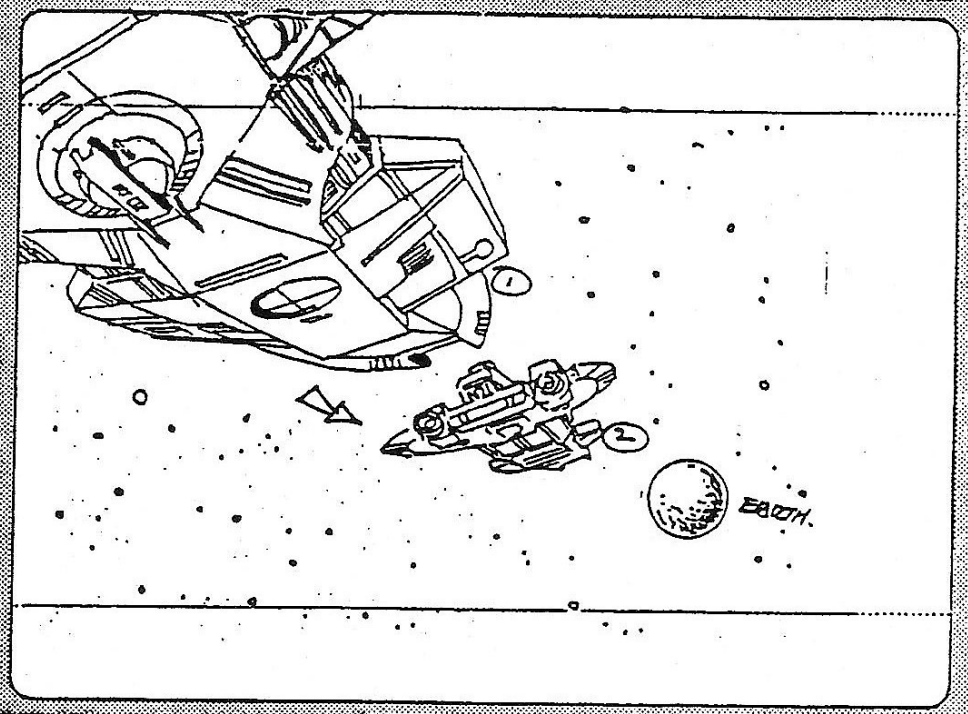
DIAL

MUSIC/SFX

CAMERA

SC. 5-46

SEQ. 5 Page 38



ACTION X.L.S. THE EARTH IN SPACE. THE AUTOBOT SHUTTLE FLIES THROUGH SPACE TOWARD IT.

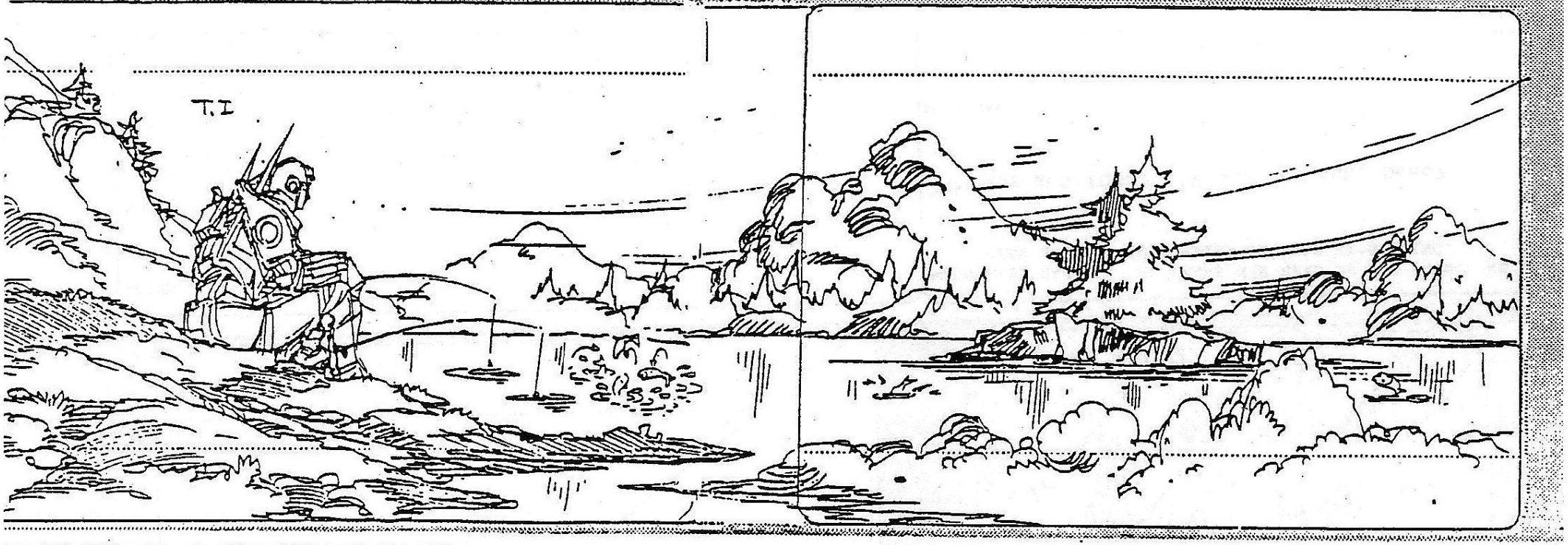
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-1 · STOP ← PAN. START SEQ 6 Page 1



ON L.S. A CLEAR MOUNTAIN LAKE SURROUNDED BY PINE TREES. WE PAN TO SEE, DANIEL AND HIS AUTOBOT FRIEND HOT ROD FISHING.

FEW RAINBOW TROUT JUMP UP OUT OF THE COOL WATER.

HOT ROD The fish are jumpin' today...

SFX

ACTION

DIAL

MUSIC/SFX

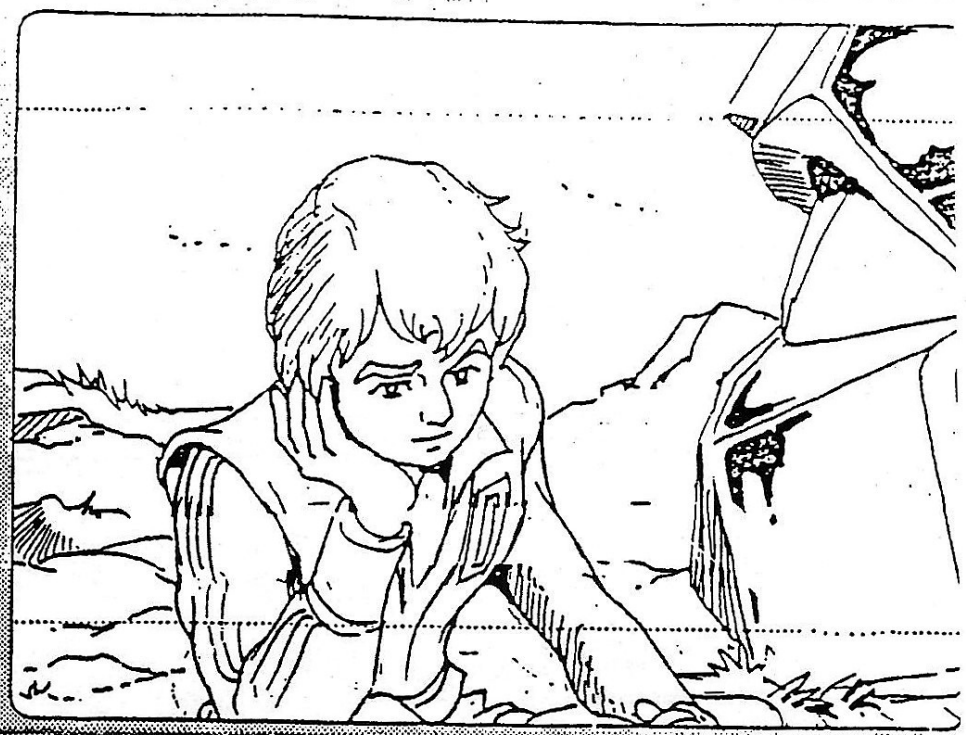
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC.

SC. 6-2

SEQ. 6 Page



ACTION

DIAL

MUSIC/SFX

ACTION M.S. DANIEL. HE LEANS HIS HEAD ON HIS HAND. HE IS LOST IN THOUG
ONLY HALFWAY INTERESTED IN WHAT HE'S DOING.

DIAL HOT ROD (CONT) (V.O.) huh, Dano?

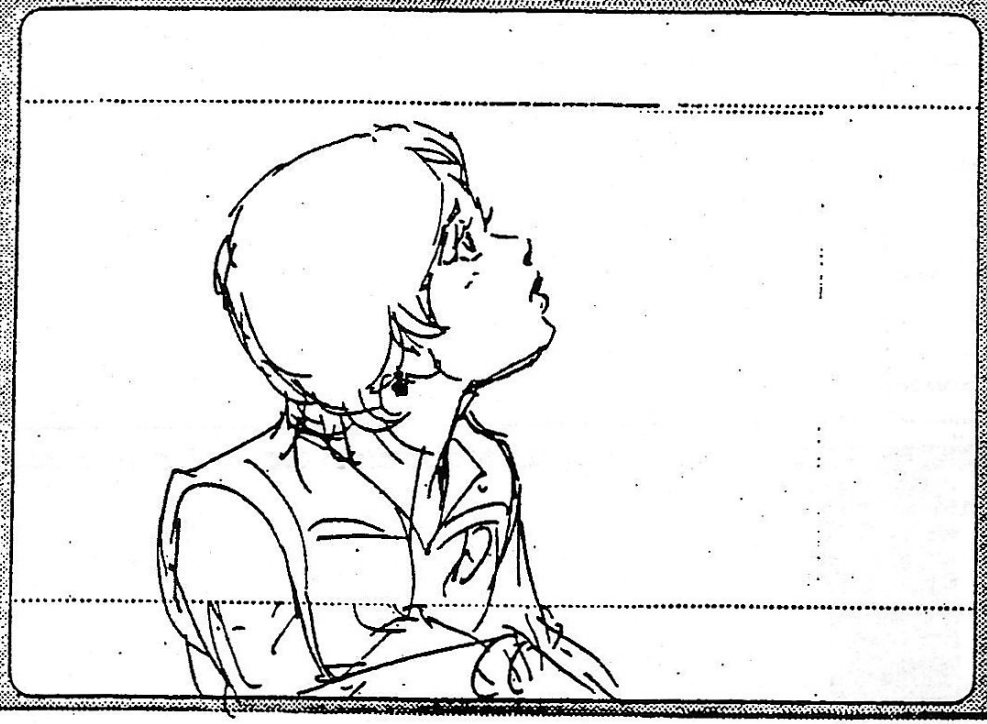
MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-2

SC. CONT

SEQ. 6 Page 3



ACTION ...IN RESPONSE TO HOT ROD. DANIEL LOOKS UP...

DIAL DANIEL I guess so.

MUSIC/SFX

CAMERA

ACTION ...THEN BACK OUT TOWARD THE LAKE.

DIAL

MUSIC/SFX

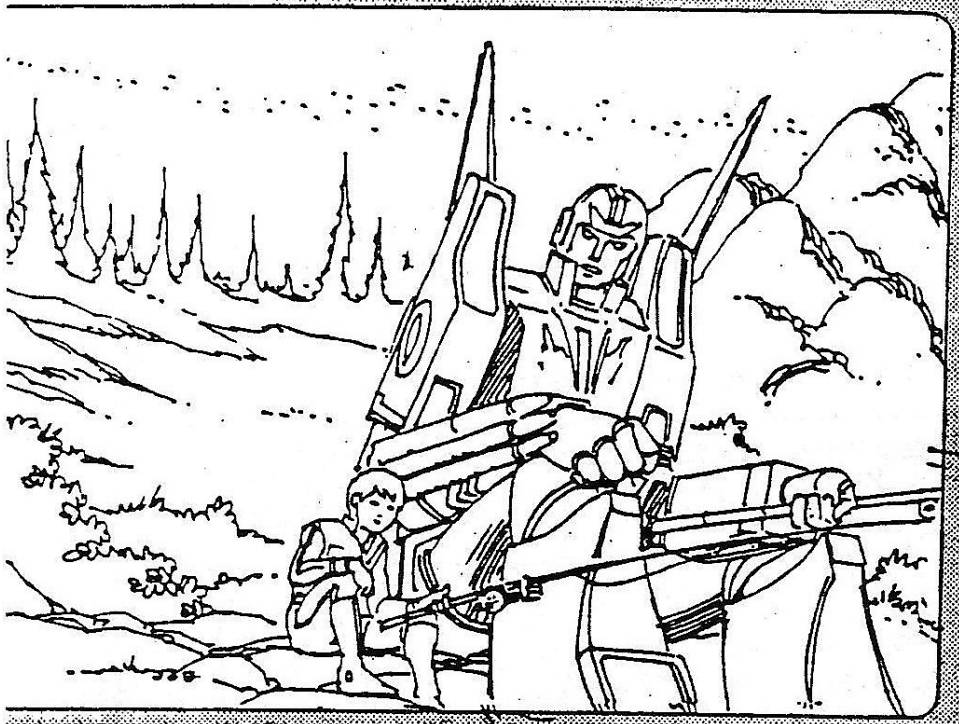
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 6-3

SC. 6-4

SEQ. 6 Page 4



M.L.S. DANIEL AND HOT ROD. HOT ROD LOOKS DOWN AT DANIEL.

Hey, what's the matter?'

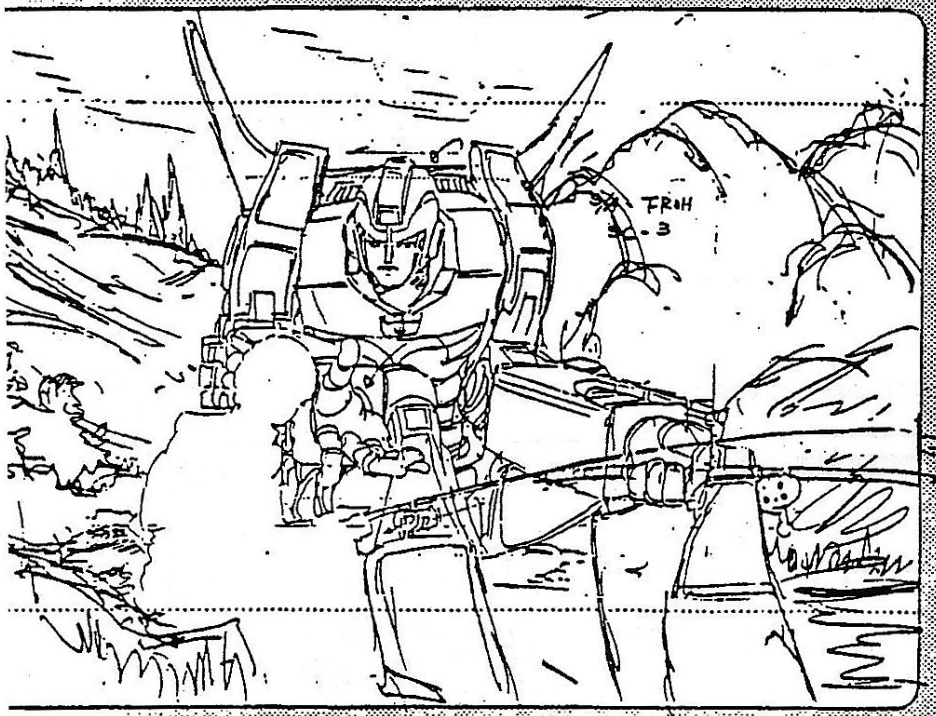
SFX

ACTION C.U. DANIEL. HE IS NOT VERY HAPPY. HE SHRUGS HIS SHOULDERS AND LOOKS DOWN.

DIAL DANIEL I don't know, Hot Rod.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.L.S...DANIEL AND HOT ROD. HOT ROD LEANS DOWN TOWARD DANIEL AND GESTURES...

HOT ROD Come on. You can tell me.

SFX

ACTION ...DANIEL LOOKS UP TO HOT ROD IN REPLY...

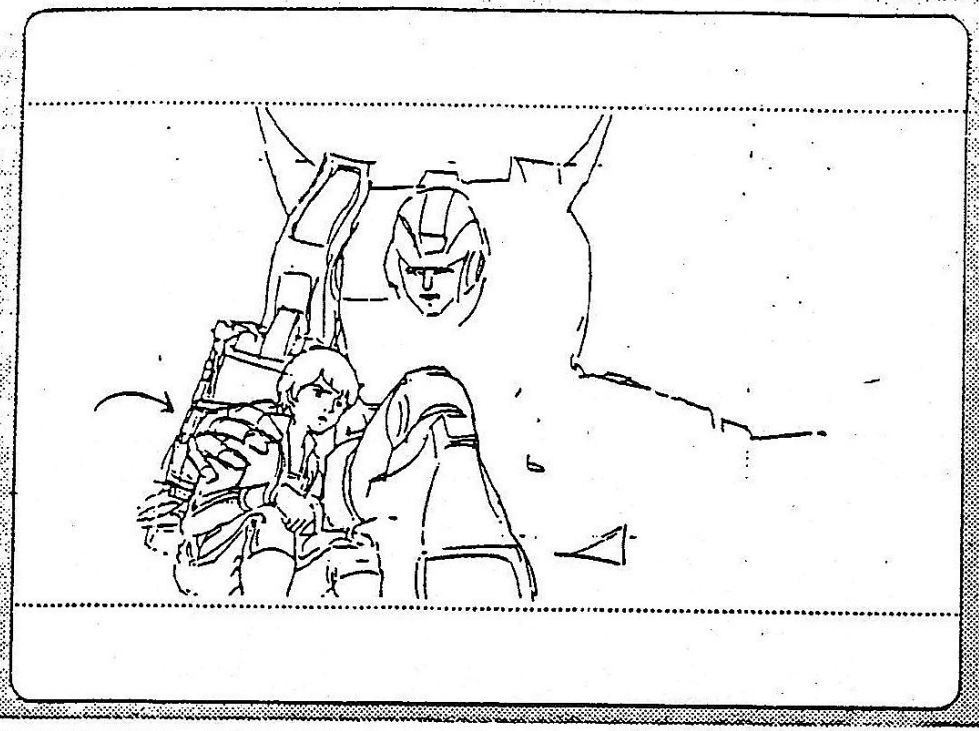
DIAL DANIEL I guess I just miss Dad.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-5B



ACTION ...DANIEL LOOKS BACK OUT TO THE LAKE. HOT ROD COMFORTS HIM.

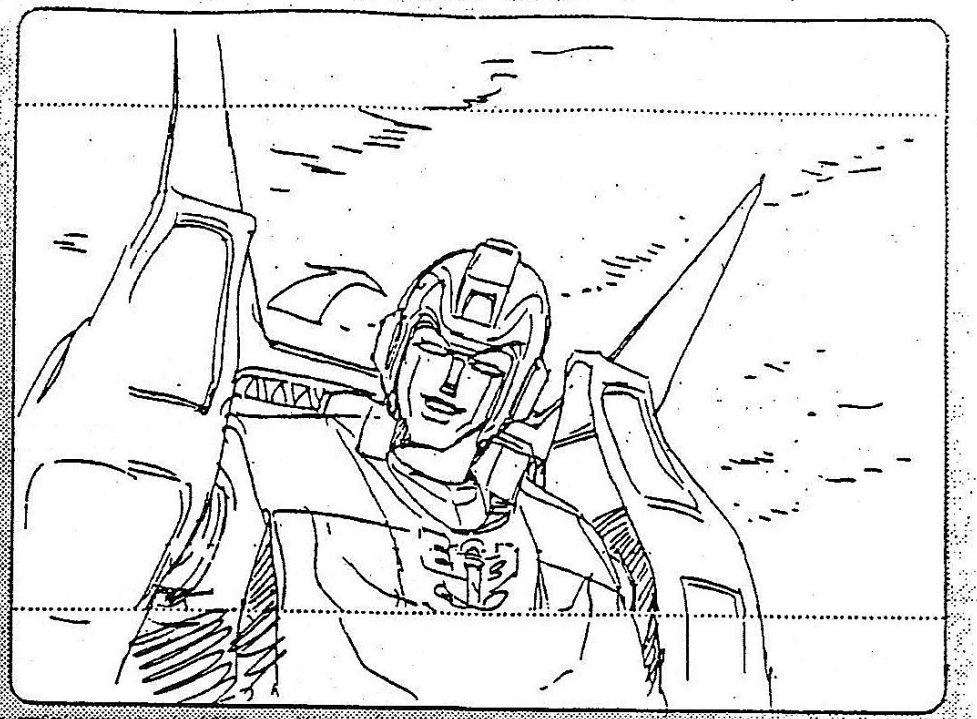
DIAL HOT ROD Well, don't worry.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-6

SEQ. 6 Page 5

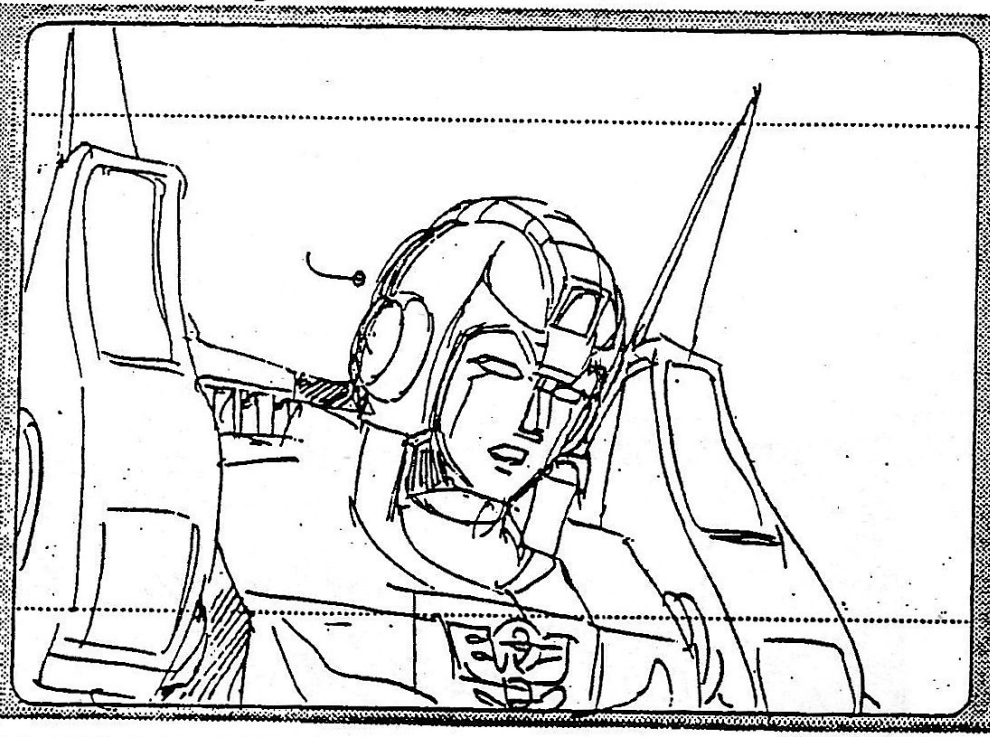


ACTION C.U. HOT ROD. HE STRAIGHTENS UP.

DIAL HOT ROD (CONT) Spike'll be back soon.

MUSIC/SFX

SC. CONT 6-6



ACTION ...SUDDENLY HIS ATTENTION IS DRAWN TO THE LAKE...

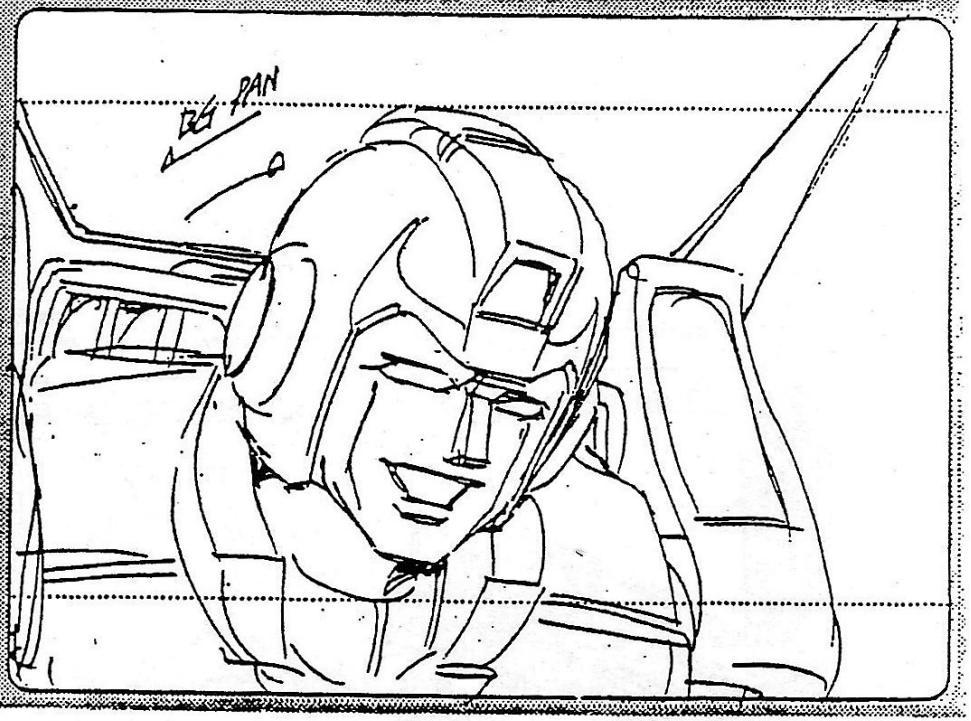
DIAL HOT ROD (CONT) Oh hey!

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 6 Page 7



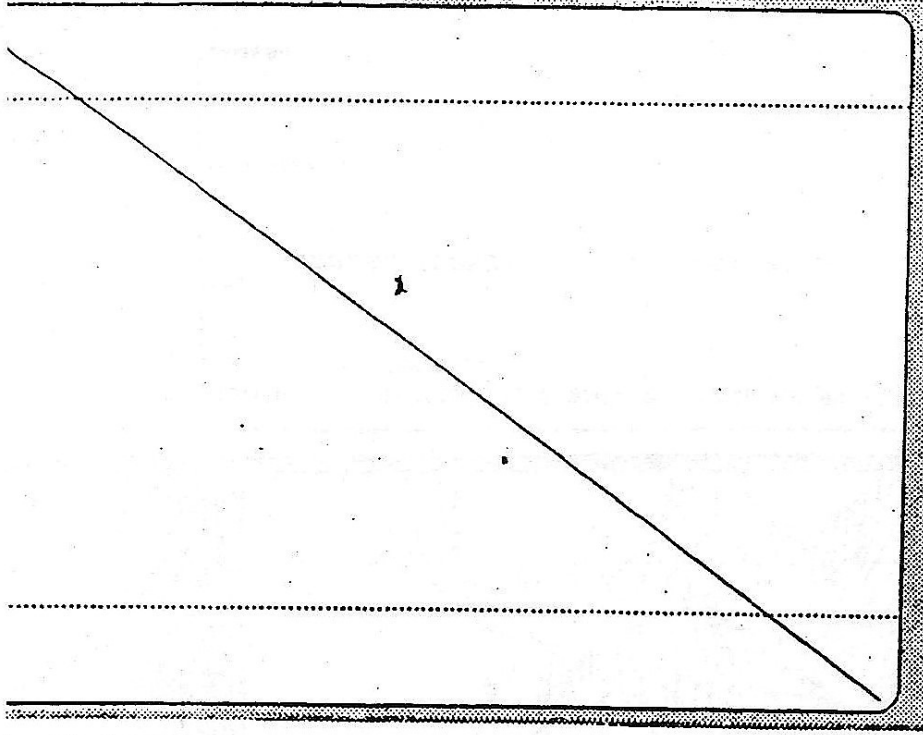
ACTION ...HE LEANS INTO CAMERA AND SMILES.

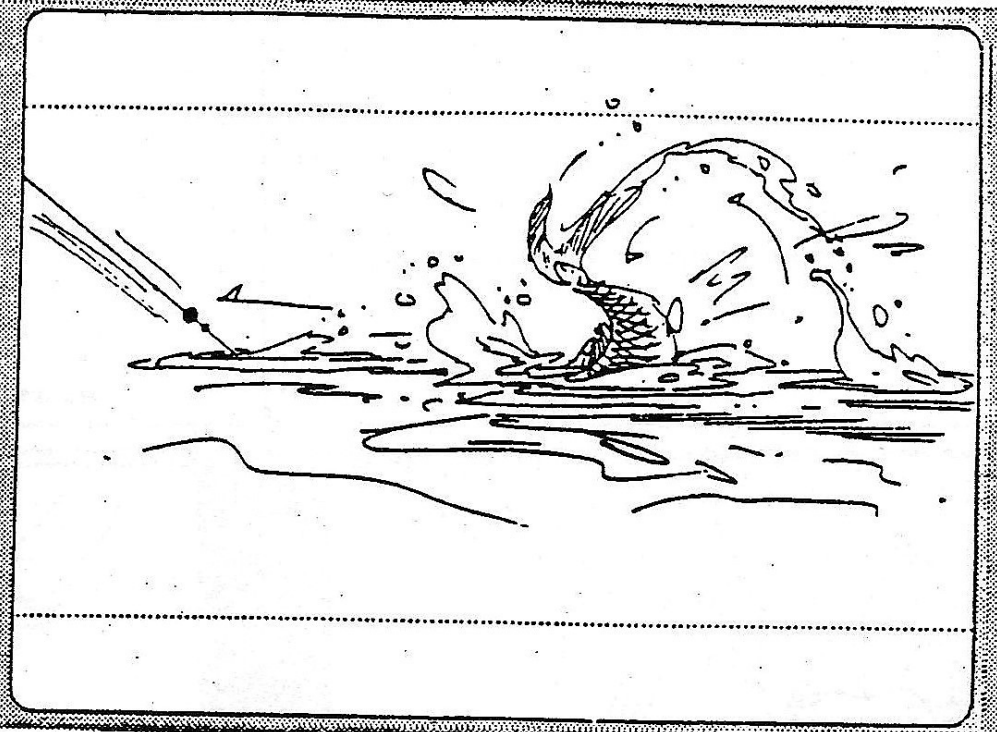
DIAL HOT ROD (CONT) I caught something.

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!



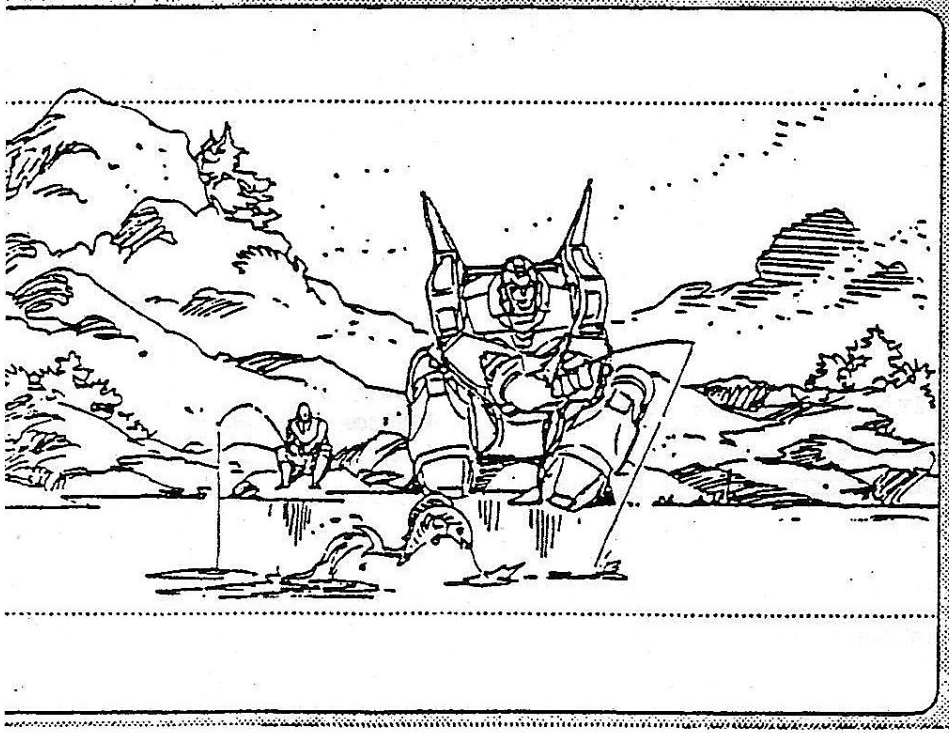


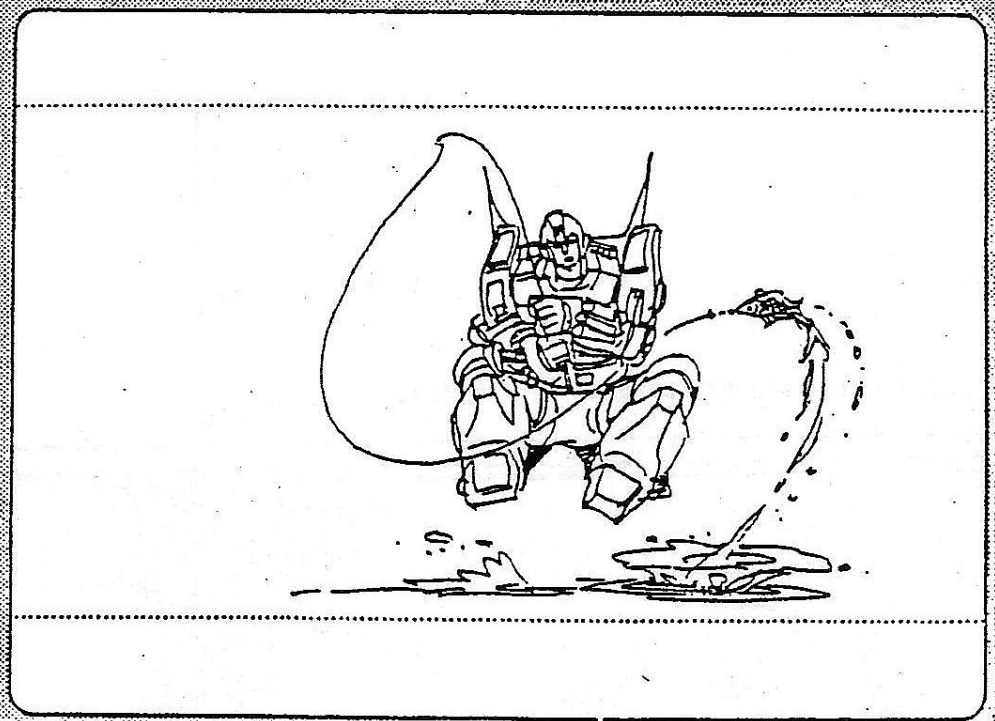
ACTION C.U. THE LAKE AND HOT ROD'S FISHING LINE. THE FISH HOT ROD HAS CAUGHT SPLASHES AROUND IN THE LAKE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





V L.S. DANIEL AND HOT ROD. THE FISH KEEPS JUMPING AS HOT ROD...

SFX

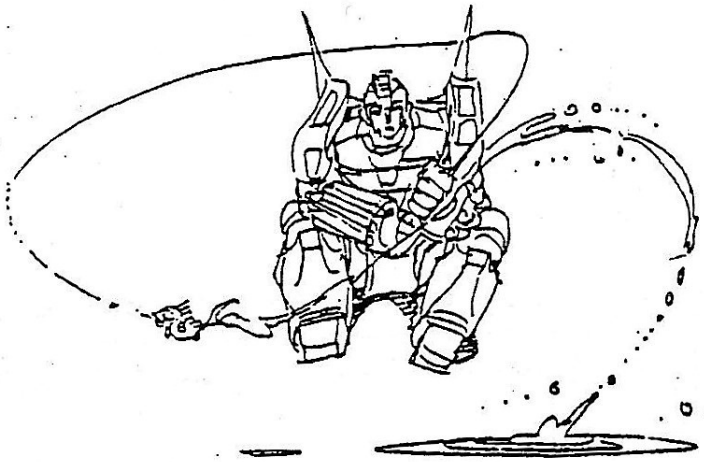
ACTION ...BRINGS HIM IN...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...HOT ROD SWINGS HIS LINE PULLING THE FISH UP OUT OF THE LAKE.

DIAL

MUSIC/SFX

ACTION C.U. DANIEL. HE WATCHES THE O.S. FISH BEING PULLED IN...

DIAL DANIEL Wow!...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-8

ACTION ...DANIEL LEANS BACK TO AVOID BEING SLAPPED IN THE FACE BY THE FISH...

DIAL DANIEL (CONT) ...Look at...

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 6 Page 11

ACTION ...HE SMILES...

DIAL DANIEL (CONT) ...the size...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-8

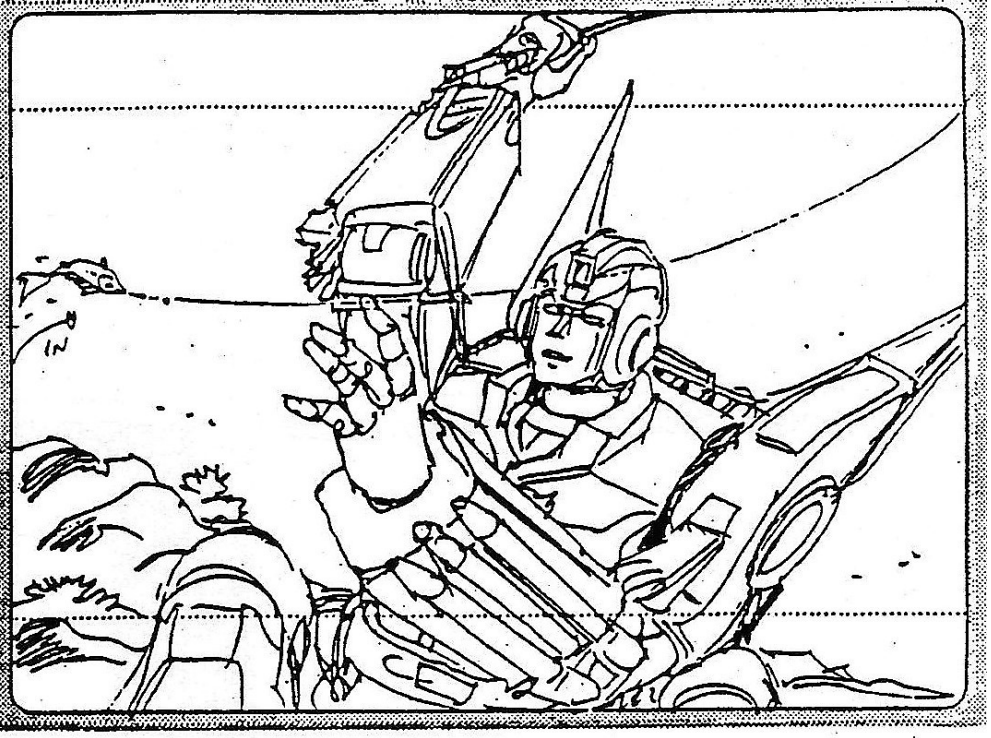
ACTION ...AND LOOKS UP, KEEPING HIS EYES ON THE FISH.

DIAL DANIEL (CONT) ..of it...

MUSIC/SFX

SC. 6-9

SEQ. 6 Page 12

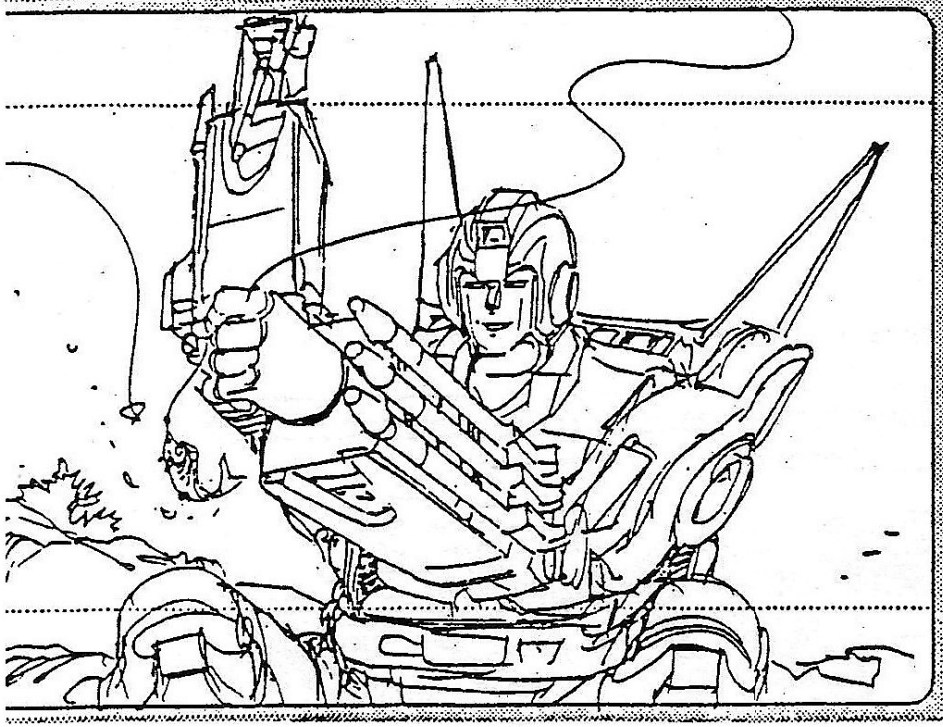


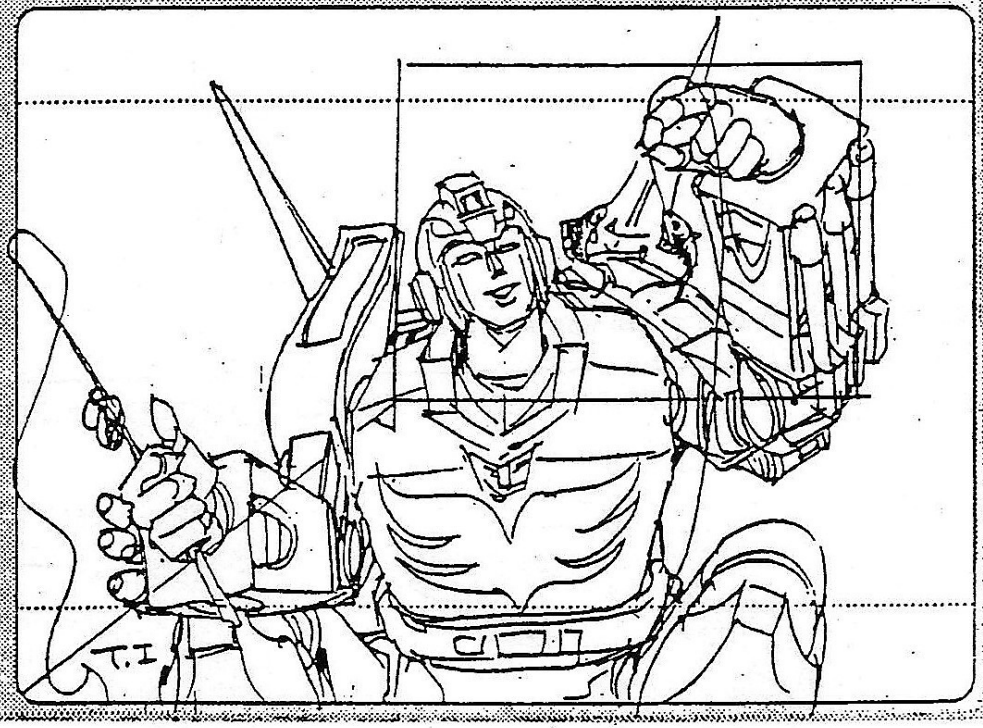
ACTION M.S. HOT ROD. HE CONTINUES PULLING IN THE FISH...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N ...TAKES A HOLD OF THE LINE NEAR THE FISH...

SFX

ACTION ...AND HOLDS IT UP NEAR HIS FACE TO INSPECT IT.

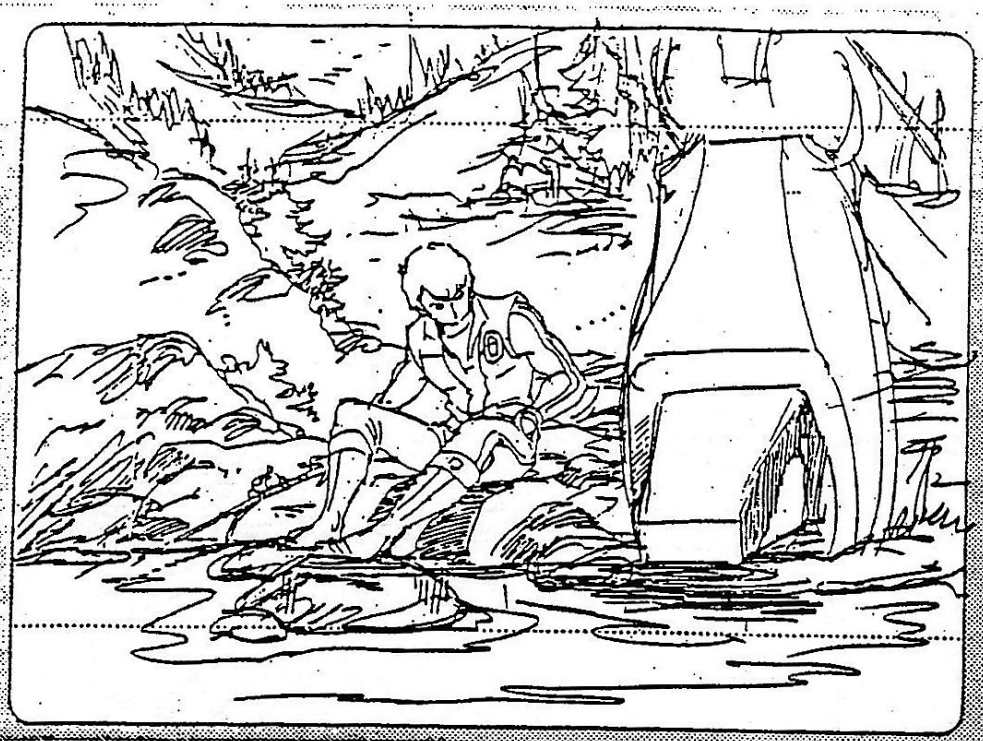
DIAL HOT ROD Yep. It's a whopper alright.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-10



ACTION

M.L.S. DANIEL. HEARING A SIGNAL, HE REACHES INTO HIS POCKET...

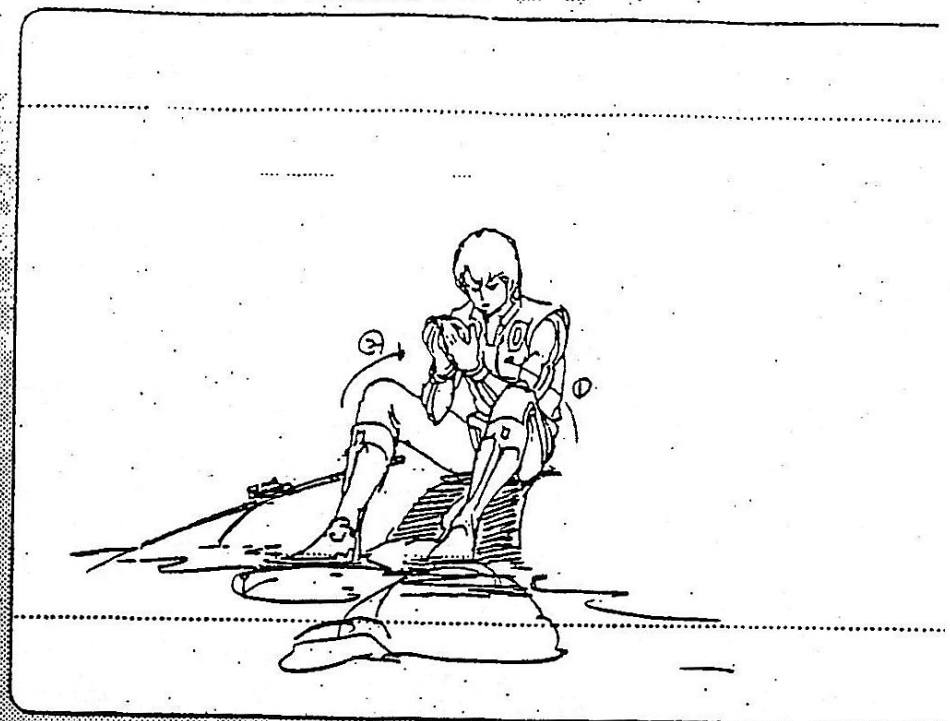
DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 0 PAGE 14



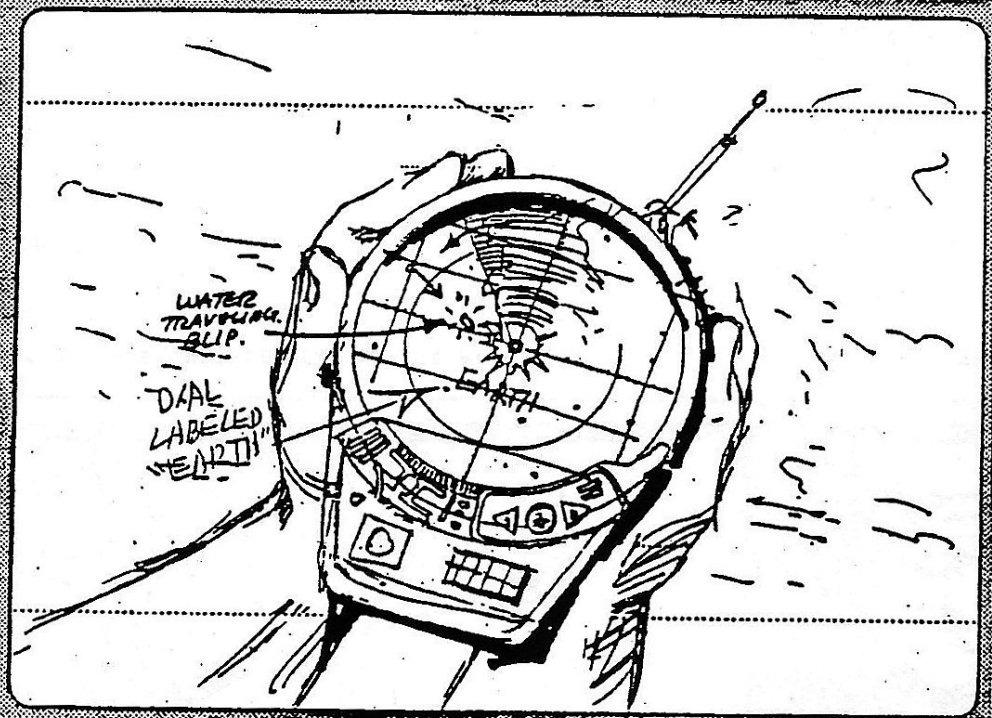
ACTION

...AND TAKES OUT HIS PORTABLE LOCATING VIEWER.

DIAL

MUSIC/SFX

SC. 6-11 SC. SEQ. 6 Page 15



NO SC. 6-12

ACTION X.C.U. THE PORTABLE LOCATING VIEWER. IT BEEPS, FLASHES AND SHOWS TRAVELING BLIP ON ITS SCREEN, INDICATING THE LOCATION OF THE INCOMING AUTOBOT SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

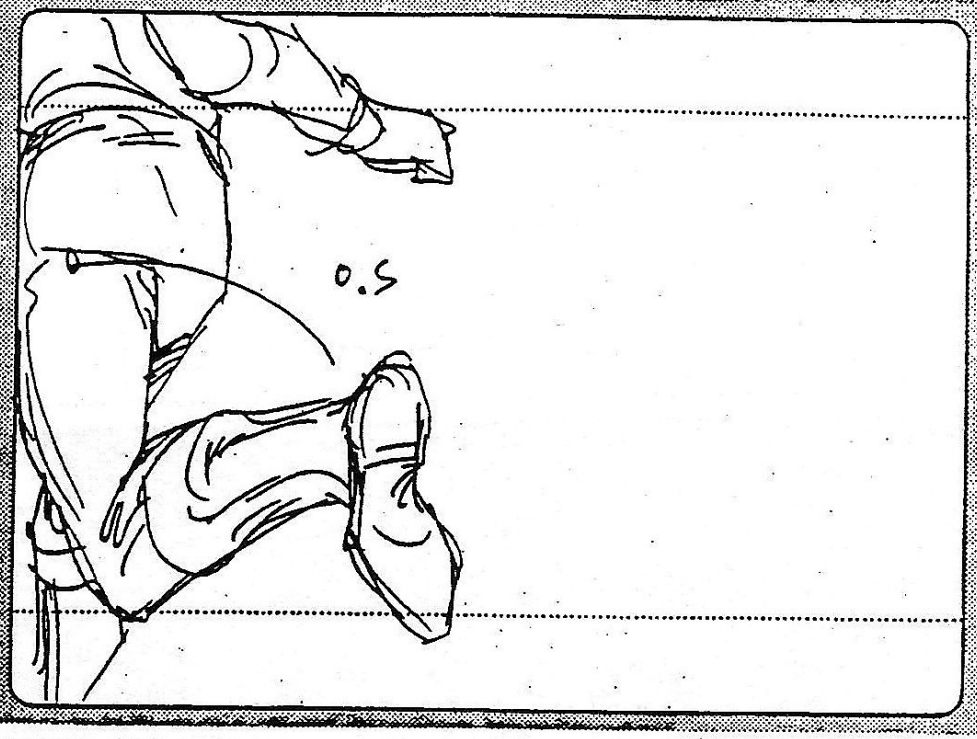
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.S. DANIEL. HE LOOKS UP TOWARD HOT ROD, THEN GETS UP.

DANIEL Hot Rod, the shuttle's coming.

SFX

ACTION ...AND RUNS O.S.

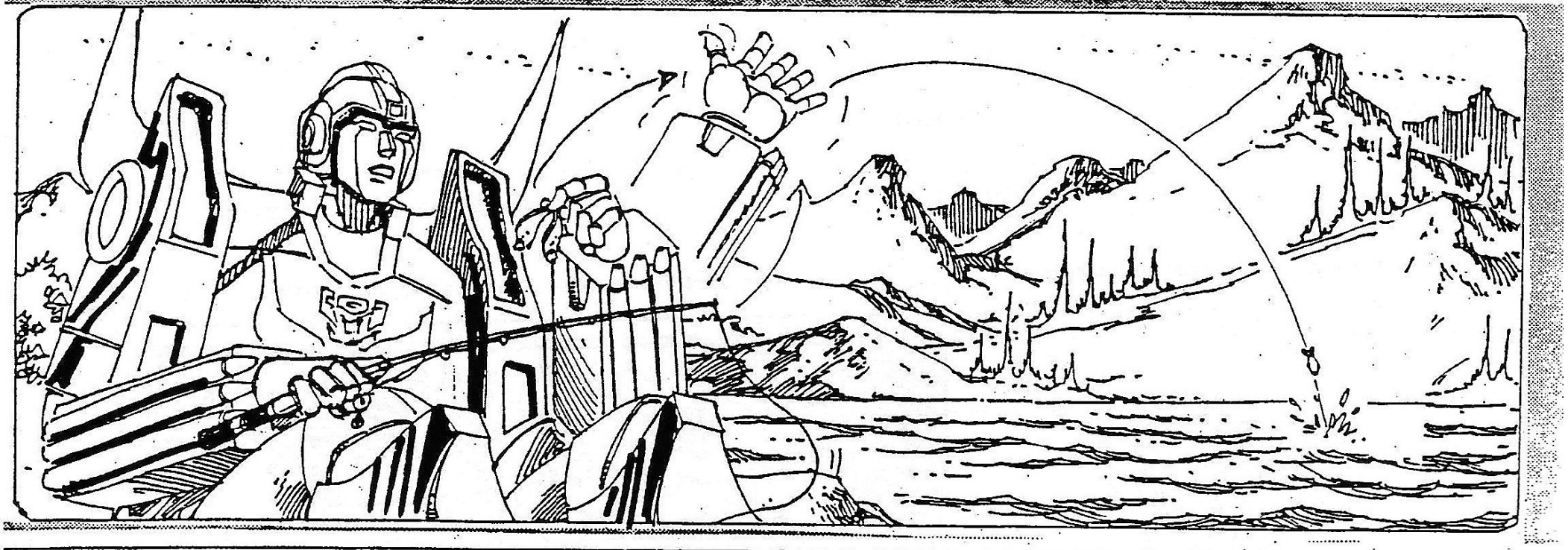
DIAL DANIEL (CONT) Let's watch it land.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-13

SEQ. 6 Page 17



CTION M.C.U. HOT ROD. HE FLINGS THE FISH BACK INTO THE LAKE.

AL HOT ROD Talk about dull.....!

USIC/SFX

AMERA

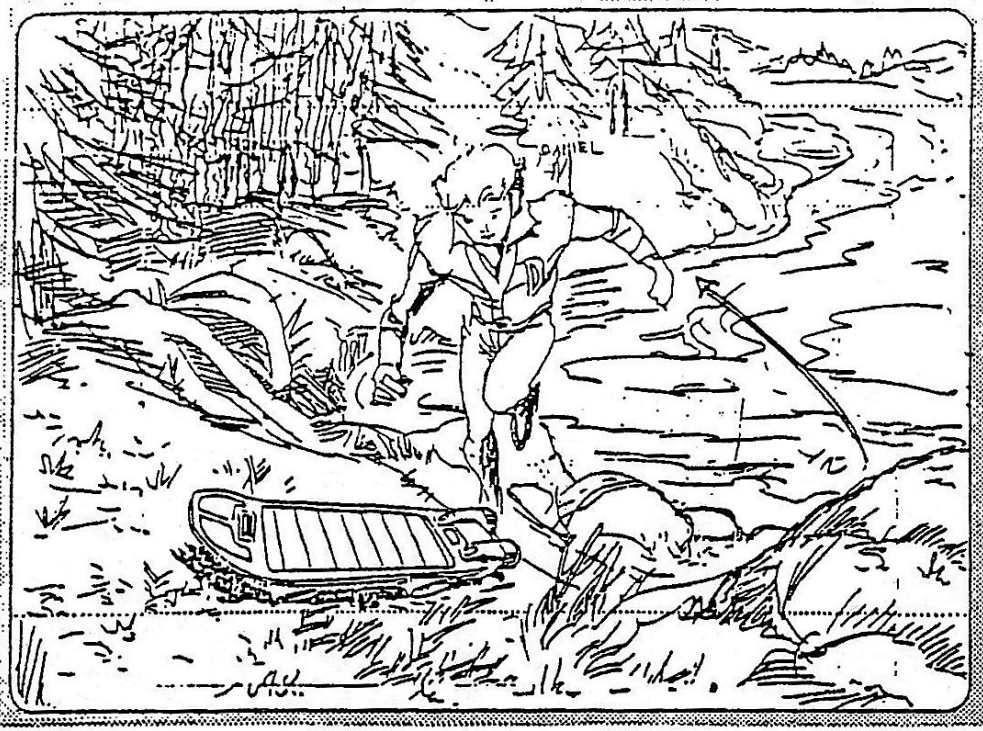
ACTION

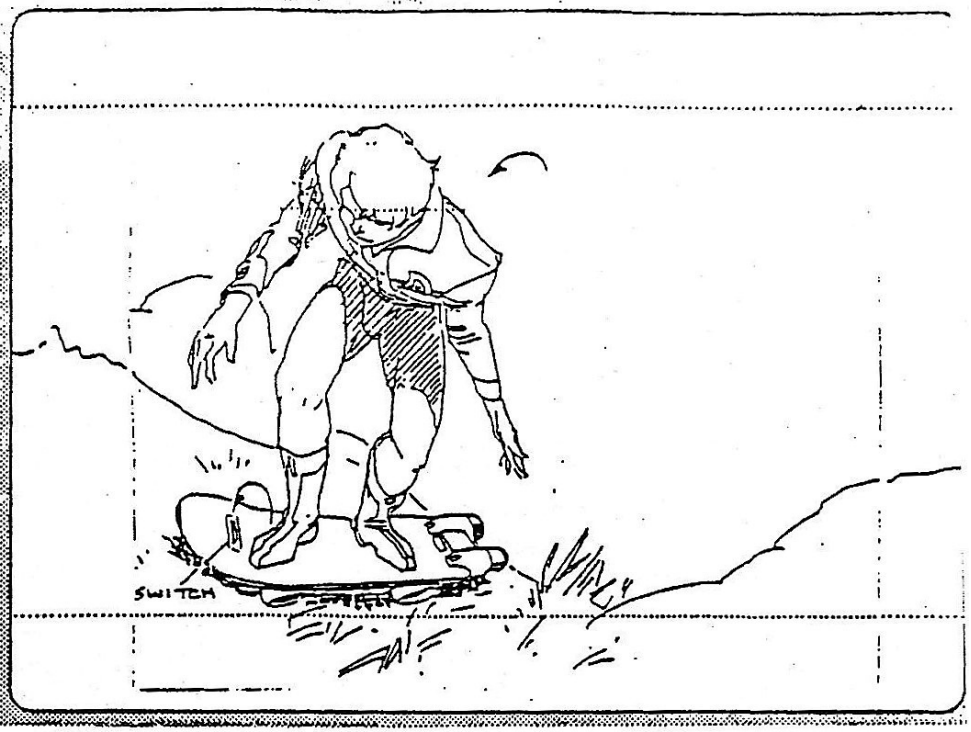
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. DANIEL RUNS UP THE GRASSY SLOPE OF THE LAKE SHORE...

DIAL DANIEL (CALLING EXCITEDLY)
Hurry or we'll miss it!

MUSIC/SFX

ACTION ...HOPS ONTO HIS HOVERBOARD, STARTS IT UP...

DIAL

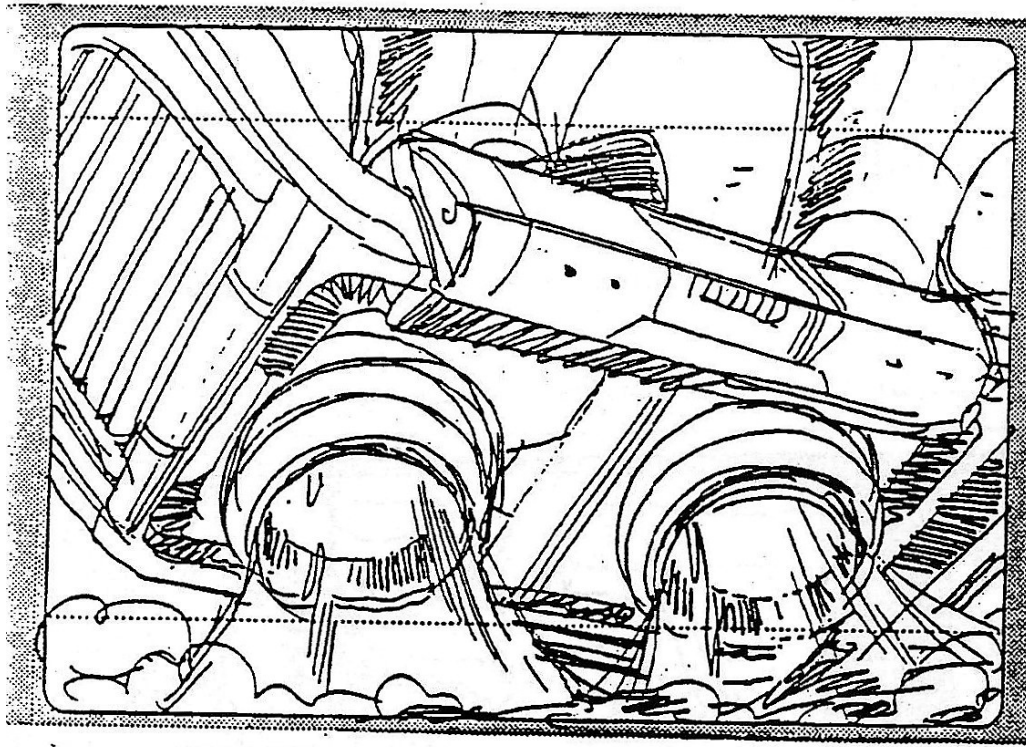
MUSIC/SFX

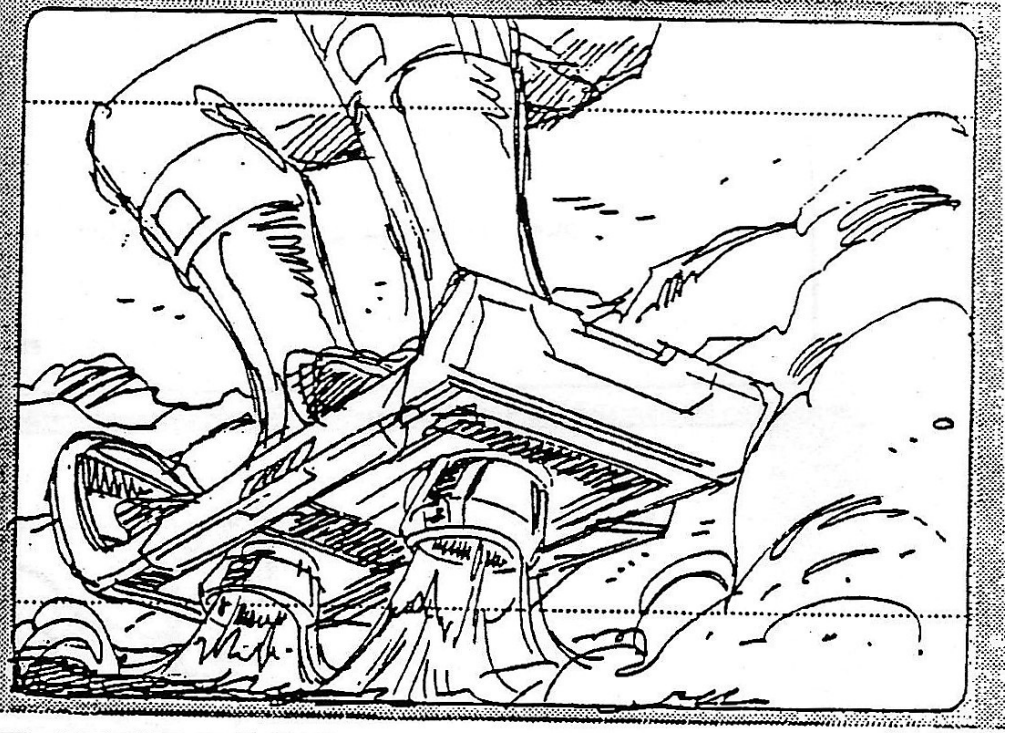
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-14

SC. CONT

SEQ. 6 Page 19





ACTION

...AND WITH MUCH POWER ZOOMS TOWARD CAMERA. THEN BANKS...

DIAL

MUSIC/SFX

CAMERA

ACTION

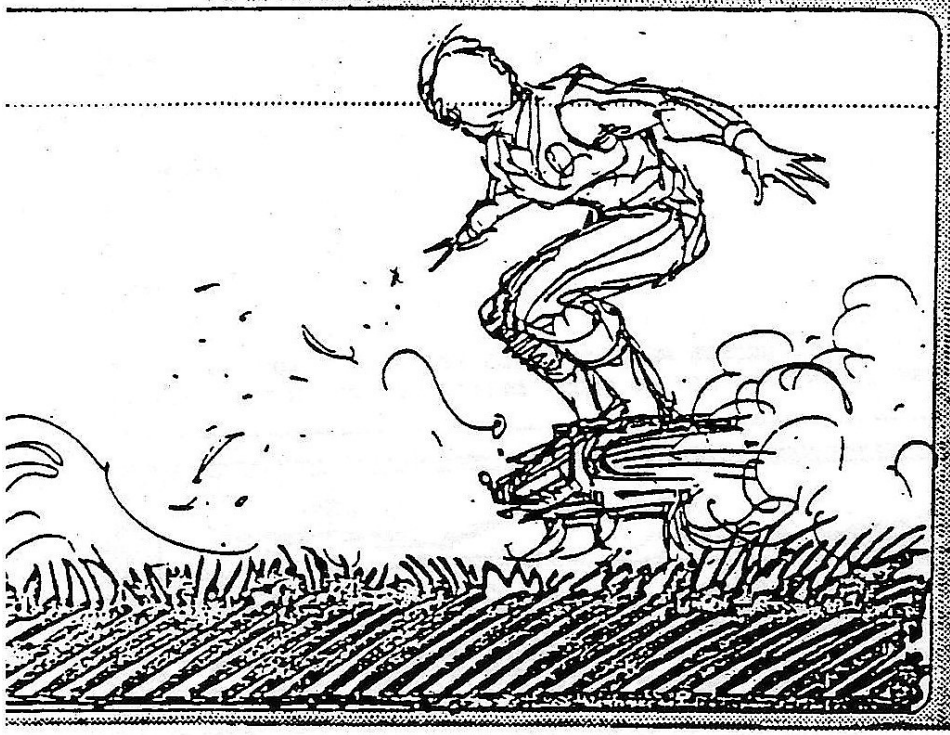
...TURNS AND HEADS AWAY...

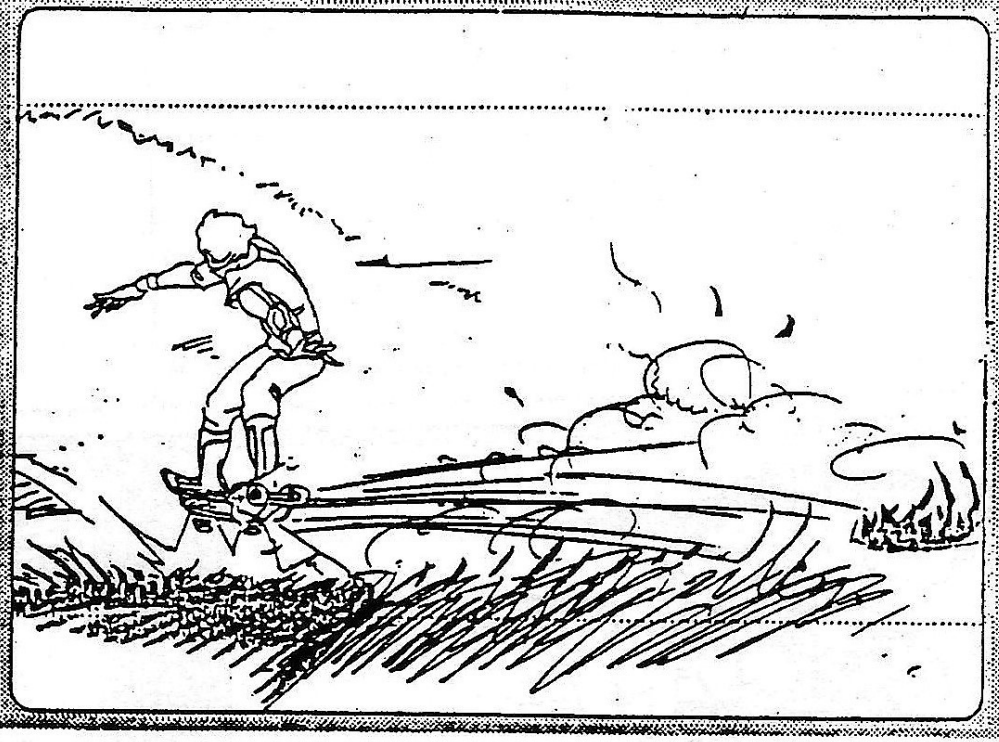
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...RACING AT HIGH SPEED...

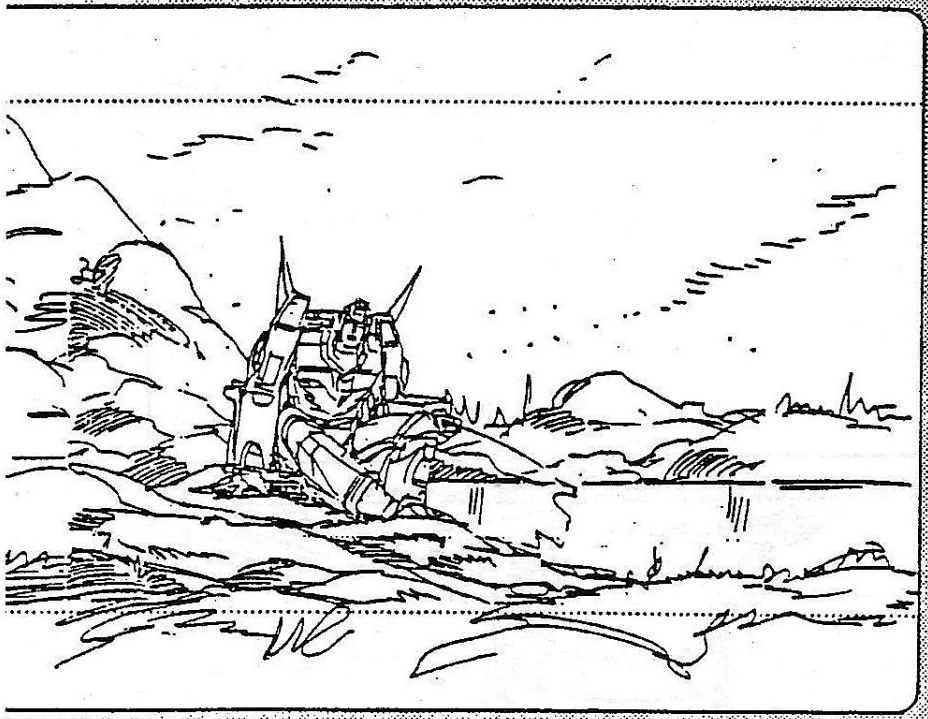
ACTION ...OVER THE GRASS COVERED MEADOW.

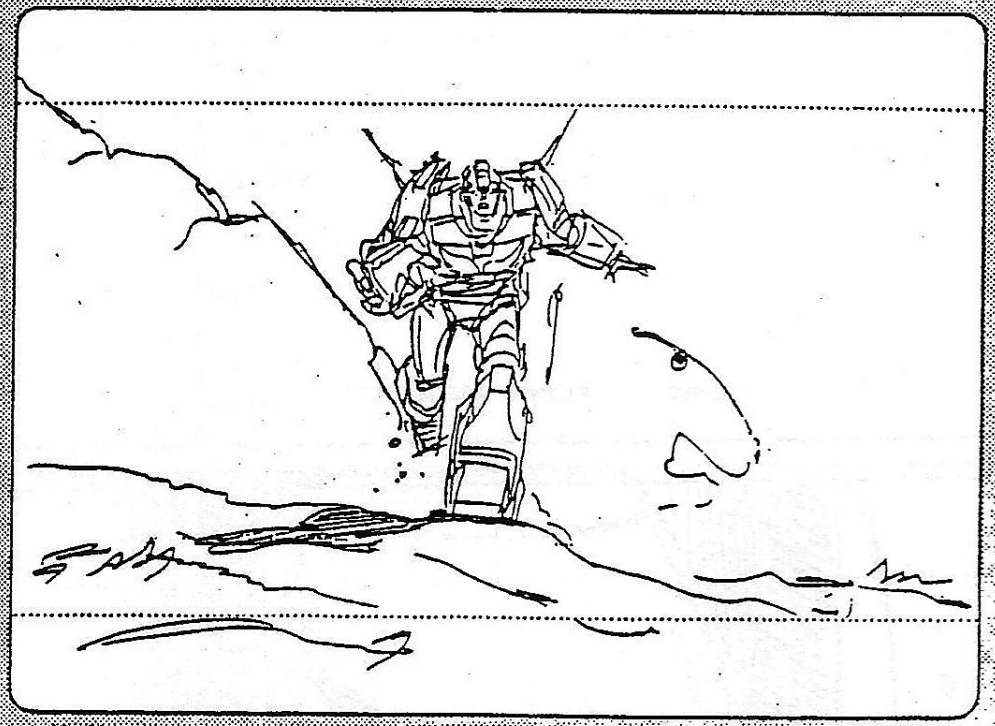
DIAL

FX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





L.S. HOT ROD. HE WATCHES DANIEL ZOOM AWAY...

FX

ACTION ...THEN, DROPPING HIS ROD, JUMPS UP AND...

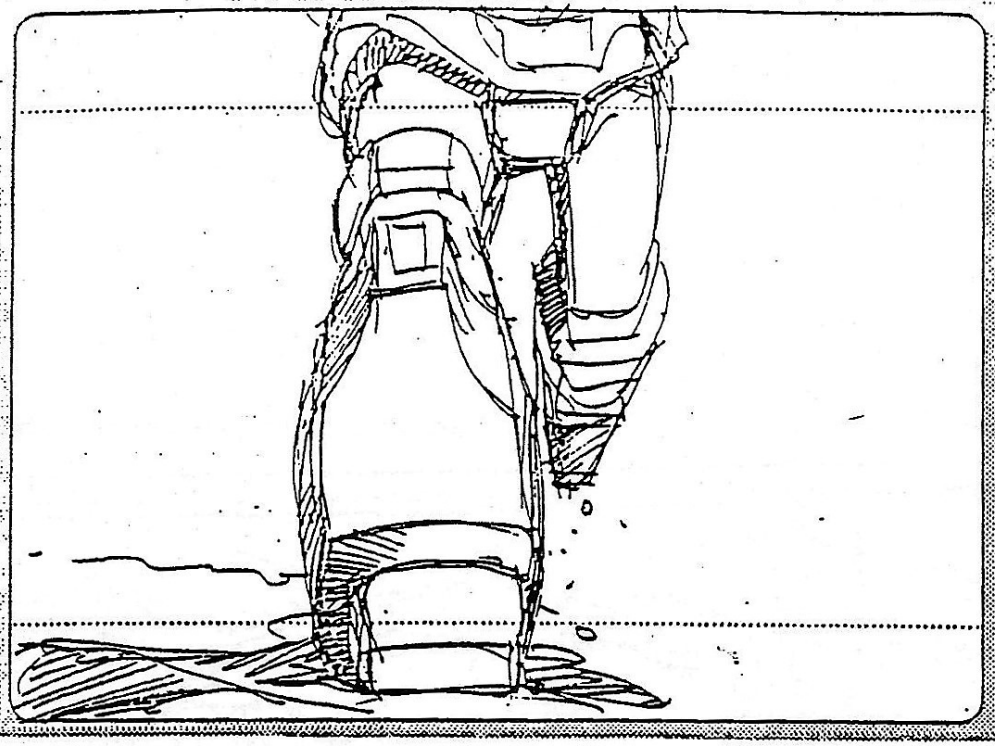
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT O.S



ACTION ...RUNS AFTER DANIEL...

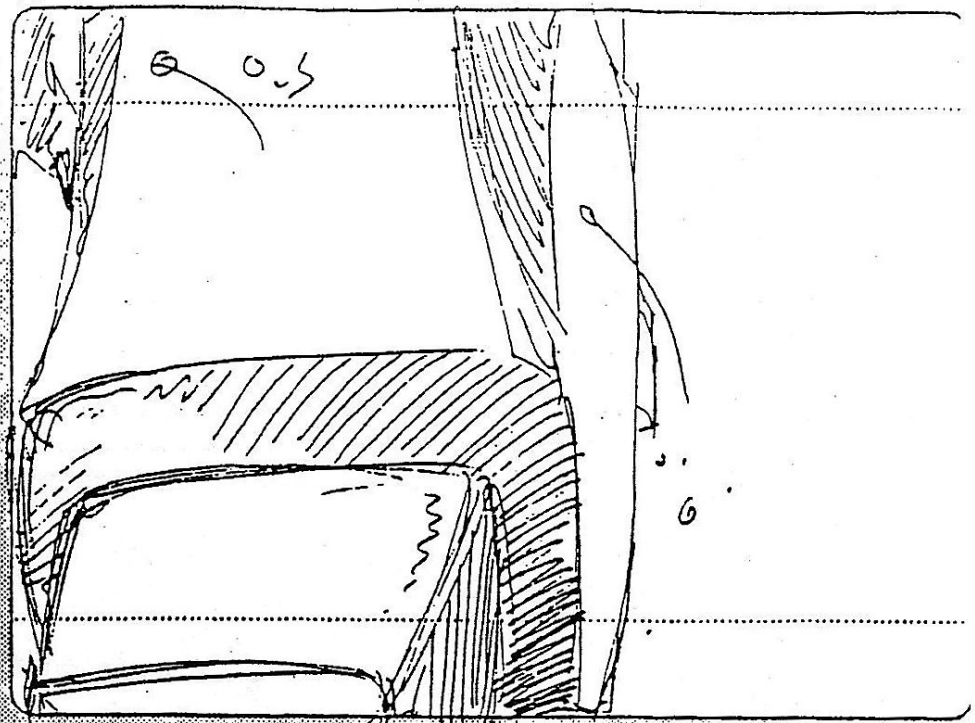
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 6 PAGE 22



ACTION ...DIRECTLY TOWARD THE CAMERA.

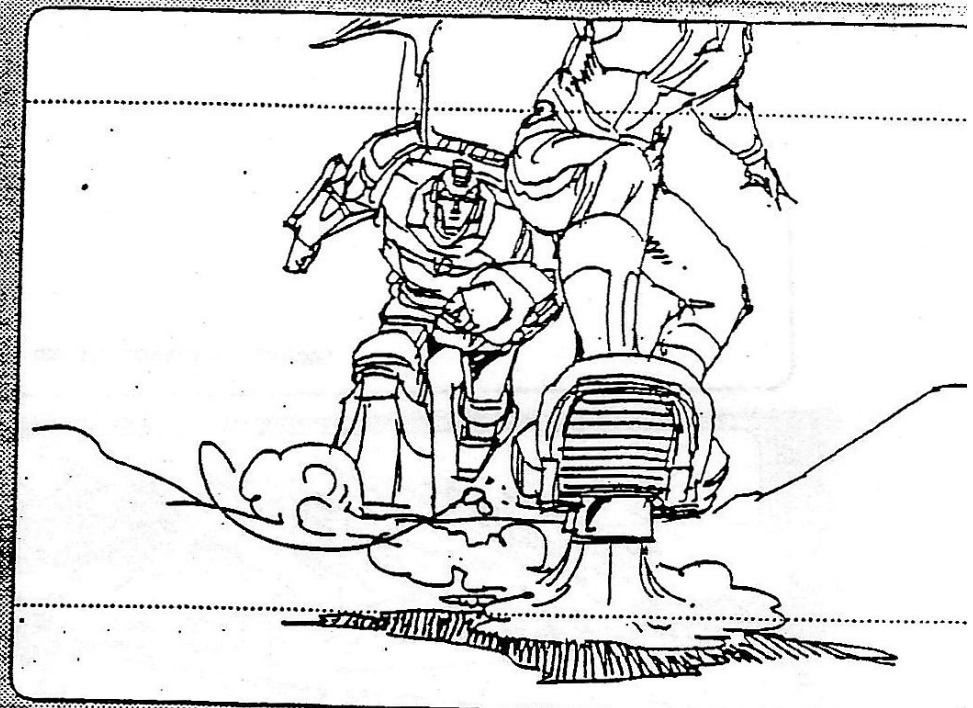
DIAL

MUSIC/SFX

SC. 6-16

SC. CONT

SEQ. 6 Page 23



ACTION L.S. DANIEL RIDING ALONG ON HIS HOVERBOARD AS HOT ROD COMES INTO THE SCENE UP FROM BEHIND HIM...

DIAL

MUSIC/SFX

CAMERA

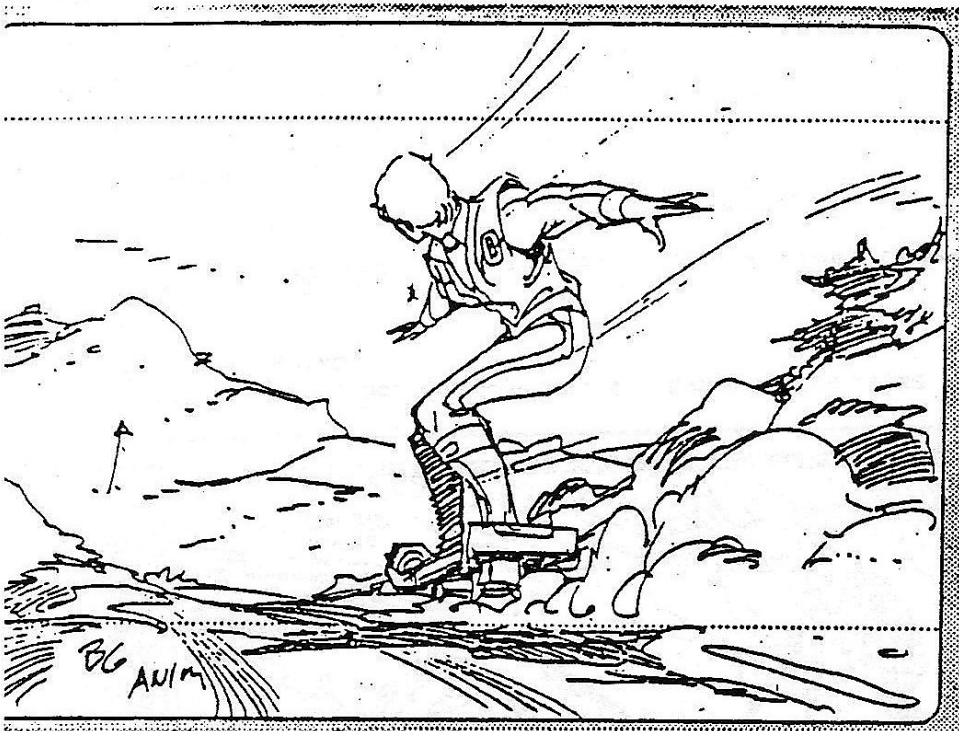
ACTION ...AND RACES AFTER DANIEL.

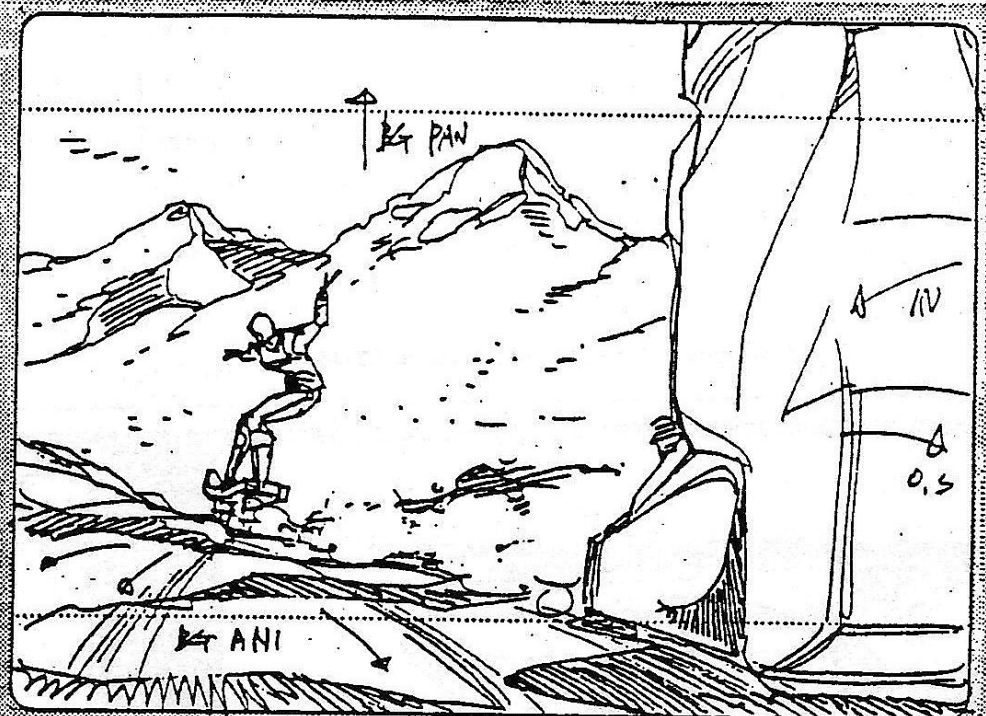
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON L.S. DANIEL. ZOOMING ALONG ON HIS HOVERBOARD...

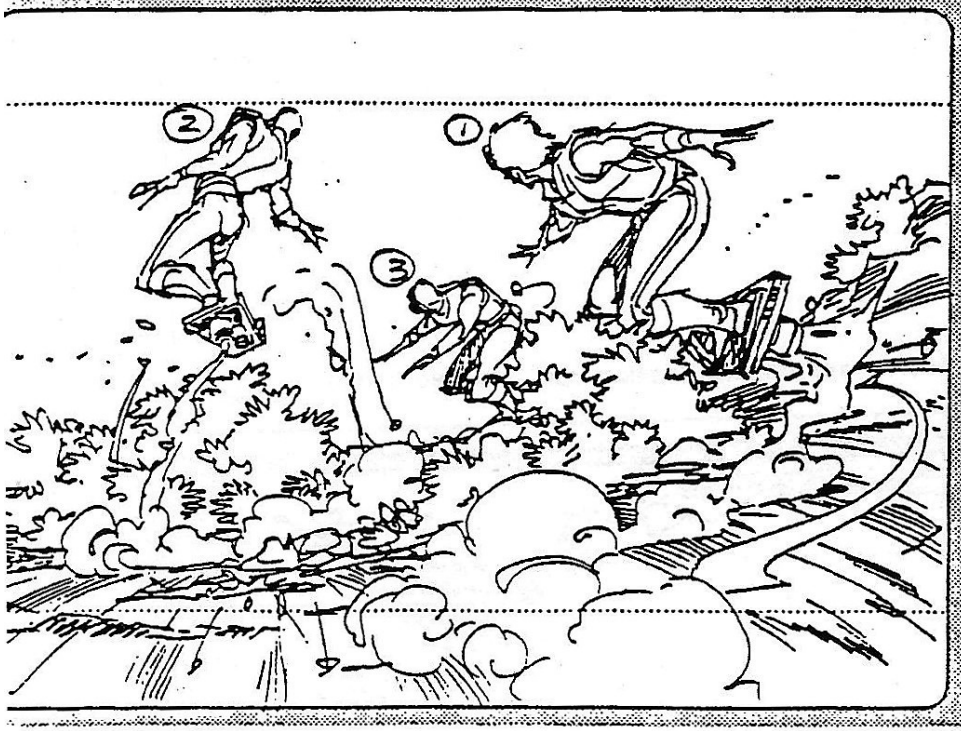
ACTION WE FOLLOW ALONG. HOT ROD ENTERS THE SCENE IN THE FOREGROUND.

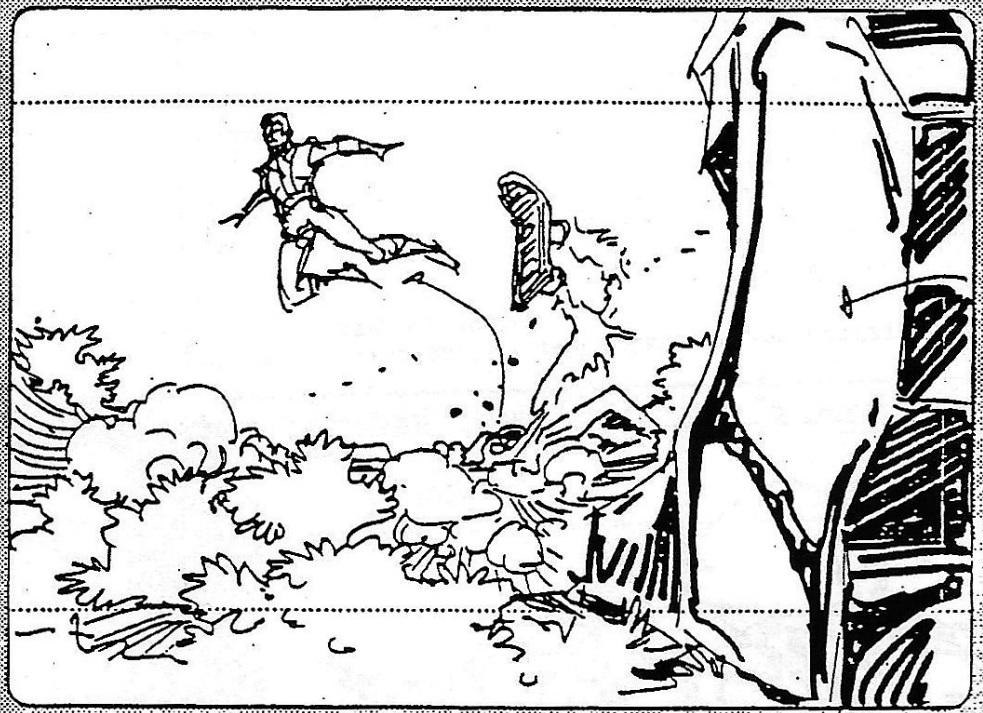
DIAL

MUSIC/SFX

/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON L.S. DANIEL. HE PERFORMS SOME FANCY MANEUVERS ON HIS HOVERBOARD, ZOOMING AROUND AND JUMPING OVER BUSHES...

SFX

ACTION ...UNTIL...HE CRASHES INTO A ROCK WHICH SENDS HIM AND HIS HOVERBOARD FLYING!

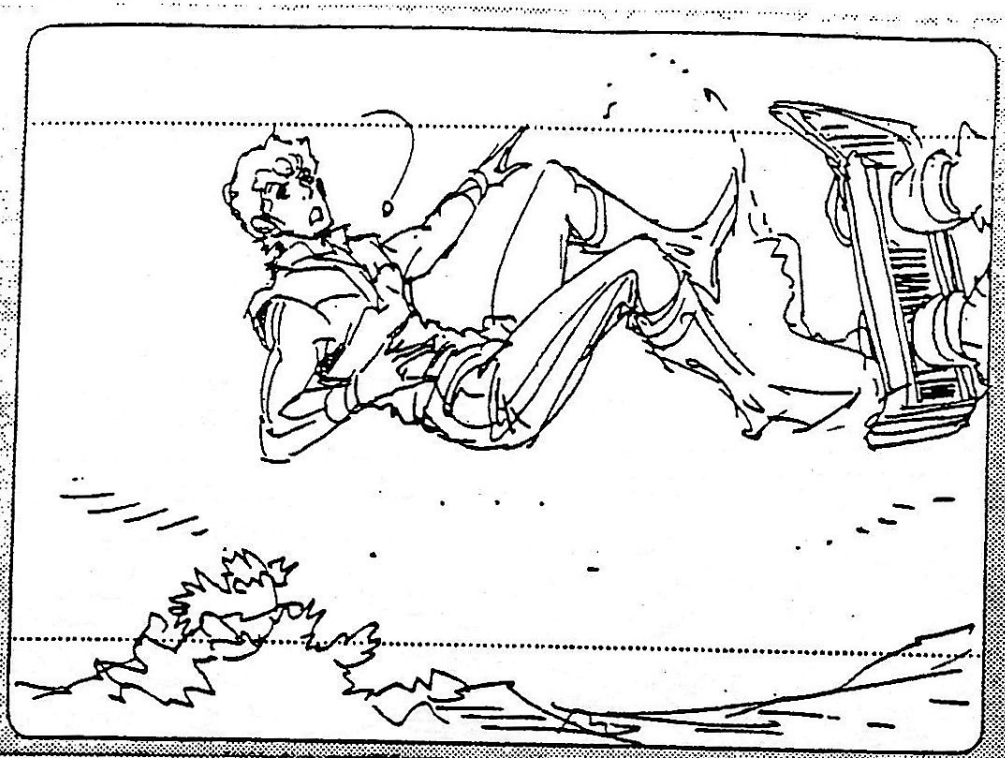
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 6-18



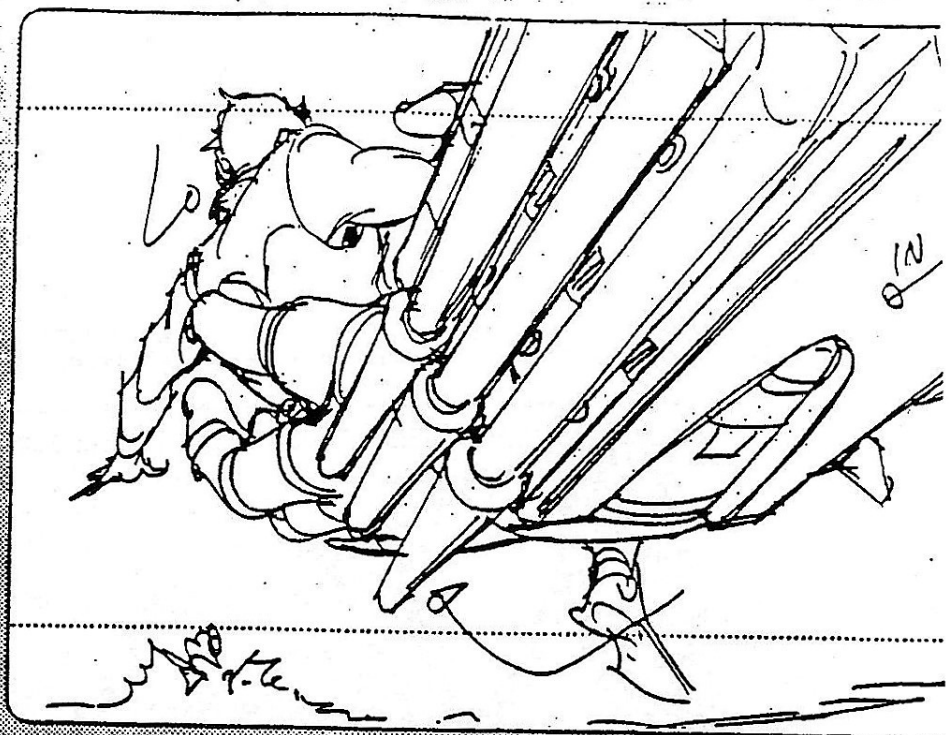
ACTION M.L.S DANIEL. HE TUMBLES TOWARD THE GROUND...

DIAL

MUSIC/SFX

CAMERA

SC. CONT SEQ. 6 Page 20

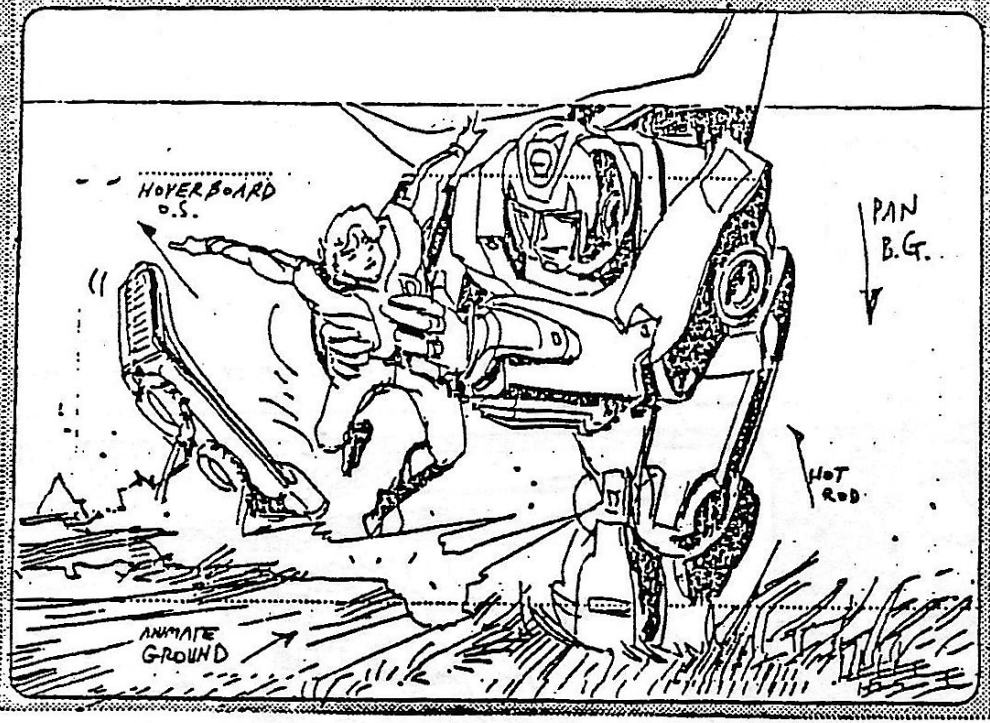


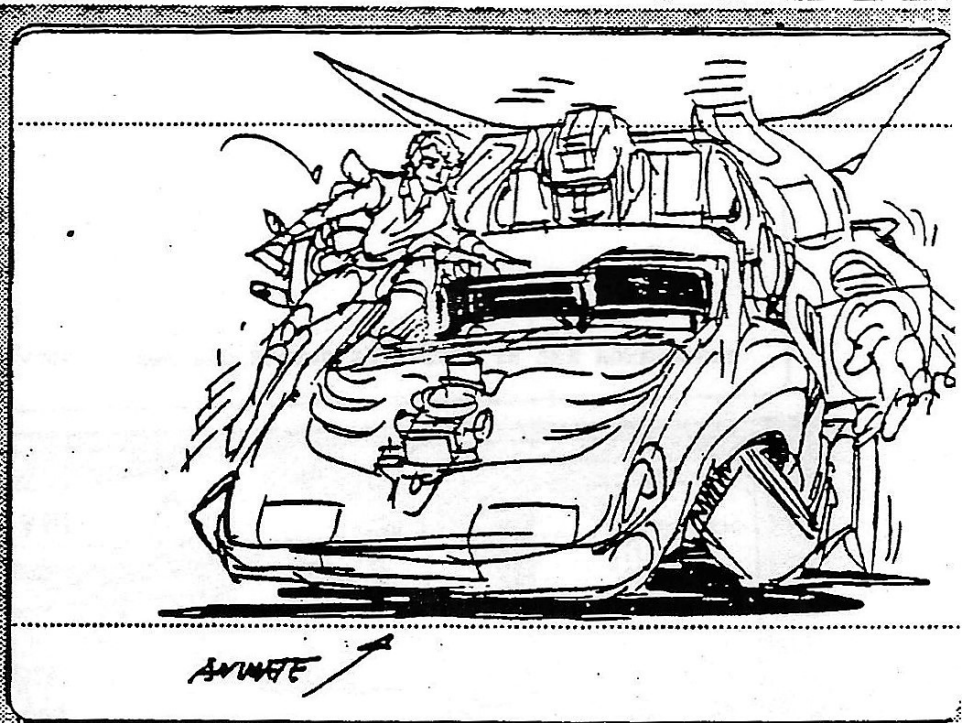
ACTION ...HOT ROD'S HAND REACHES IN AND CATCHES HIM BEFORE HE HITS THE GROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. HOT ROD AND DANIEL. HOT ROD RUNS ALONG CARRYING DANIEL...

DIAL HOT ROD If you're gonna ride, Dan-O ...ride in style!

MUSIC/SFX

CAMERA

ACTION ..STILL MOVING FORWARD HE TRANSFORMS...

DIAL

MUSIC/SFX

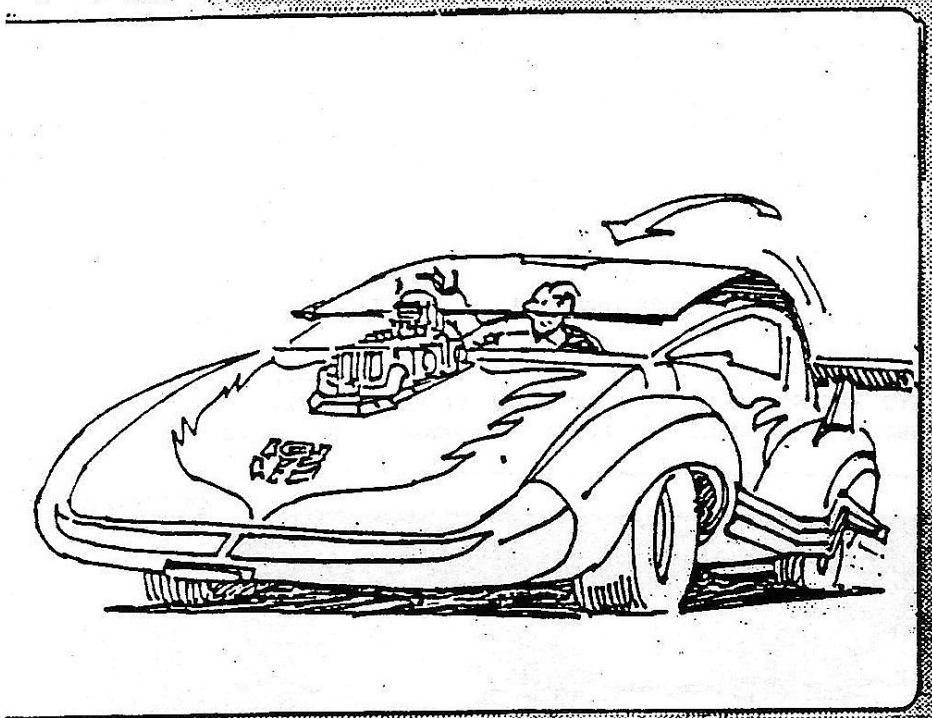
CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

C. CONT 6-18A

SC

SEQ. 6 Page 28



...DANIEL CLIMBS INSIDE.

SHOW WINDOW SLIDE DOWN.

M.S. DANIEL INSIDE HOT ROD AS HE FINISHES TRANSFORMING.

FX

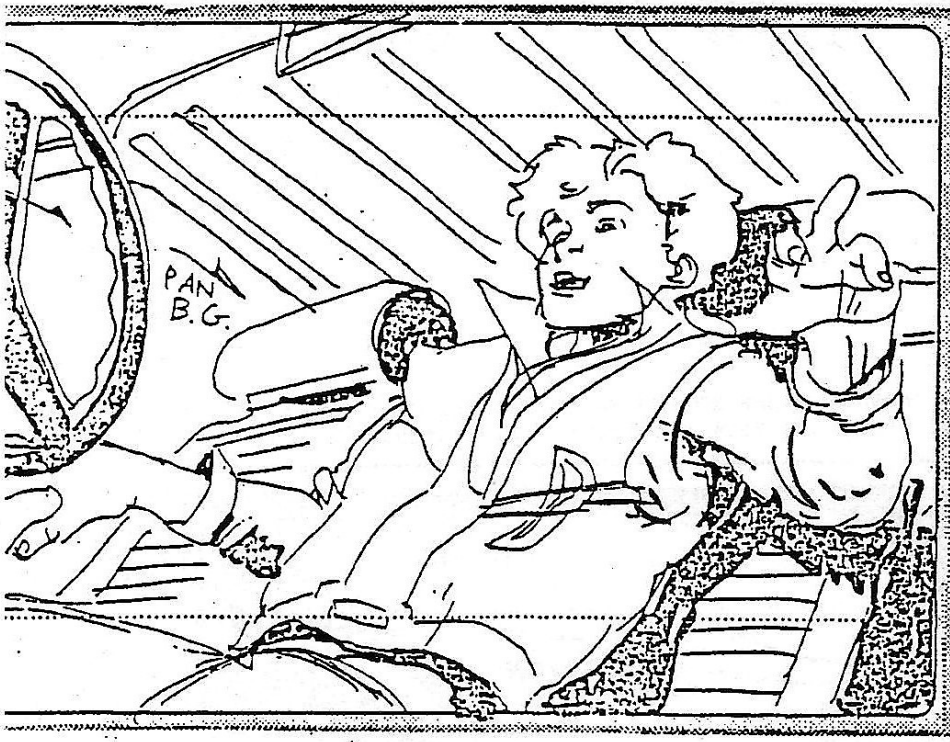
ACTION

DIAL

MUSIC/SFX

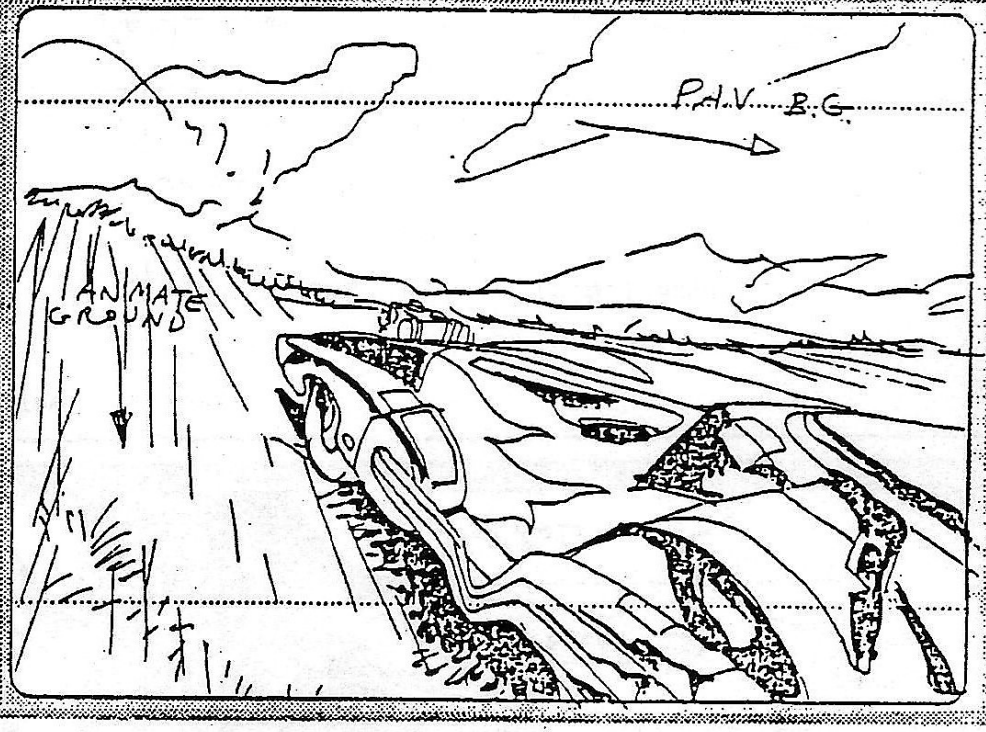
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-19



SC. 6-20

SEQ. 6 Page 29



NO SCENE 6-21

N DANIEL SLIDES INTO THE FRONT SEAT BEHIND HOT ROD'S STEERING WHEEL.

SFX

ACTION L.S. HOT ROD IN CAR MODE. WE RACE ALONG WITH HIM AS HE HEADS TOWARD THE O.S. AUTOBOT CITY.

DIAL

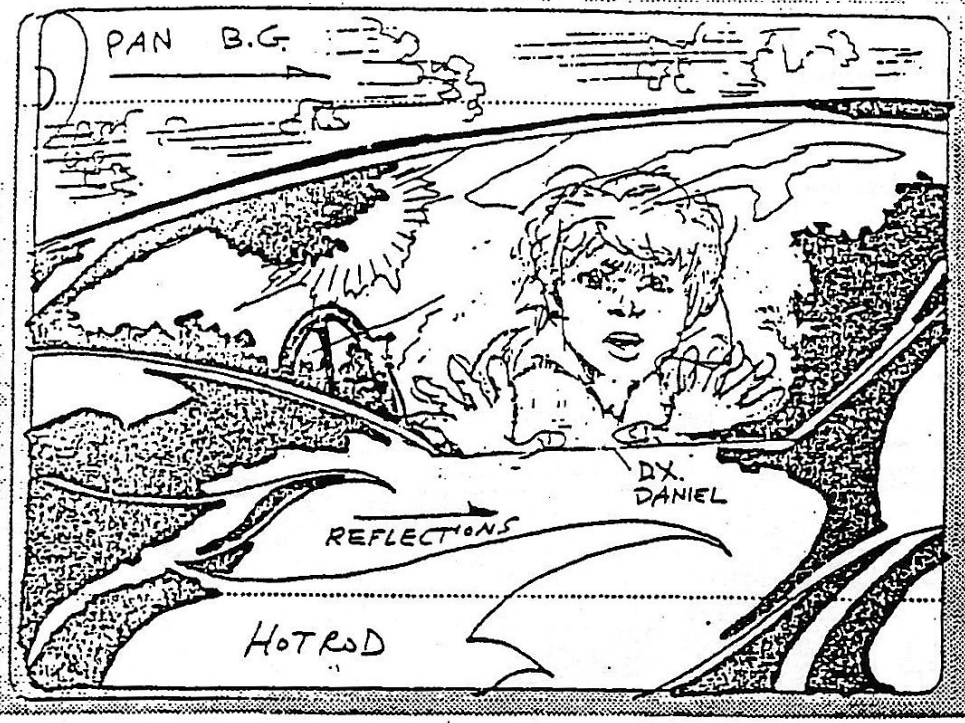
MUSIC/SFX

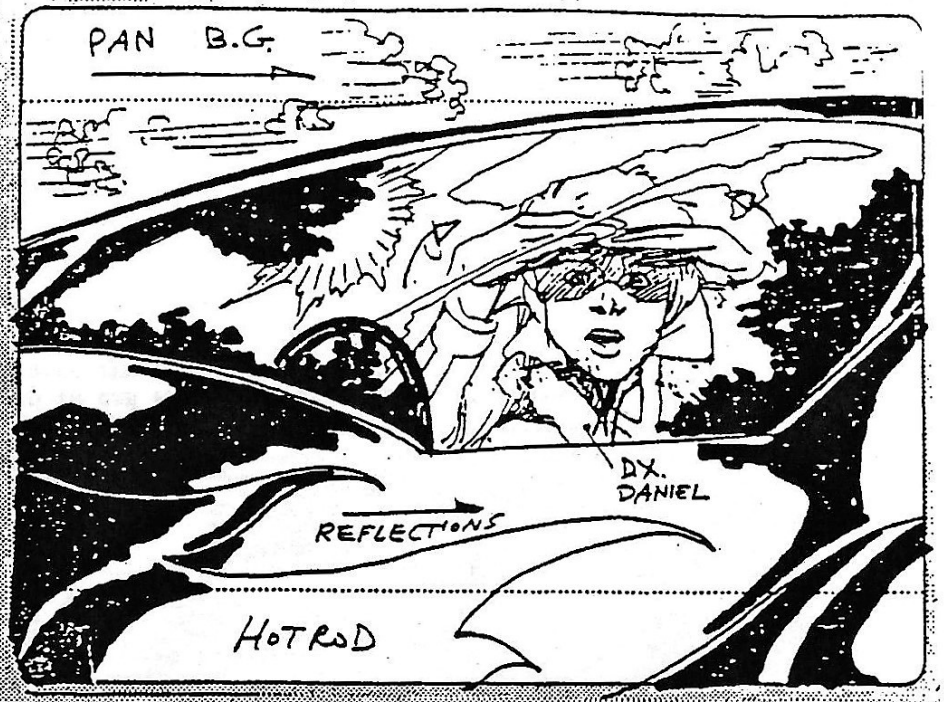
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-22

SC. CONT 6-22





ND SC-6-21

ACTION M.C.U. DANIEL. HE IS RIDING INSIDE HOT ROD. HIS ATTENTION IS DRAWN TO THE VIEW OUTSIDE HOT ROD'S WINDOW.

DIAL

MUSIC/SFX

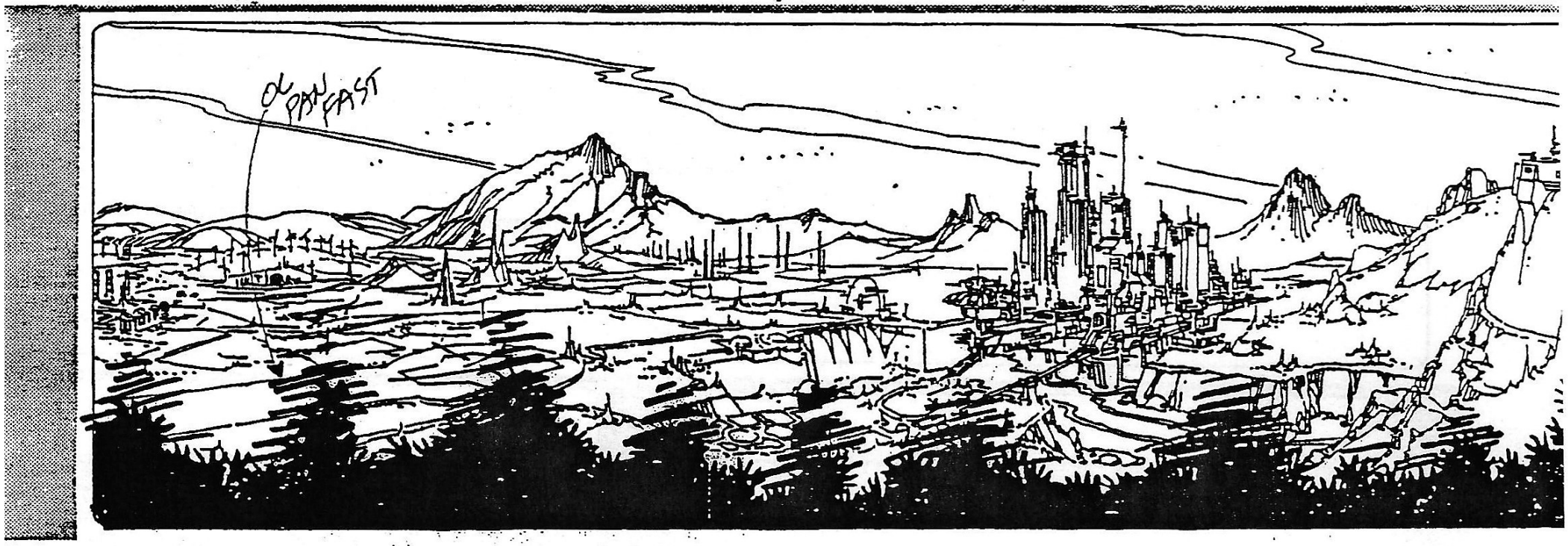
ACTION

DIAL DANIEL (V.O.) Hey!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-23 START PAN → STOP SEQ. 6 Page 31



ACTION X.L.S. AUTOBOT CITY. TREES SWISH PAST IN THE FOREGROUND, BEHIND THEM IS THE VAST FORTIFIED COMPLEX CALLED AUTOBOT CITY.

DIAL

DANIEL Let me out here.

MUSIC/SFX

CAMERA

ACTION

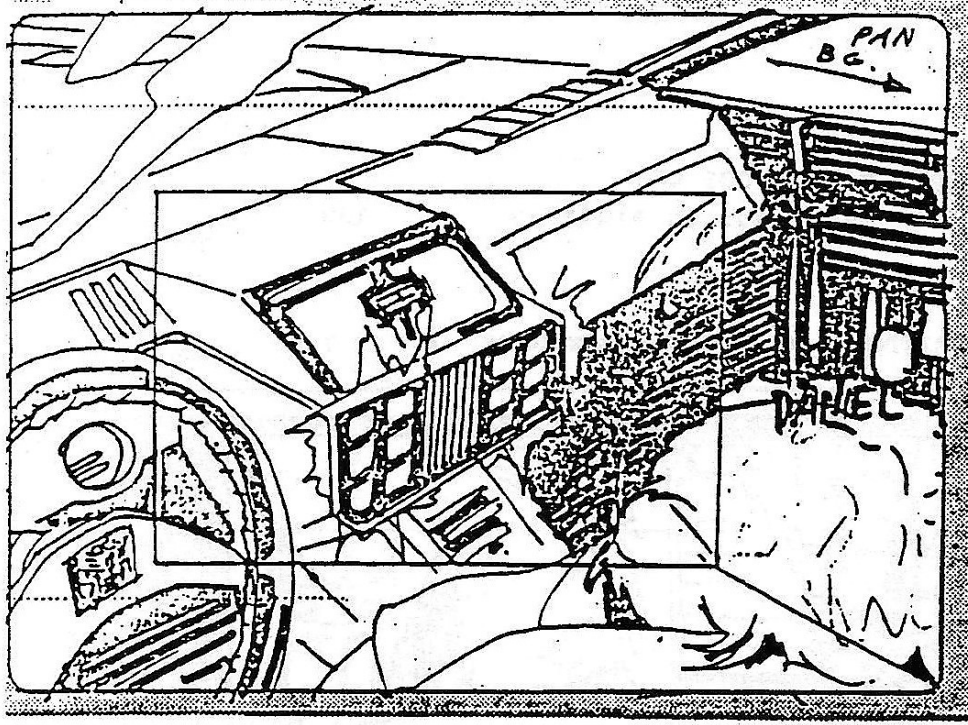
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-24. SC. CONT. SEQ. 6 Page 32



ON C.U. HOT ROD'S RADIO, TRUCK OUT TO INCLUDE...

HOT ROD Why settle for a peek when you can see everything from Lookout Mountain?

D/SFX

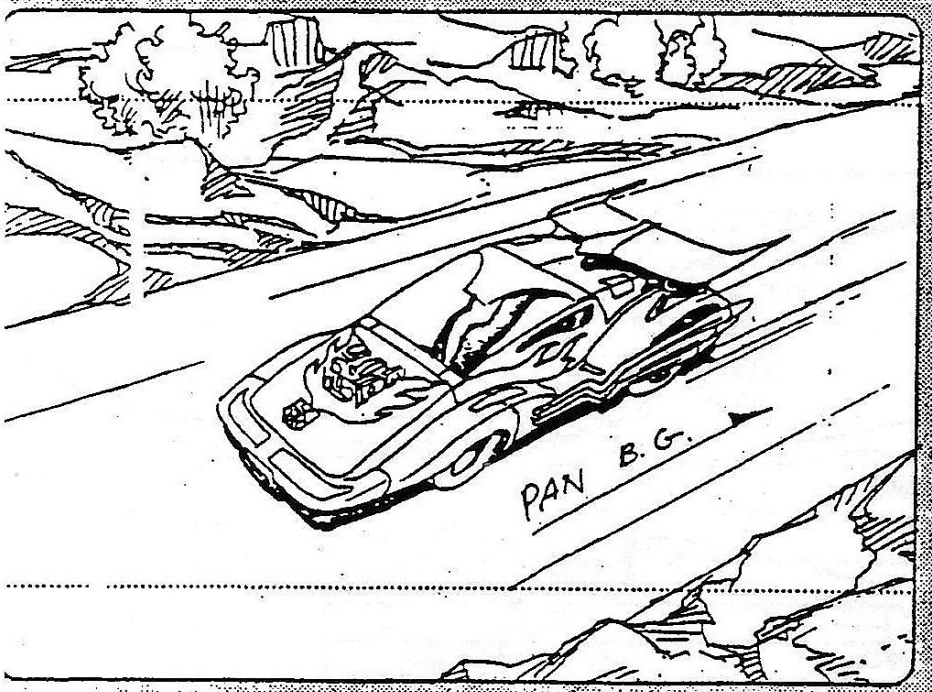
ACTION ...DANIEL WHO TURNS TOWARD THE RADIO.

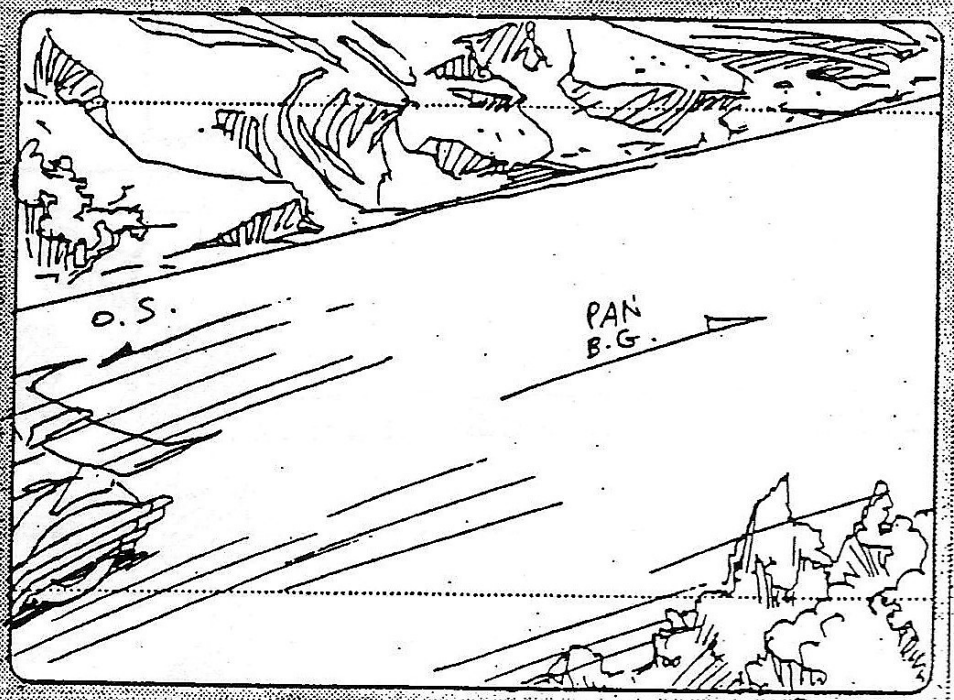
DIAL DANIEL But we're not supposed to go beyond City limits! It's a security violation.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-25 SC. CONT SEQ. 6 Page 33





ON L.S. HOT ROD. WE RACE ALONG WITH HIM...

HOT ROD Chromo-Chicken!

SFX

SA

ACTION ...THEN HE GAINS AND ZOOMS O.S.!

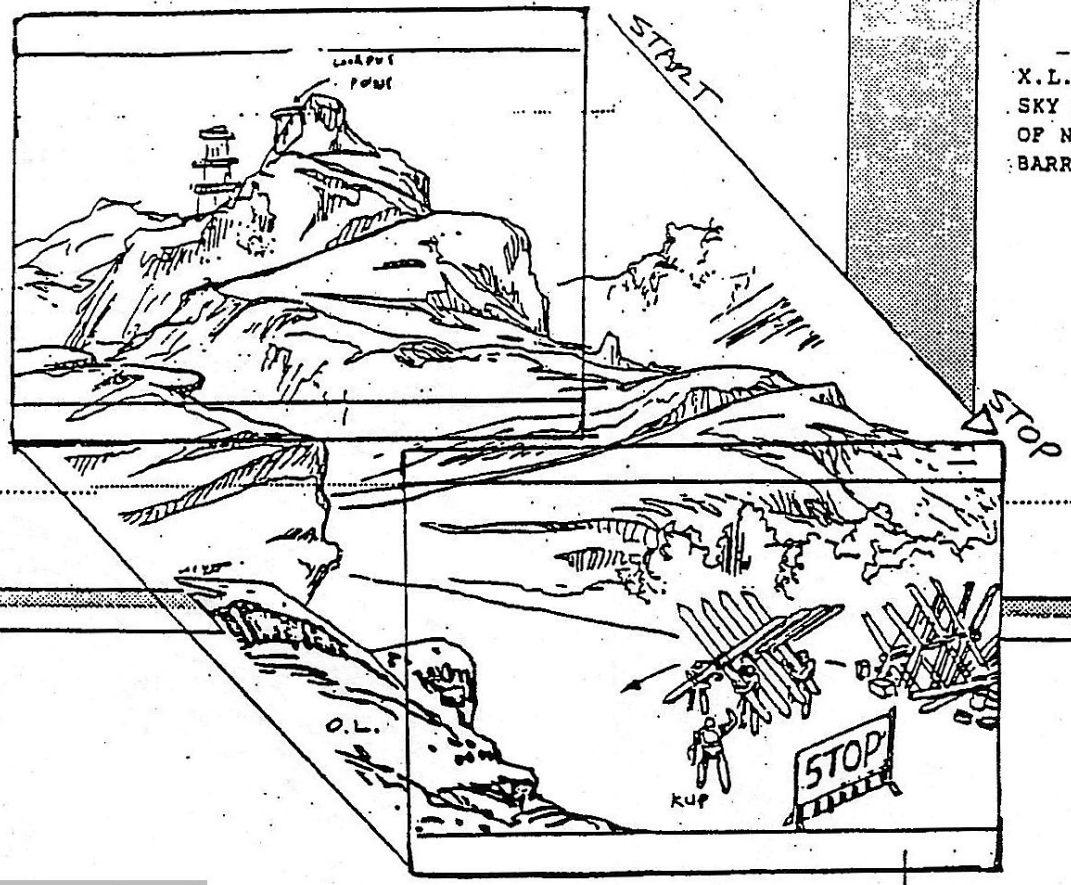
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. SEQ. Page



X.L.S. LOOKOUT MOUNTAIN AND THE AUTOBOT SHUTTLE IN THE SKY BEHIND IT. WE PAN OVER AND DOWN TO KUP AND A GROUP OF NAMELESS AUTOBOTS WHO ARE INSTALLING A METAL ROAD BARRICADE.

ACTION

DIAL

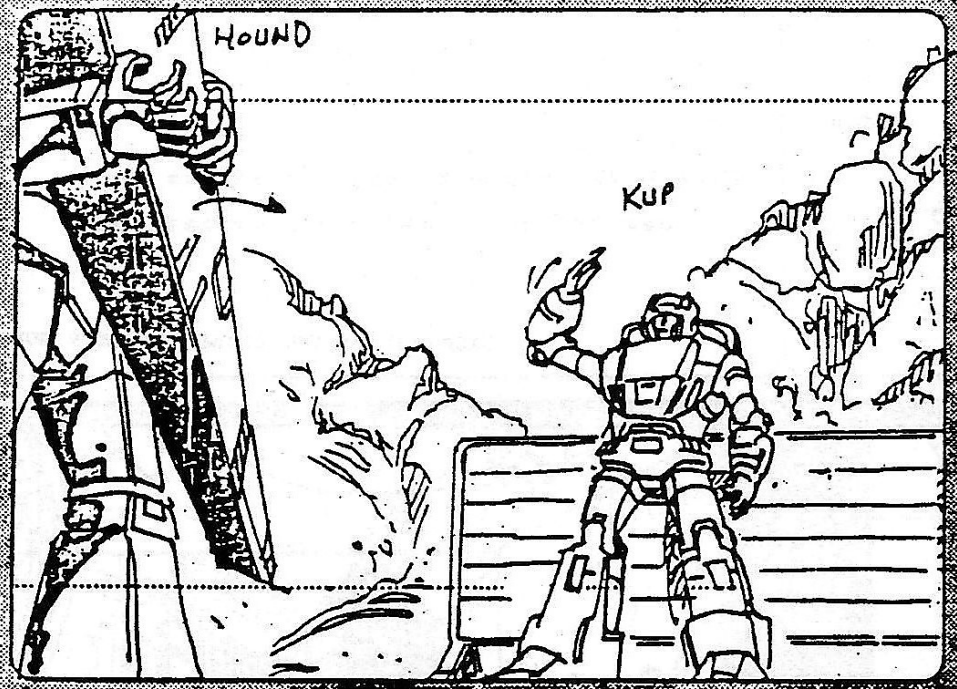
MUSIC/SFX

CAMERA

MUSIC/SFX

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-27



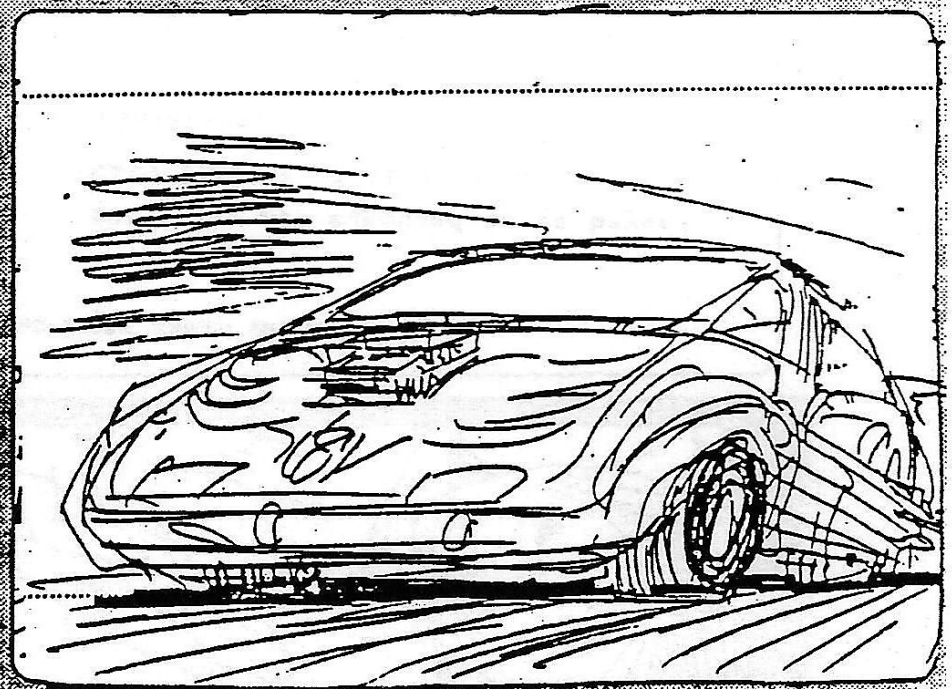
ACTION M.L.S. KUP. HE DIRECTS THE WORK OF INSTALLING THE BARRICADE.

DIAL KUP A little to the left.
(TO SOUND LIKE SWEARING)

MUSIC/SFX

CAMERA

SC. 6-28



ACTION M.L.S. HOT ROD. RACING ALONG THE ROAD.

DIAL KUP (CONT)... A little bit more.

MUSIC/SFX

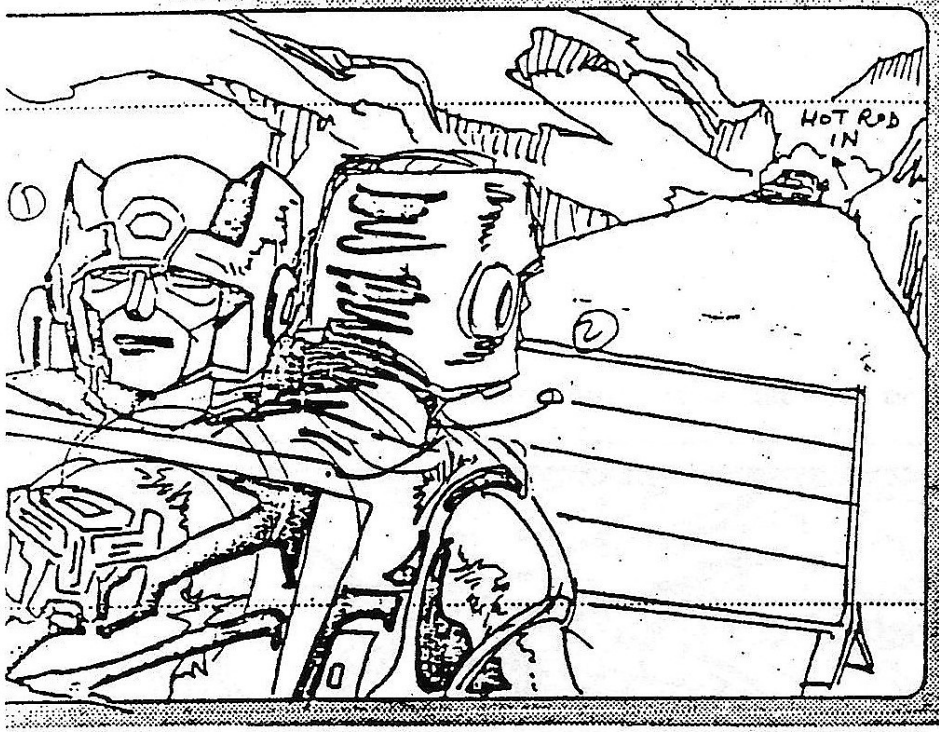
CAMERA

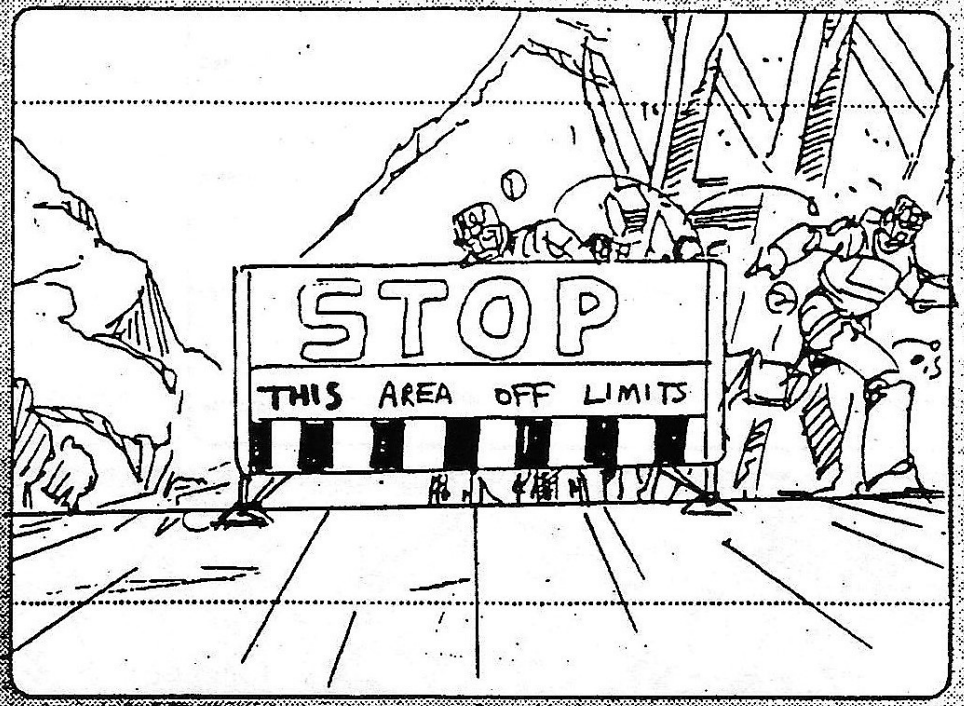
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

C. 6-29.

SC. 6-30

SEQ. 6 Page 36





M.C.U. KUP HE TURNS TO SEE THE APPROACHING HOT ROD.

...

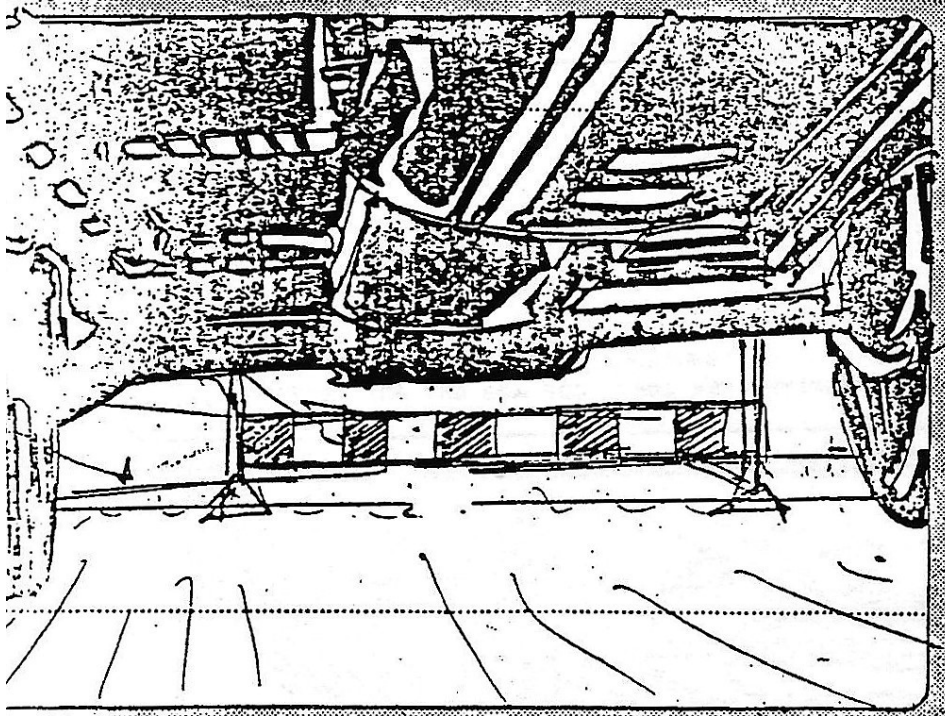
SFX

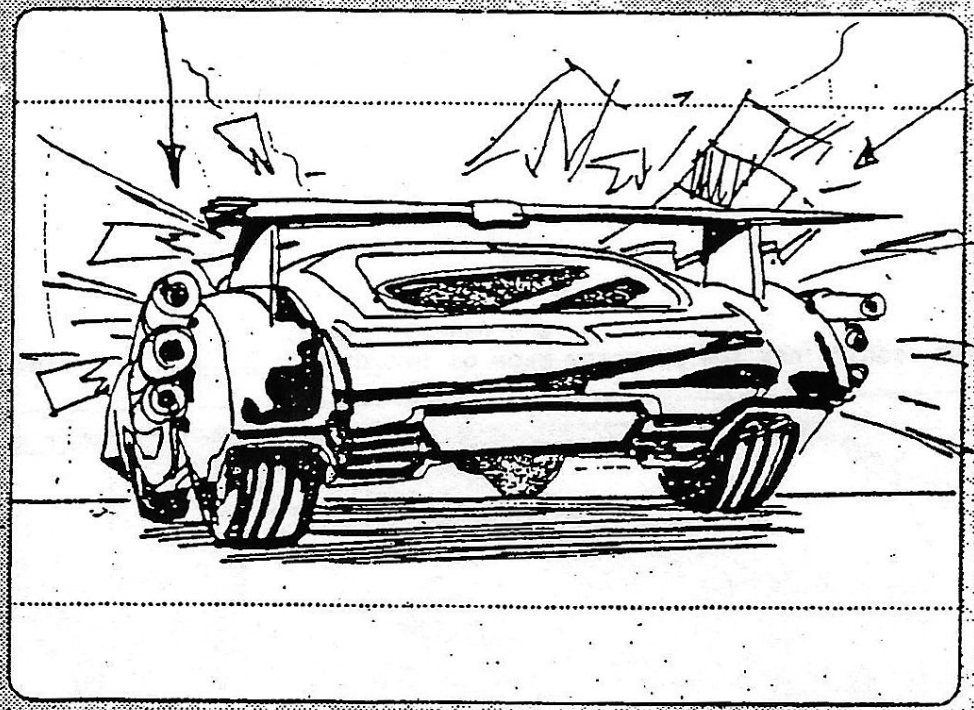
ACTION L.S. KUP AND OTHER AUTOBOTS BEHIND A LARGE STOP SIGN. THEY RUN FOR COVER.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...AS HOT ROD ENTERS THE SHOT SPEEDING FORWARD...

ACTION

...HE SLAMS INTO THE SIGN, SMASHING IT TO BITS!

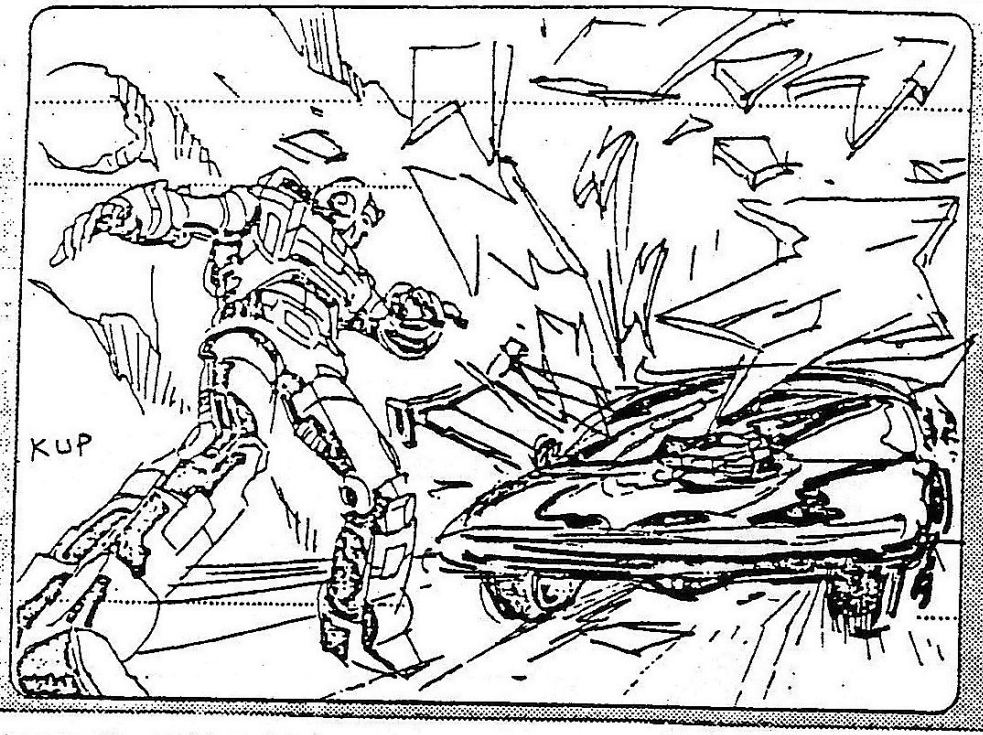
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-71



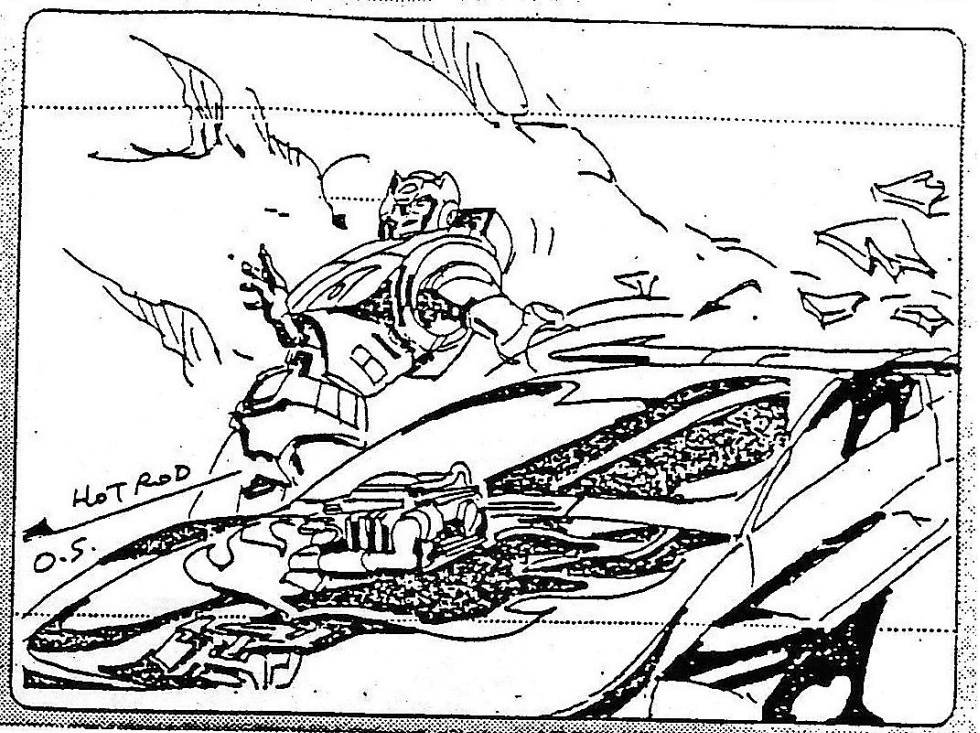
ACTION M.L.S. KUP AND HOT ROD. HOT ROD SMASHES THROUGH THE SIGN. FRAGMENTS FLY IN ALL DIRECTIONS.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

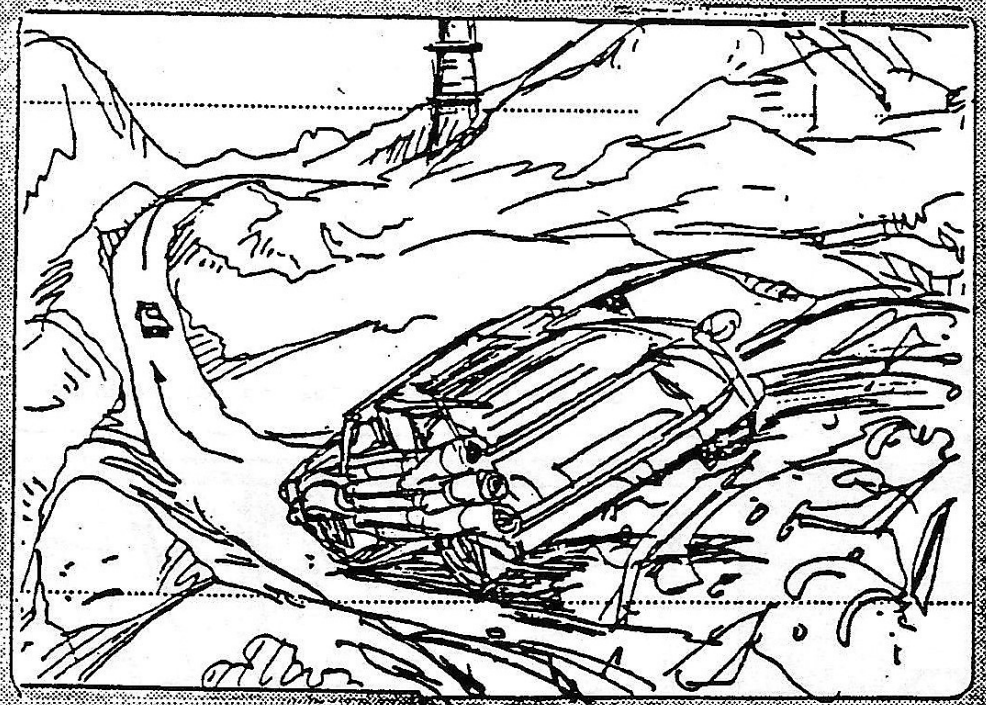


ACTION ...KUP HAS TO MOVE ASIDE AS HOT ROD, ALMOST HITTING HIM, ZOOMS PAST AND O.S.

DIAL

MUSIC/SFX

SC. 6-32



ACTION L.S. HOT ROD RACES AWAY. ALONG THE ROAD THAT GOES TO LOOKOUT MOUNTAIN.

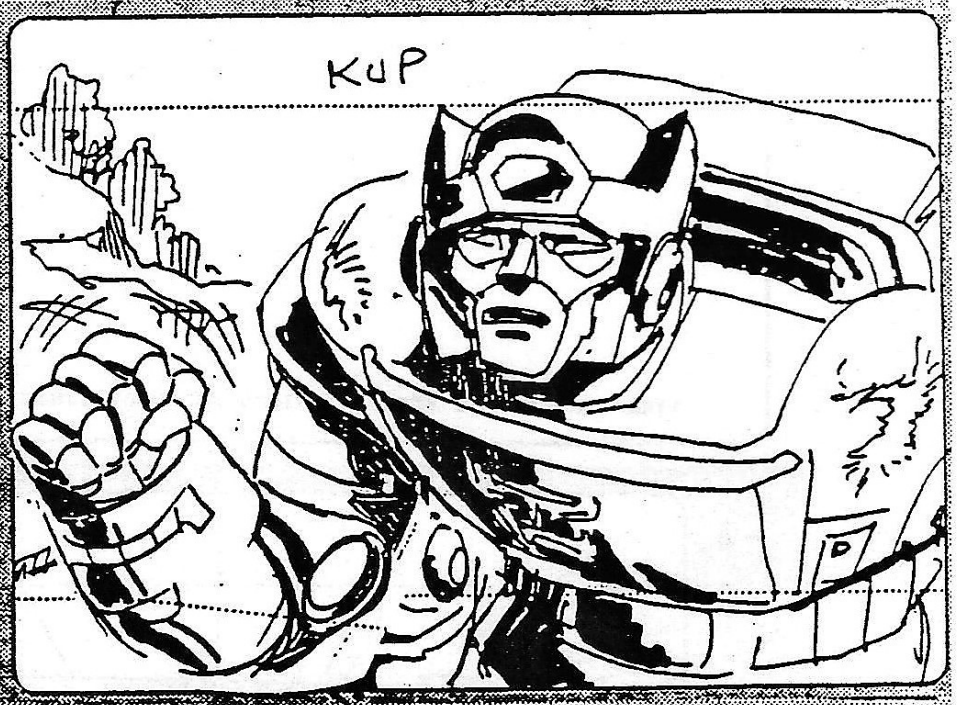
DIAL

MUSIC/SFX

CAMERA

SC. 6-33

SEQ. 6 Page 39



ACTION M.C.U. KUP. HE IS ANGRY. HE CALLS OUT AFTER HOT ROD O.S.

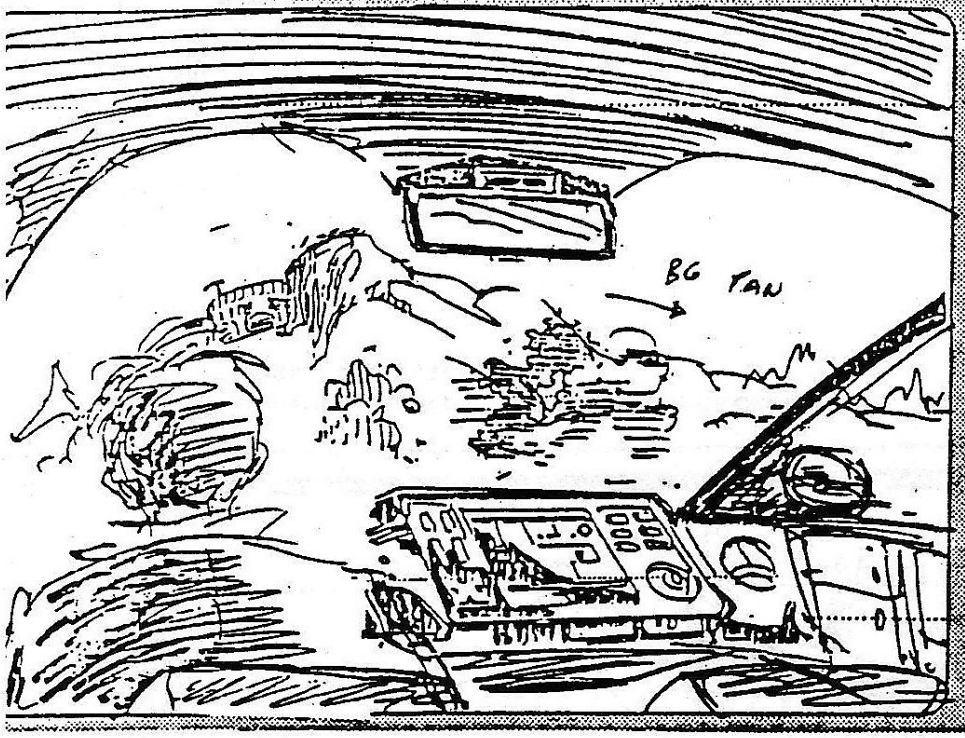
DIAL KUP (cont) (V.O.) Cam bustin', turbo revvin' young punk! I'll straighten you out yet

MUSIC/SFX

CAMERA

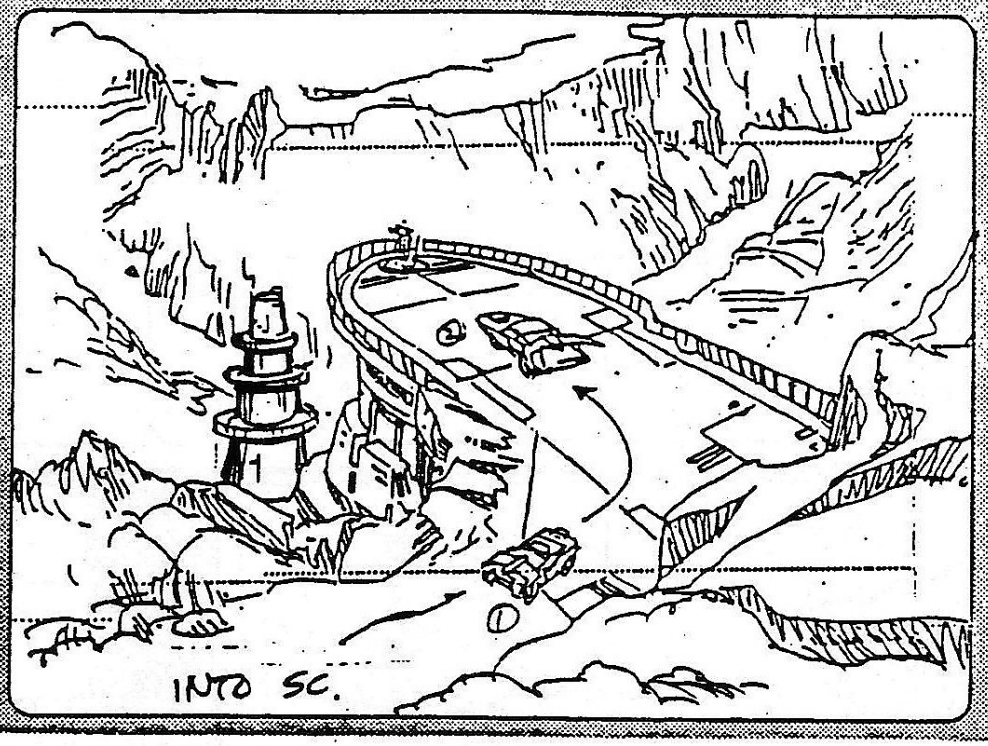
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-34



SC. 6-35

SEQ. 6 Page 40



ON L.S. THROUGH HOT ROD'S WINDSHIELD. DANIEL IS IN THE FOREGROUND. WE ARE HEADING TOWARD LOOKOUT MOUNTAIN, WHICH WE CAN SEE IN THE DISTANCE.

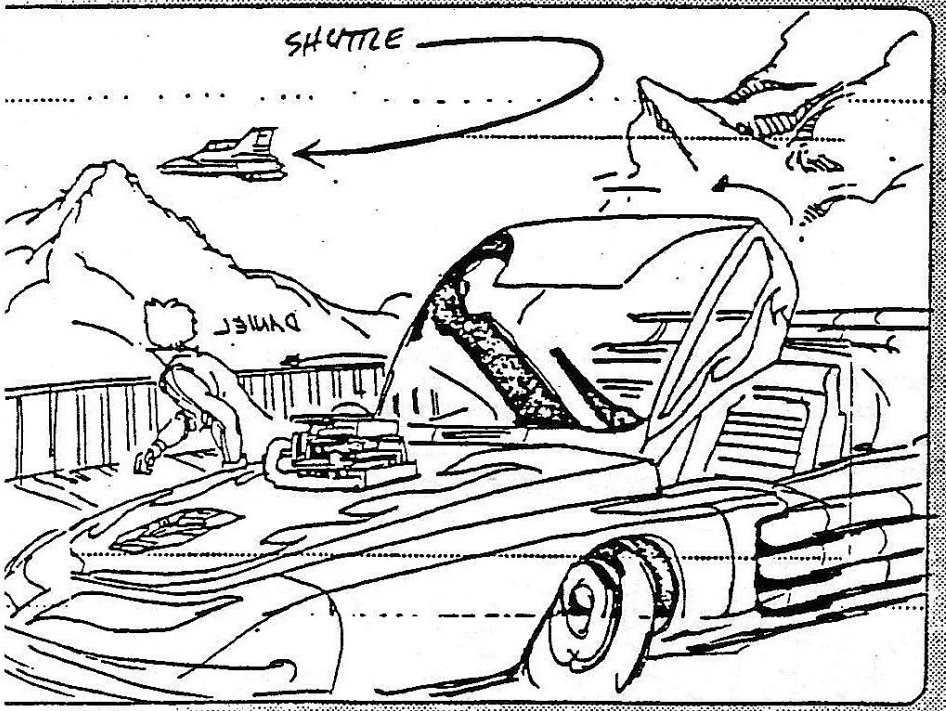
/SFX

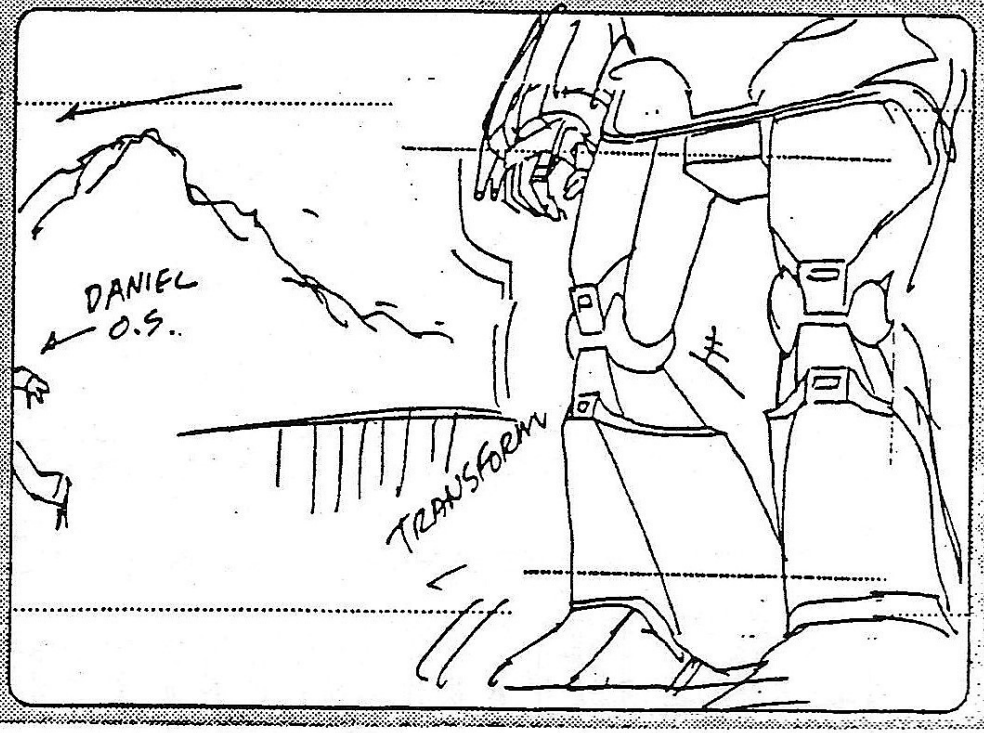
ACTION X.L.S. LOOK OUT POINT, ON LOOKOUT MOUNTAIN. HOT ROD SPEEDS INTO SCENE AND SCREECHES TO A STOP IN THE PARKING LOT ON LOOKOUT POINT.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





M.L.S. HOT ROD AND DANIEL. DANIEL JUMPS OUT OF HOT ROD AND RUNS, AS THE SHUTTLE PASSES BY...

SFX

ACTION

...HOT ROD TRANSFORMS INTO HIS ROBOT MODE.

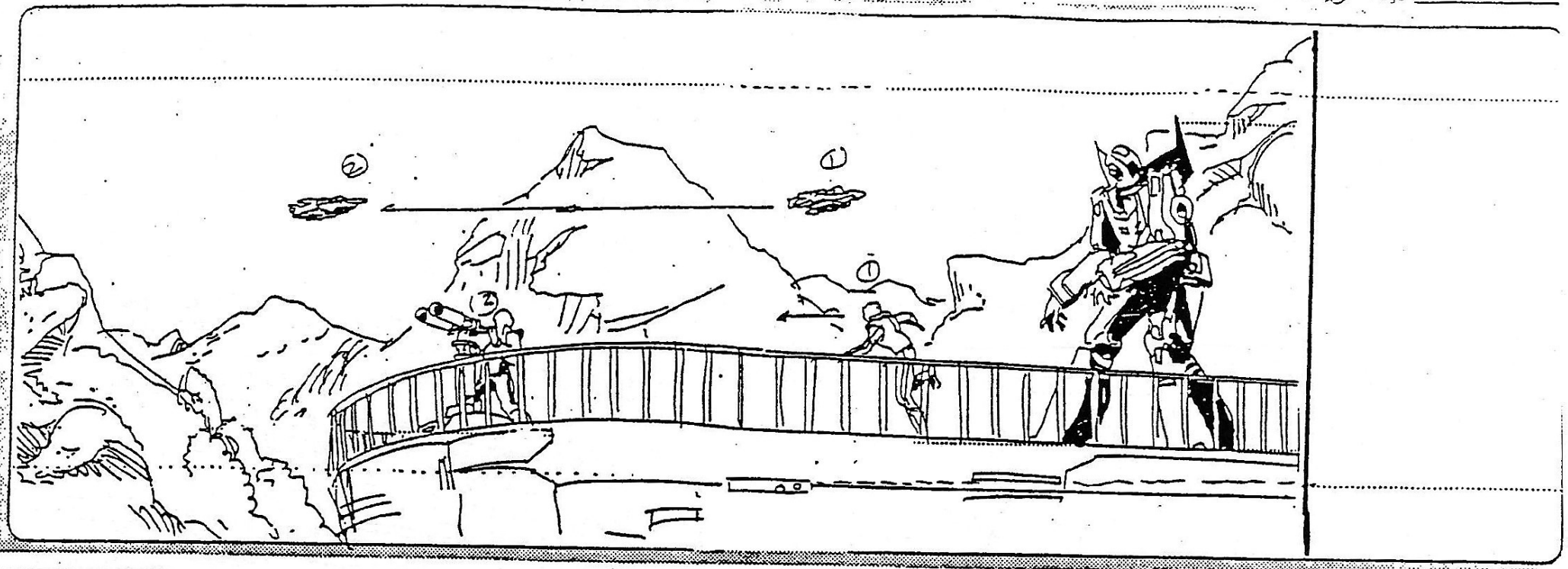
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-57 STOP ← PAN START SEQ. 6 Page 72



ACTION X.L.S. DANIEL AND HOT ROD ON LOOKOUT POINT. WE PAN WITH DANIEL AS HE RUNS TO A PAIR OF BINOCULARS.FLYING OVERHED IN THE BACKGROUND IS THE SPACE SHUTTLE.

DIAL

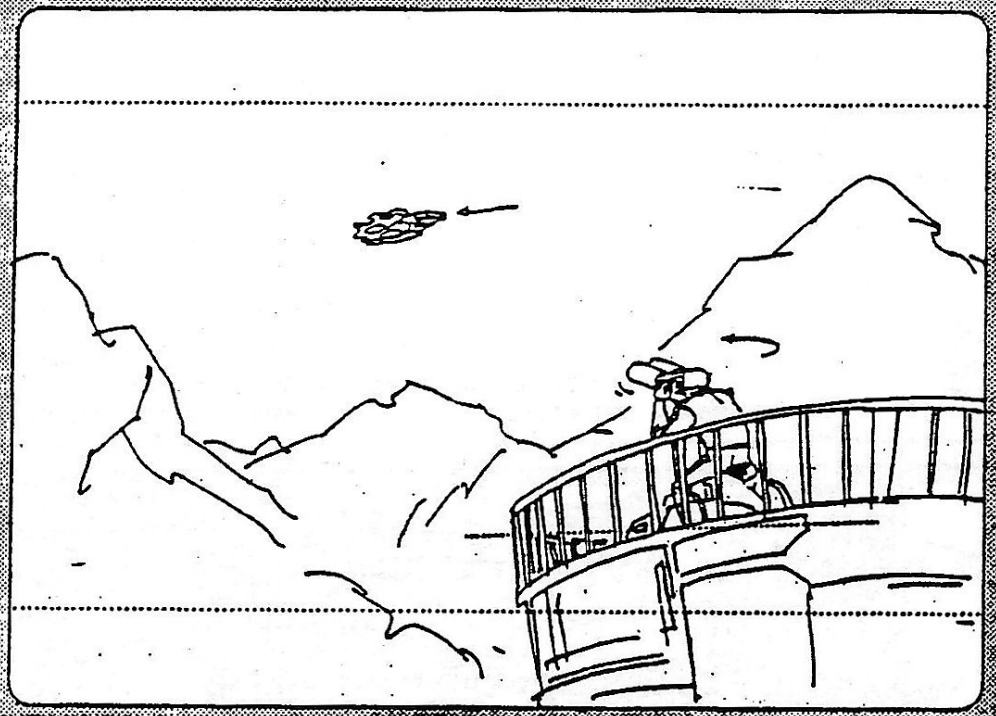
MUSIC/SFX

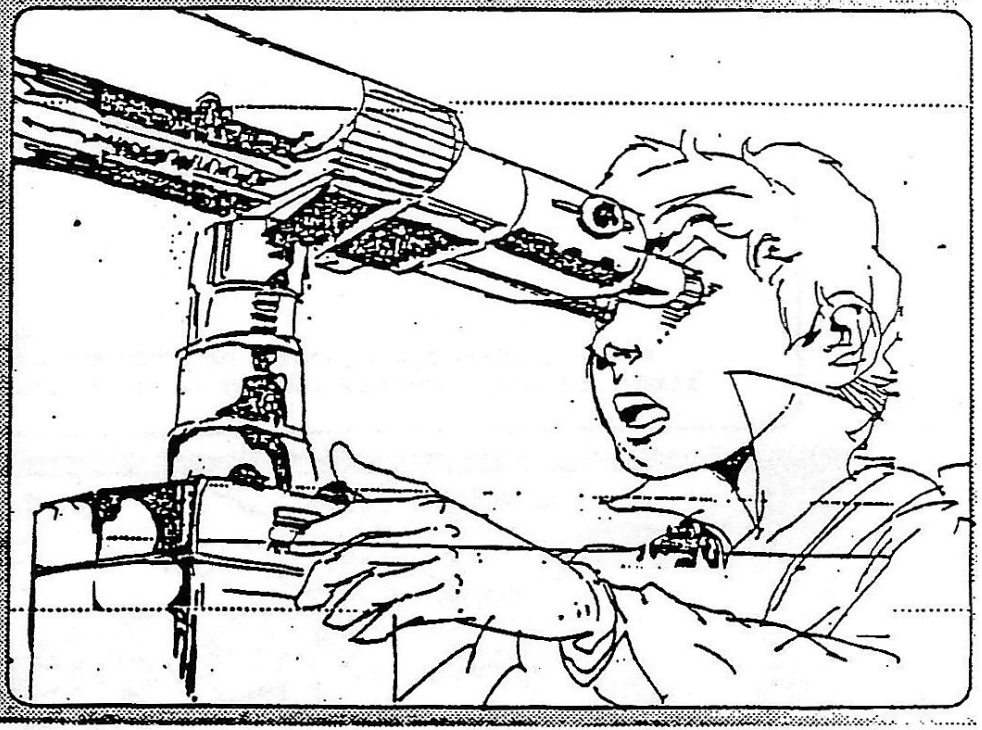
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION DANIEL LOOKING THROUGH THE BINOCULARS AIMS THEM TOWARD THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. DANIEL. HE VIEWS THE SHUTTLE THROUGH THE BINOCULARS AND FOLLOWS IT AS IT FLIES PAST.

DIAL

DANIEL Hot Rod! Look!

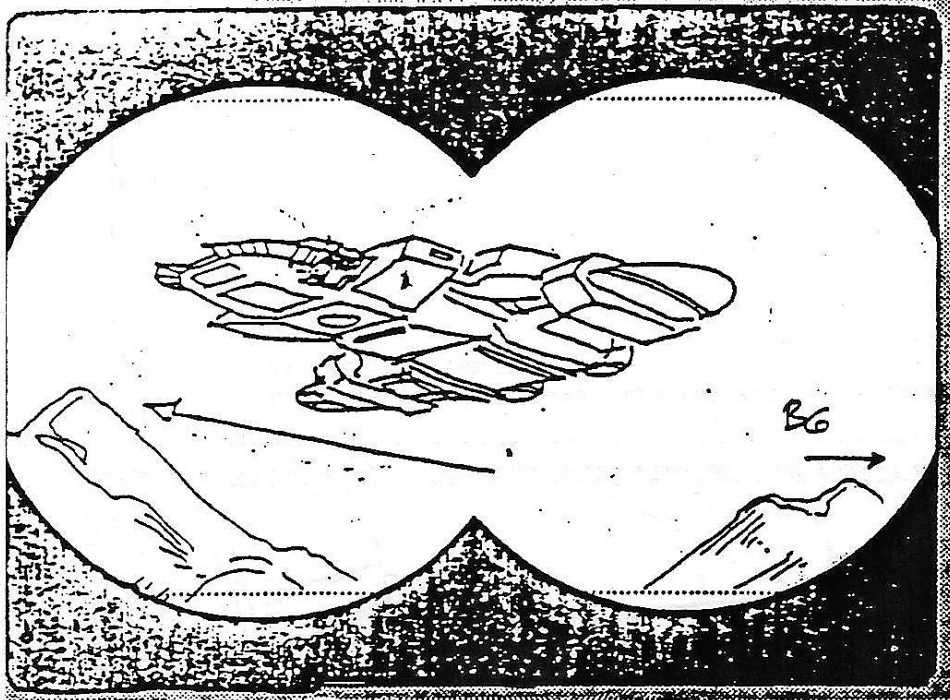
MUSIC/SFX

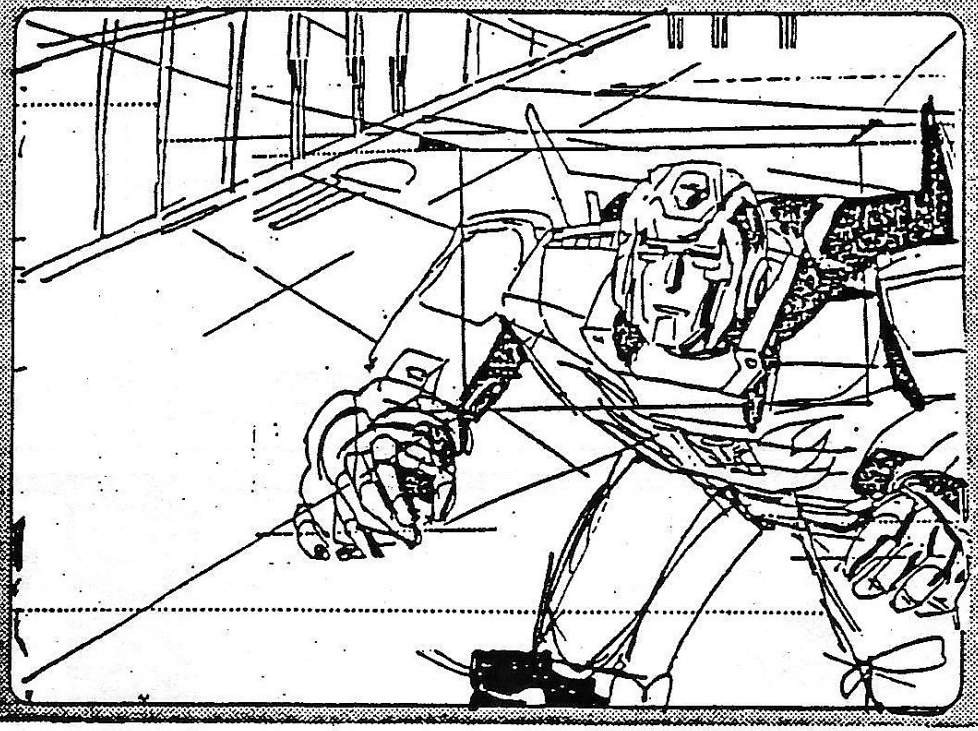
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-39

SC. 6-40 TRUCK-IN SEQ. 6 Page 44





ON P.O.V. THE AUTOBOT SPACE SHUTTLE THROUGH THE BINOCULARS. THERE IS A HOLE IN ITS SIDE.

DANIEL (CONT) (V.O.)
There's a hole in the shuttle!

E/SFX

BA

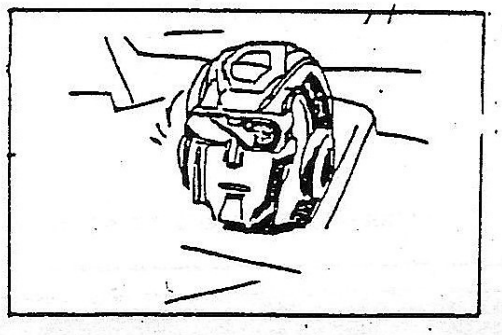
ACTION M.S. HOT ROD. WE TRUCK IN TO A C.U. OF HOT ROD...

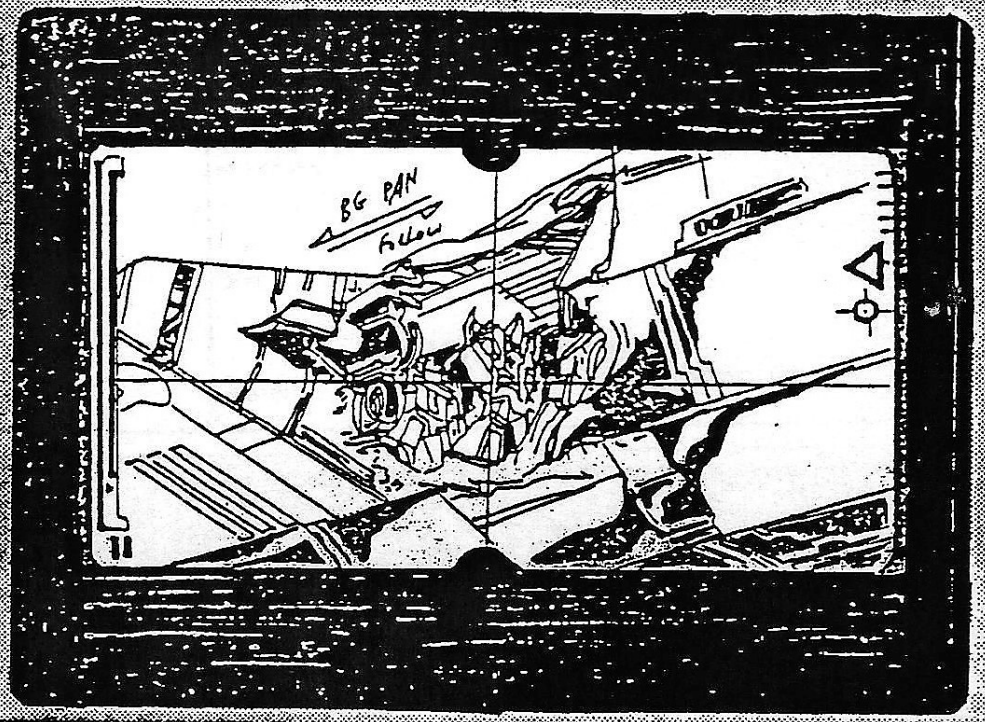
DIAL HOT ROD What!?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N ...A PAIR OF FUTURISTIC BINOCULARS POP OUT OF HIS EYES.

SFX

ACTION P.O.V. THROUGH HOT ROD'S BINOCULARS. WE CAN SEE THE DECEPTICON'S (STARSCREAM ECT.) INSIDE THE SHUTTLE.

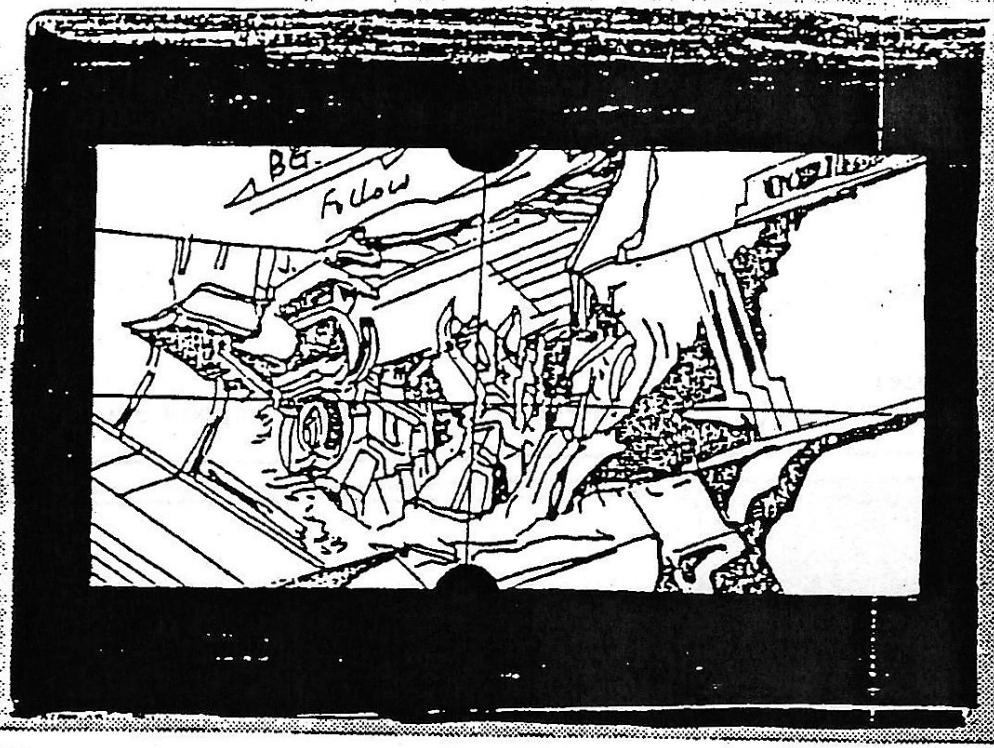
DIAL HOT ROD (V.O.) " Decepticons!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-71 CONT

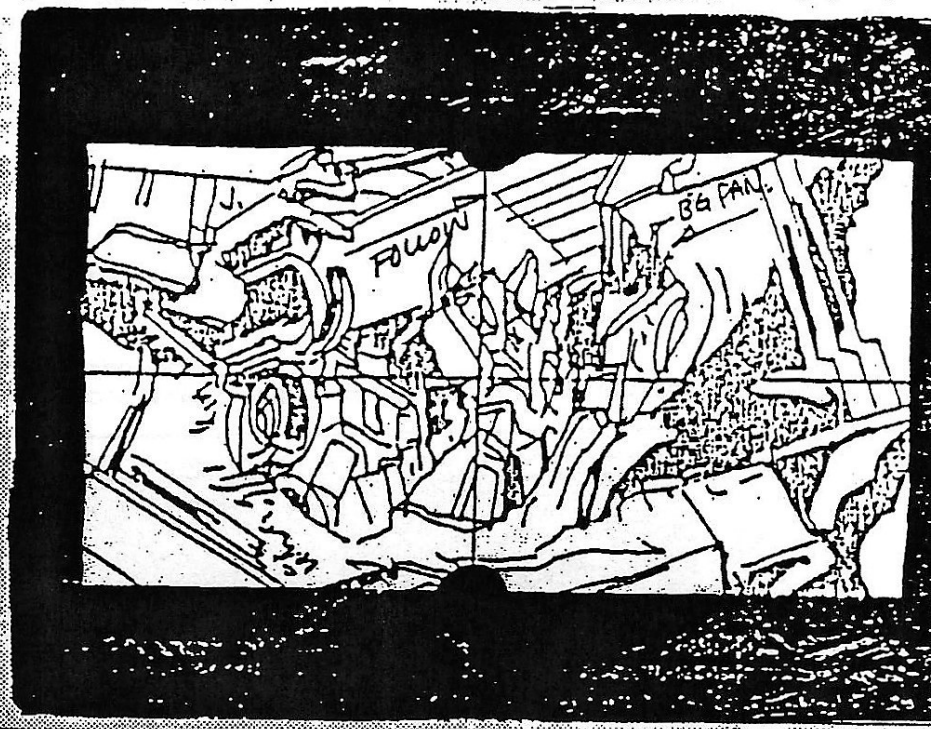


ACTION WE TRUCK IN ON THE DECEPTICONS...

DIAL

MUSIC/SFX

SC. CONT SEQ. 6 Page 75A



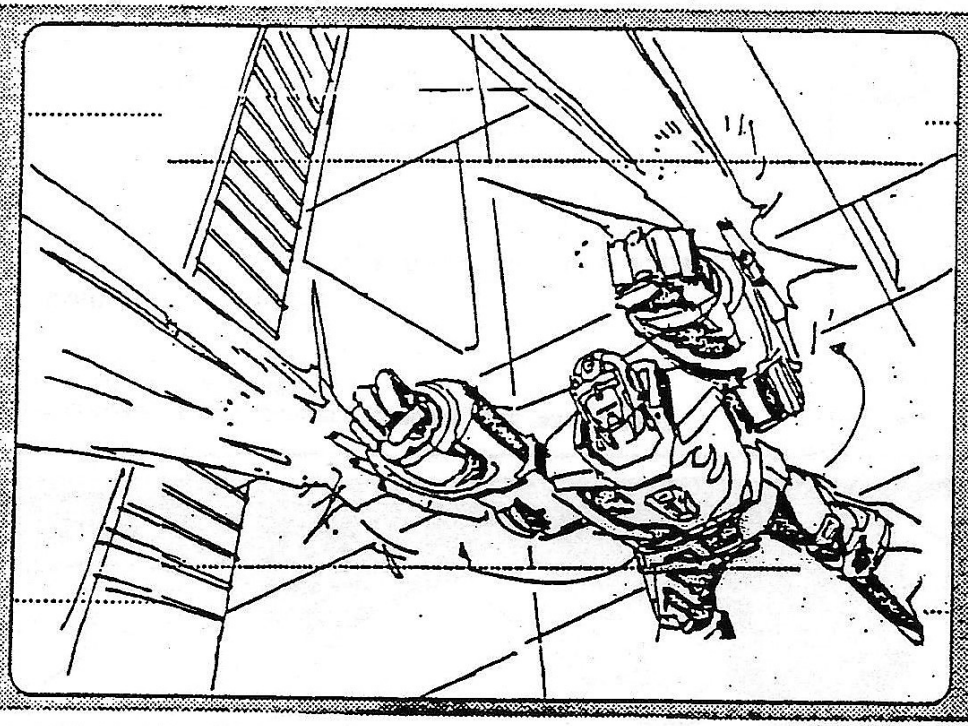
ACTION ...WHICH WE CAN SEE CLEARLY THROUGH THE HOLE IN THE SIDE OF THE SHIP.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 6-42



ACTION L.S. HOT ROD. HE TAKES AIM AND FIRES HIS LASER BLASTERS AT THE O.S. SHUTTLE.

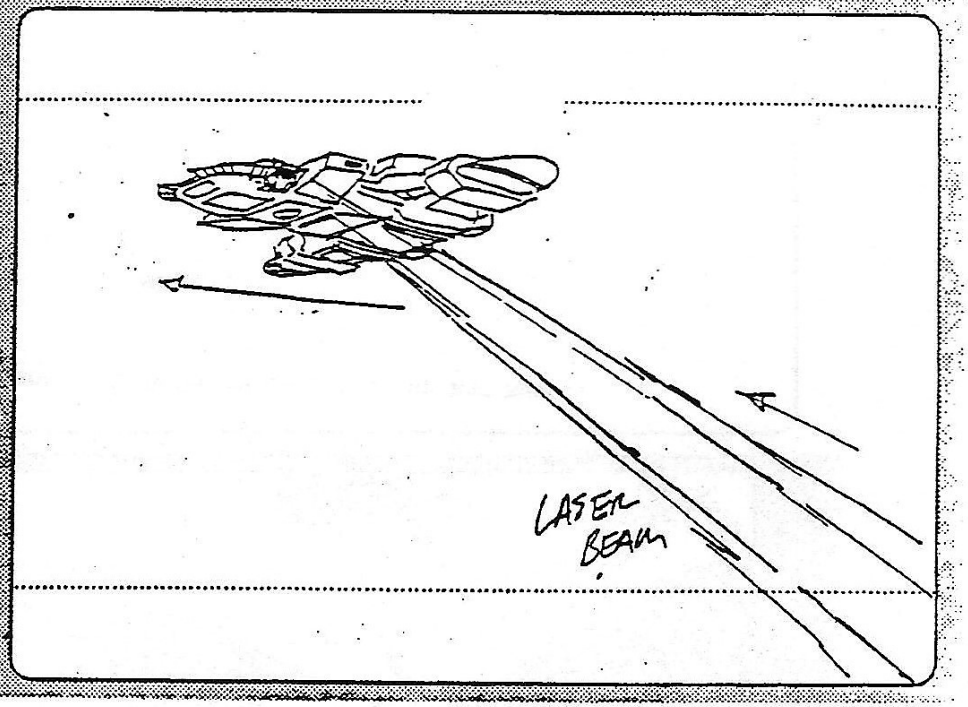
DIAL

MUSIC/SFX

CAMERA

SC. 6-43

SEQ. 6 Page 46



ACTION L.S. THE AUTOBOT SHUTTLE AS HOT ROD'S LASER FIRE STREAKS TOWARDS IT.

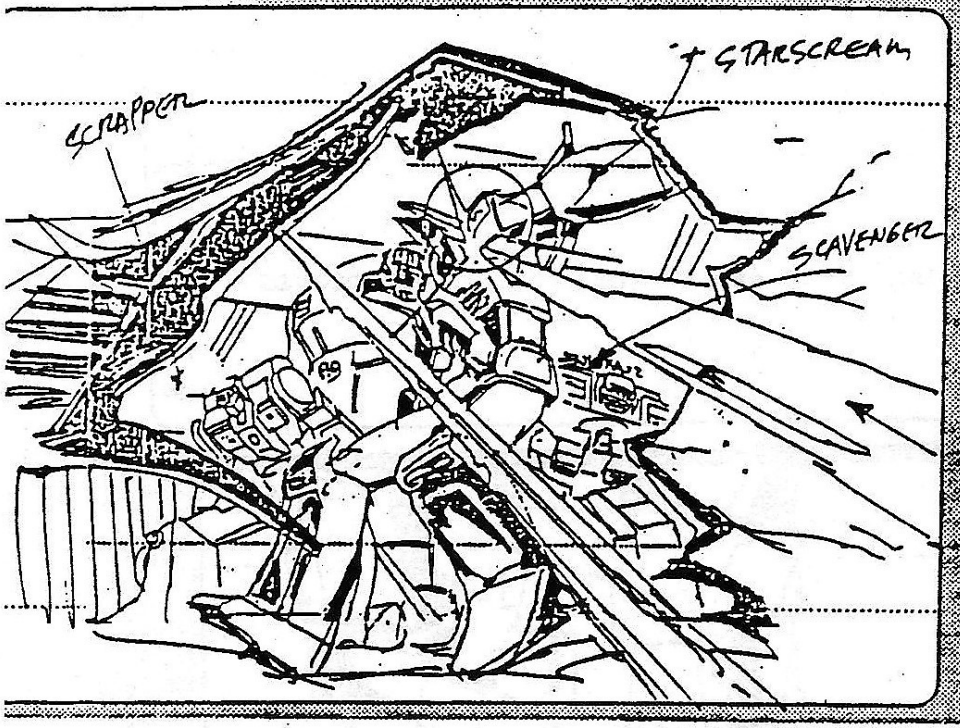
DIAL

MUSIC/SFX

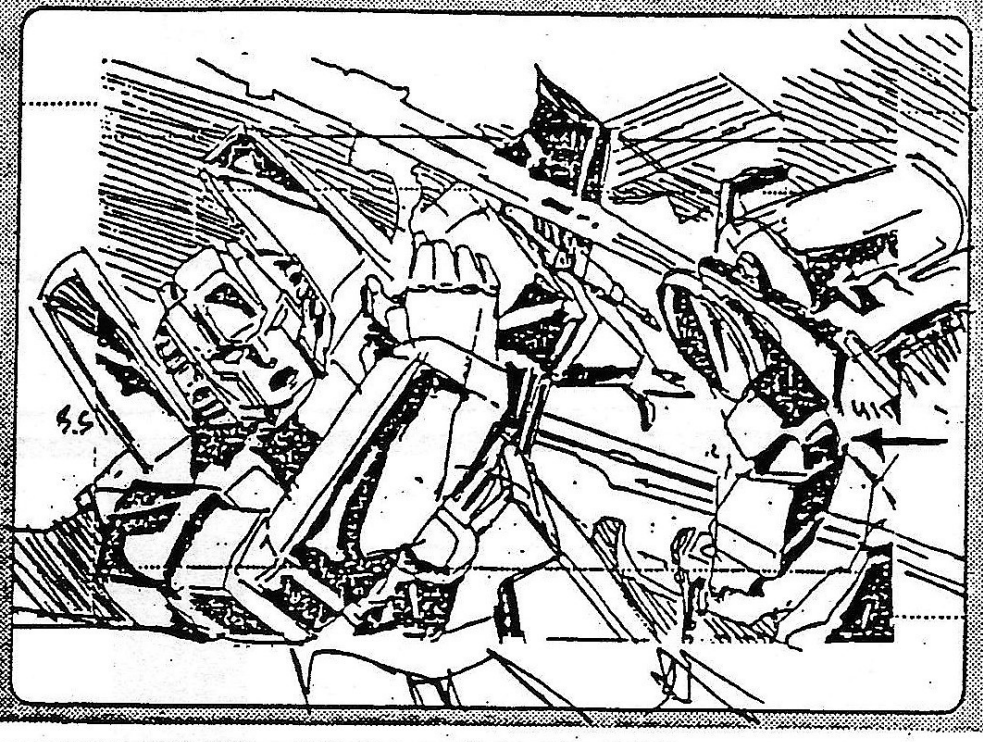
CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-44



SC. 6-45



SEQ. 6 Page 47

ON M.L.S. STARSCREAM, SCRAPPER, SCAVENGER INSIDE THE SHUTTLE. HOT ROD'S LASER FIRE HITS STARSCREAM.

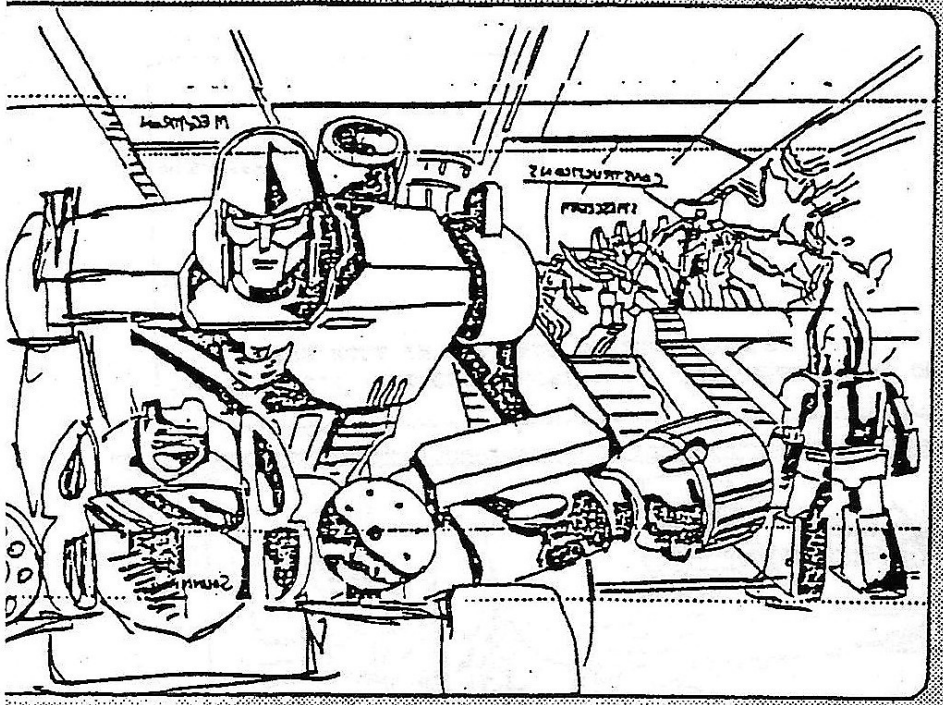
/SFX

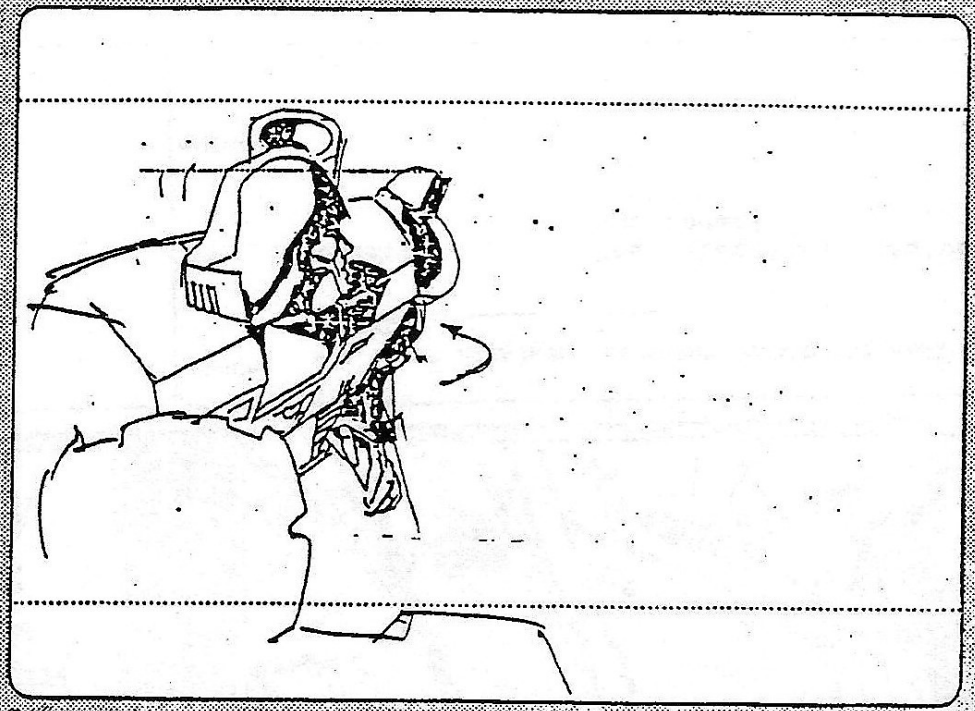
ACTION M.S. STARSCREAM. HE GRABS HIS WOUND WITH HIS HAND.

DIAL STARSCREAM I'm hit!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N M.L.S. INTERIOR THE SHUTTLE. SOUNDWAVE PILOTS THE SHUTTLE. BEHIND HIM STANDS MEGATRON...

SFX

IA

ACTION ...WHO TURNS TO SEE WHAT THE COMMOTION IS. BEHIND HIM ARE THE CONSTRUCTICONS, SHRAPNEL AND STARSCREAM.

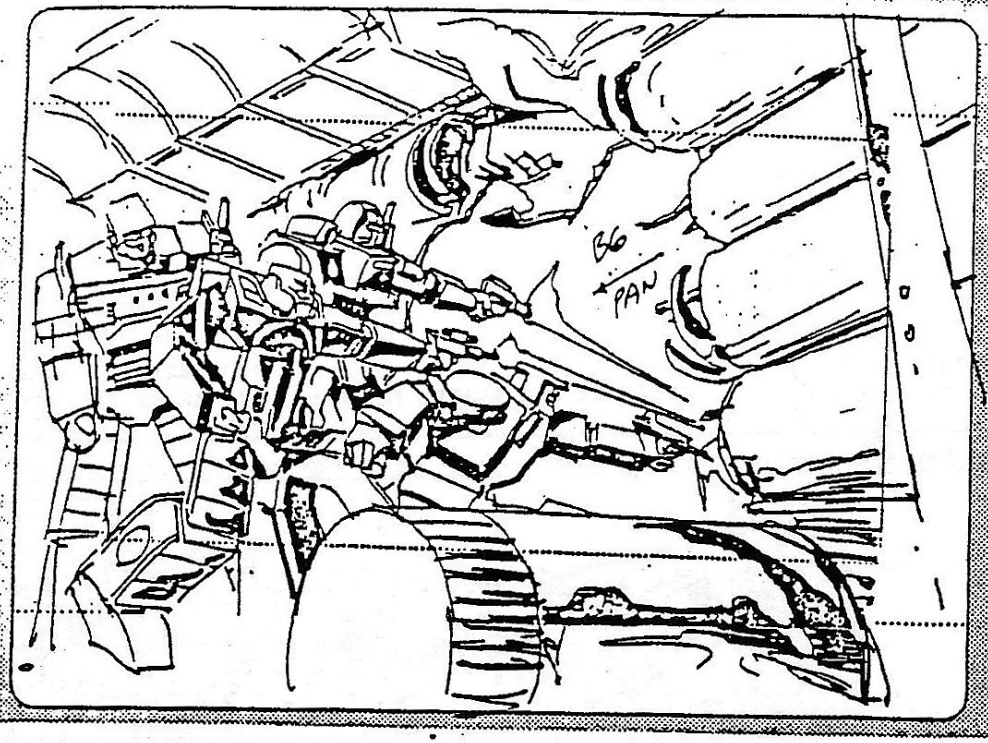
DIAL

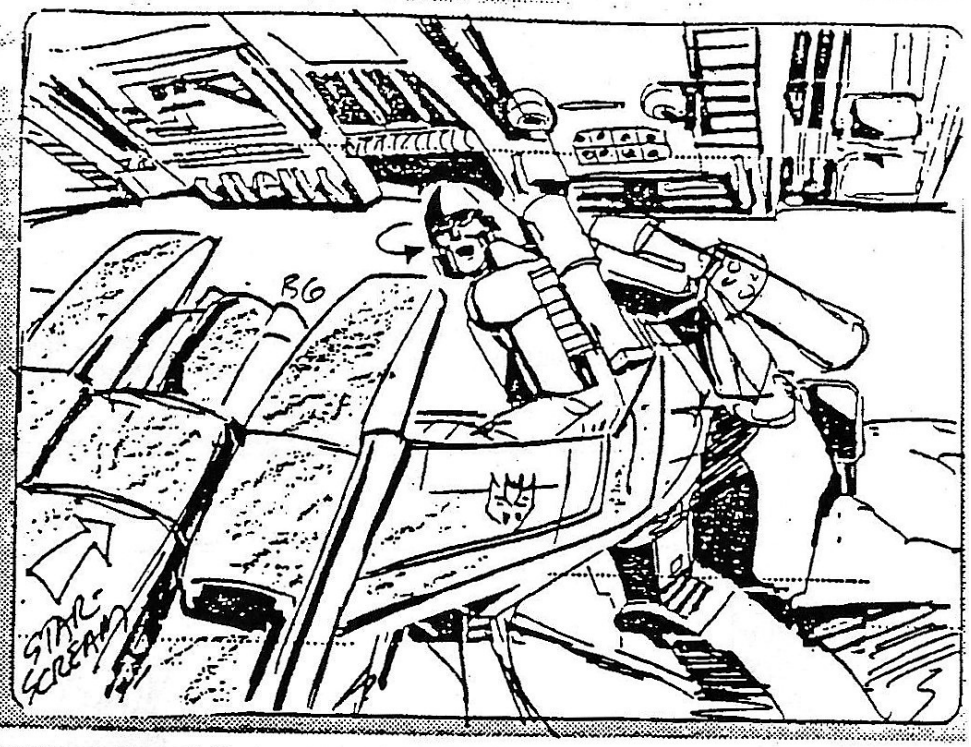
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-40





ACTION M.L.S. THE CONSTRUCTICONS. THEY BLAST AWAY OUT THROUGH THE HOLE IN THE WALL OF THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. TO MEGATRON, HE TURNS TOWARD THE BACK OF THE SHUTTLE.

DIAL MEGATRON You imbeciles! You've blown our cover!

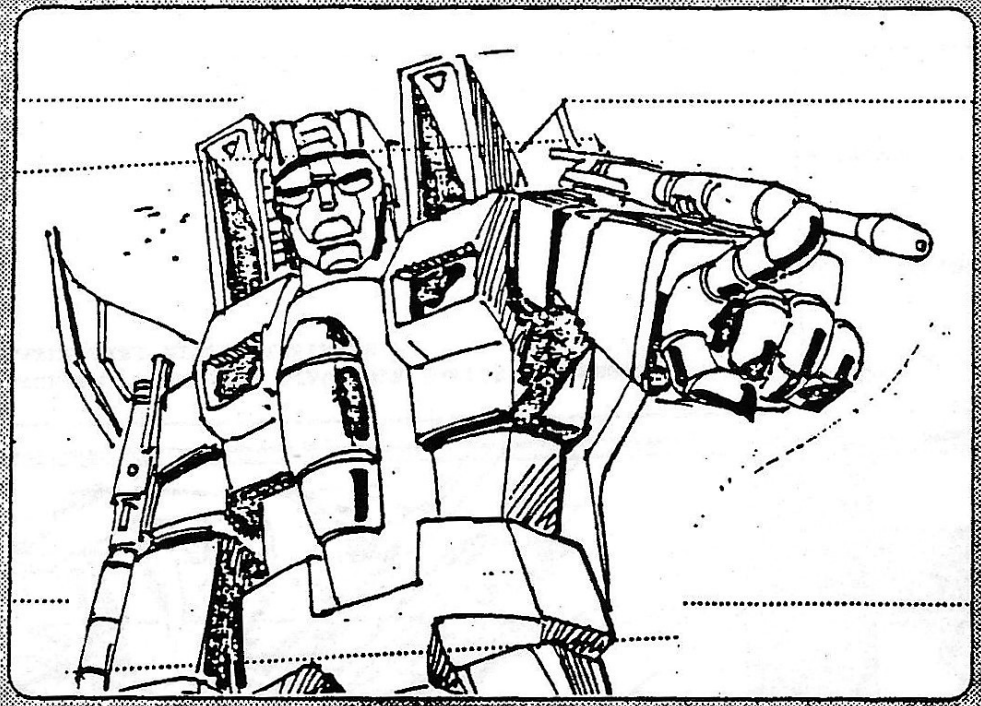
MUSIC/SFX

TF RAW
For Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-48A

SC.

SEQ. 6 Page 49A



NEXT PAGE 50

ACTION

DIAL STARSCREAM (VO) It was your stupid strategy!

MUSIC/SFX

CAMERA

ACTION

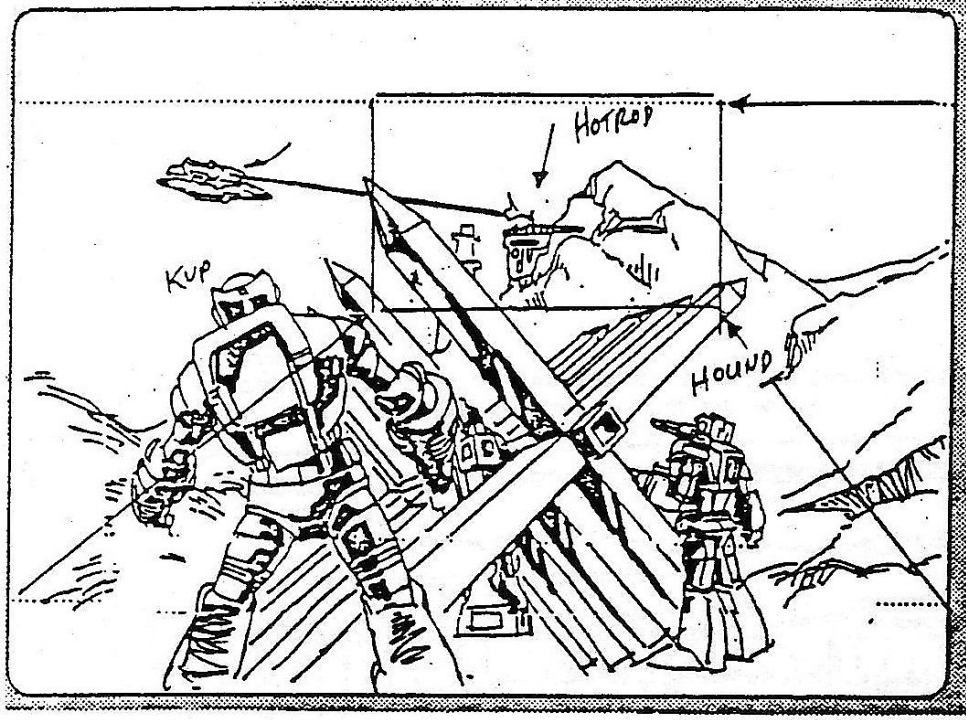
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-49 TRUCK-IN



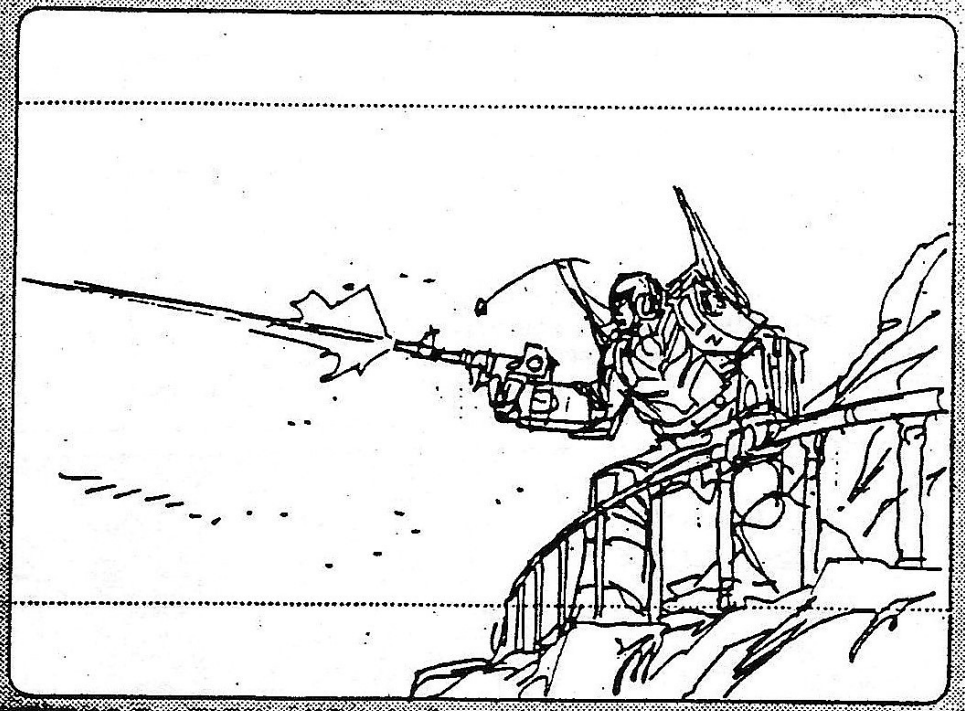
'ION L.S. KUP AND HOUND. THEY ARE STANDING BYTHE METALLIC ROAD BARRIER LOOKING UP AT HOT ROD ON LOOKOUT POINT, FIRING AT THE SHUTTLE.

L KUP What's that darn fool doing?

IIC/SFX

IERA

SC. 6-50 SEQ. 6 Page 50



ACTION M.L.S. HOT ROD. HE FIRES HIS LASER PISTOL AT THE O.S. SHUTTLE.

DIAL

MUSIC/SFX

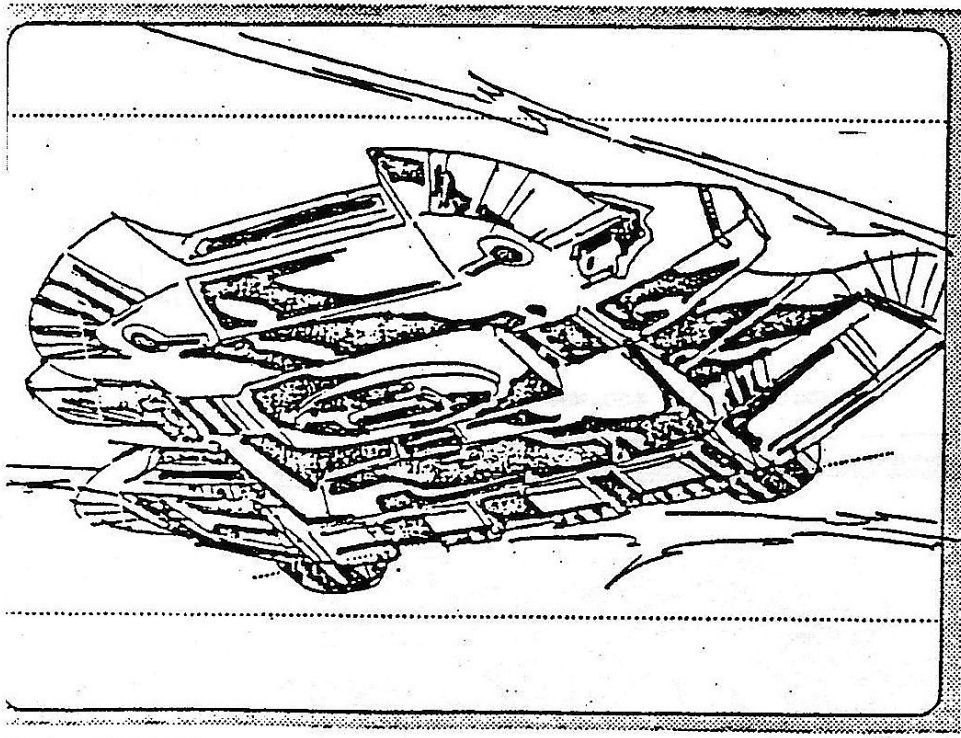
CAMERA

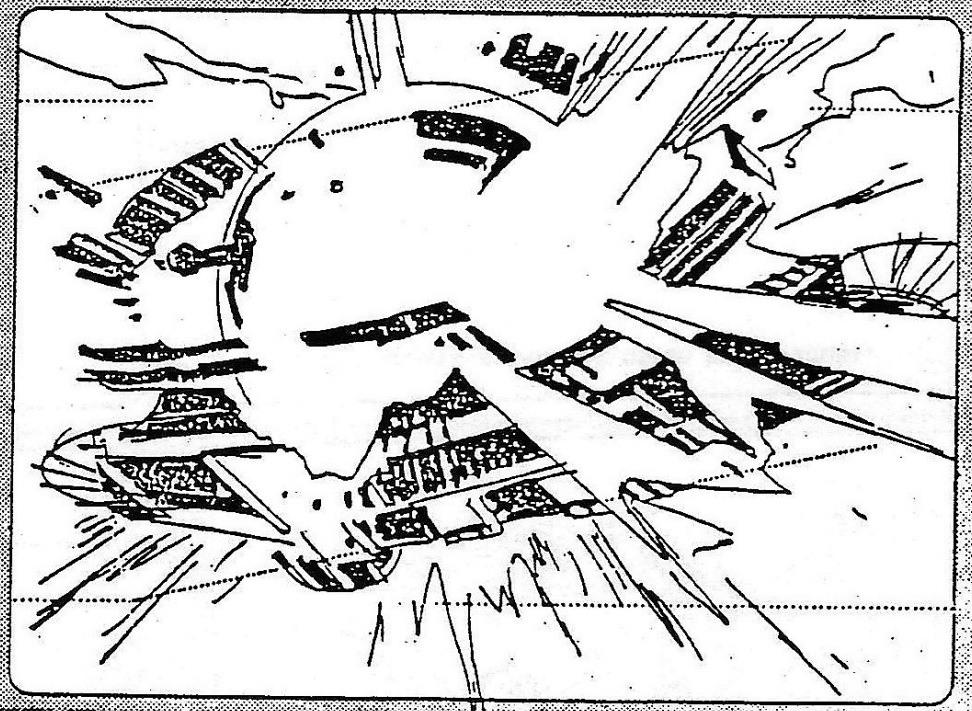
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-51.

SC. CONT.

SEQ. 6 Page 51





ION

M.L.S. THE SHUTTLE AS IT IS...

IC/SFX

EFA

ACTION

...HIT BY HOT ROD'S BLAST...

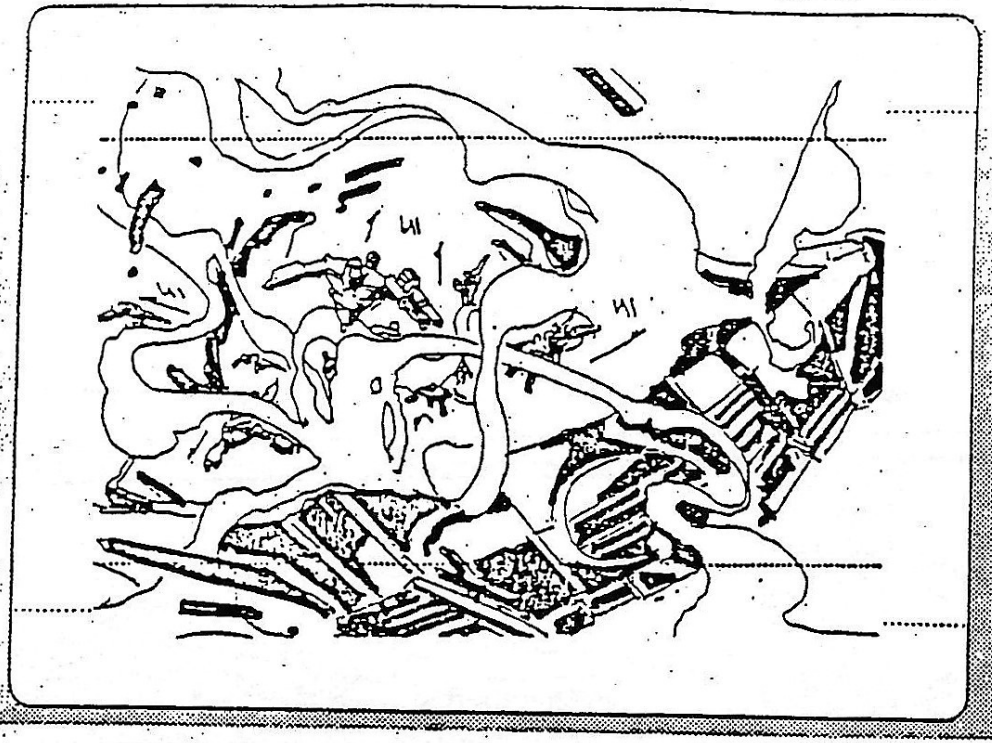
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. C-51



ACTION ...IT EXPLODES AND FROM OUT OF THE WRECKAGE...

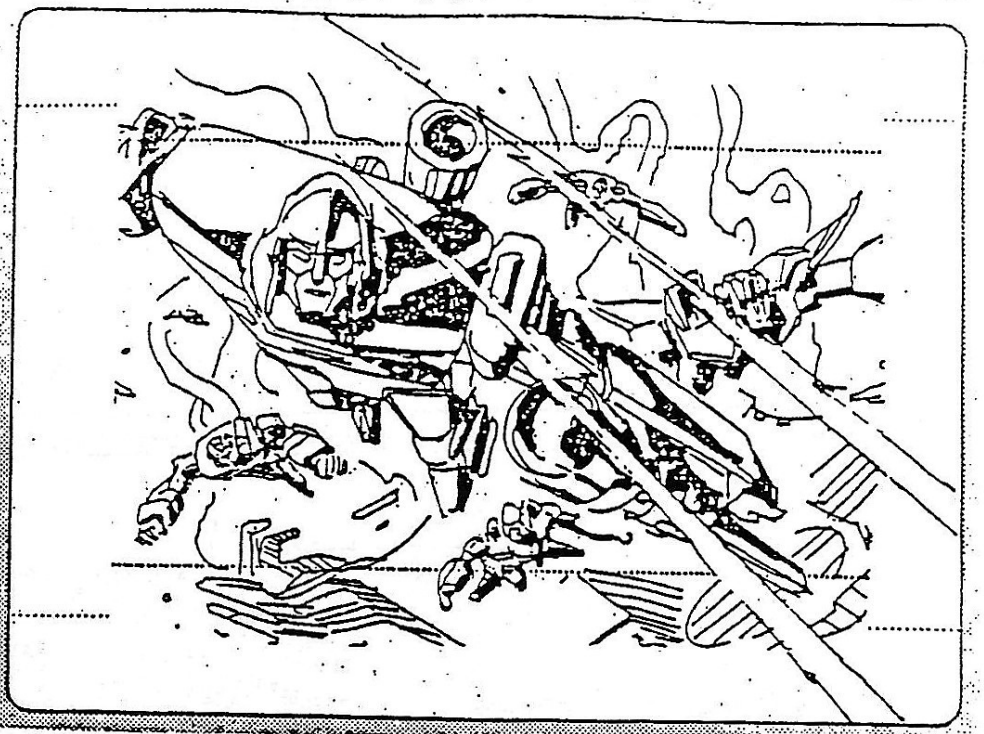
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 6 Page 51

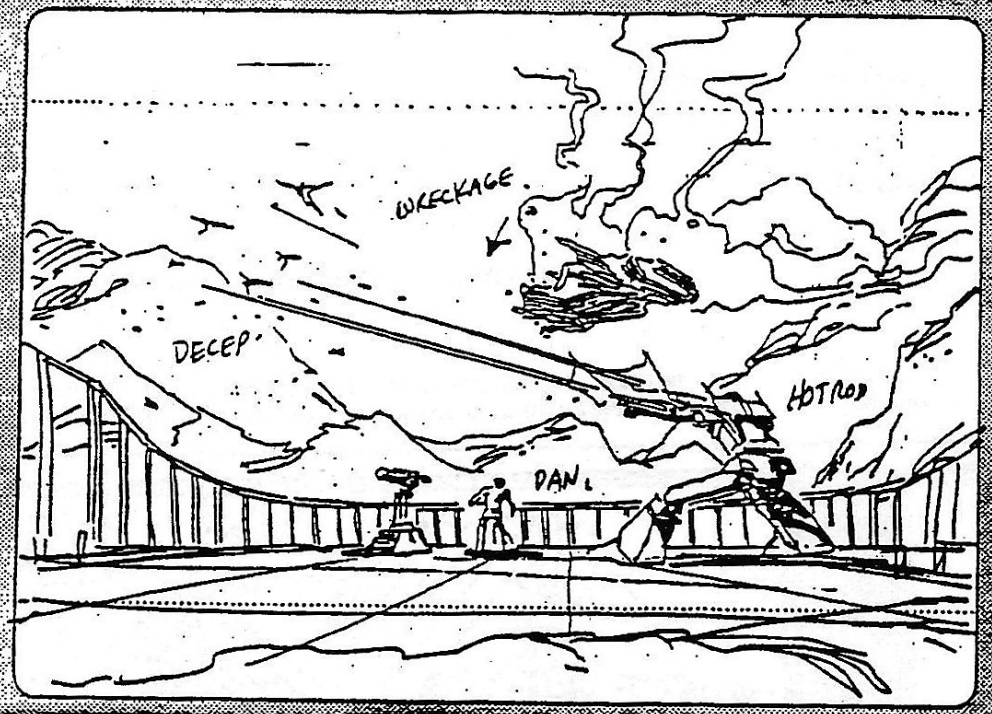


ACTION ...FLY MEGATRON AND THE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

SC. 6-52.



ACTION L.S. HOT ROD AND DANIEL ON LOOKOUT POINT. HOT ROD FIRES ON THE DECEPTICONS AS THE WRECKAGE OF THE SHUTTLE PLUNGES TO EARTH.

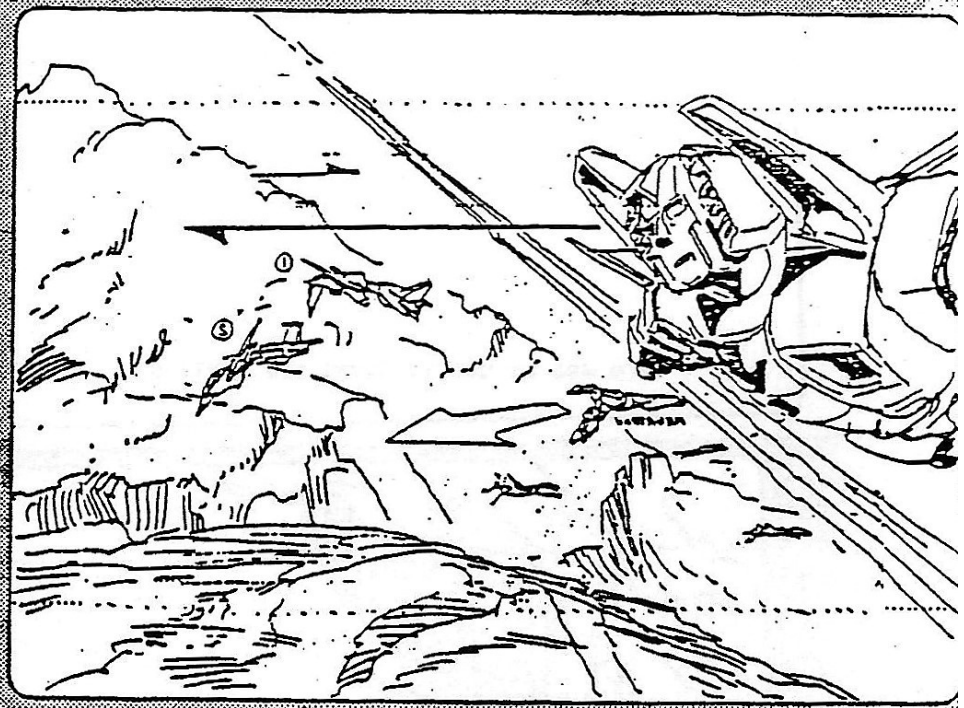
DIAL

MUSIC/SFX

CAMERA

SC. 6-53

SEQ. 6 Page 53



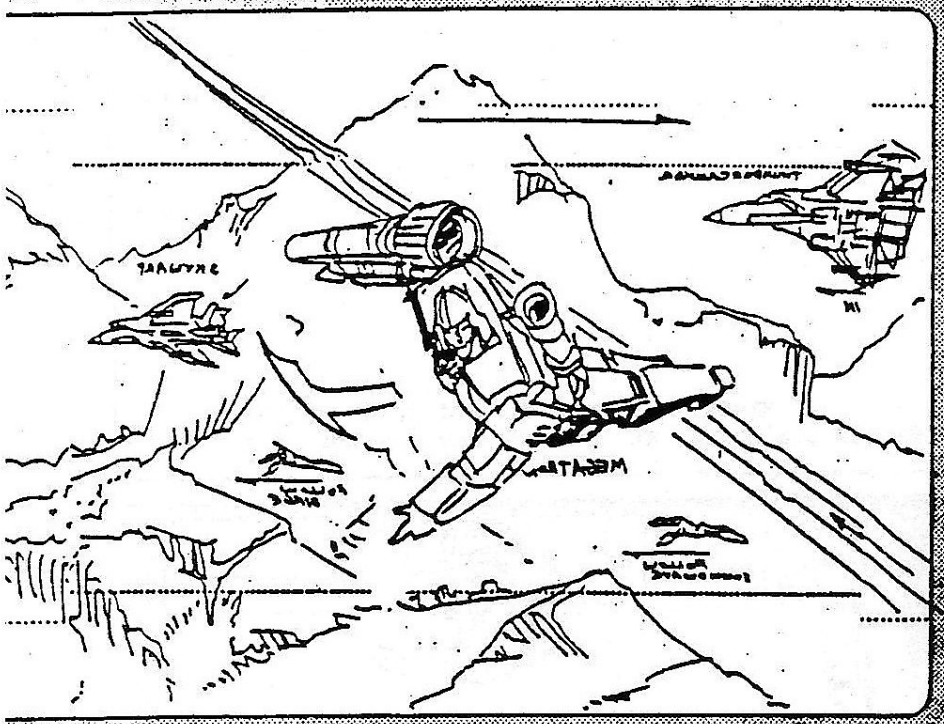
ACTION X.L.S. THE DECEPTICONS. WE FOLLOW THEM AS THEY FLY OVER THE MOUNTAINS TOWARD AUTOBOT CITY (O.S.). STARSCREAM IS IN THE FOREGROUND. MEGATRON AND THE OTHERS ARE IN THE DISTANCE. SKYWARP TRANSFORMS INTO HIS JET MODE.

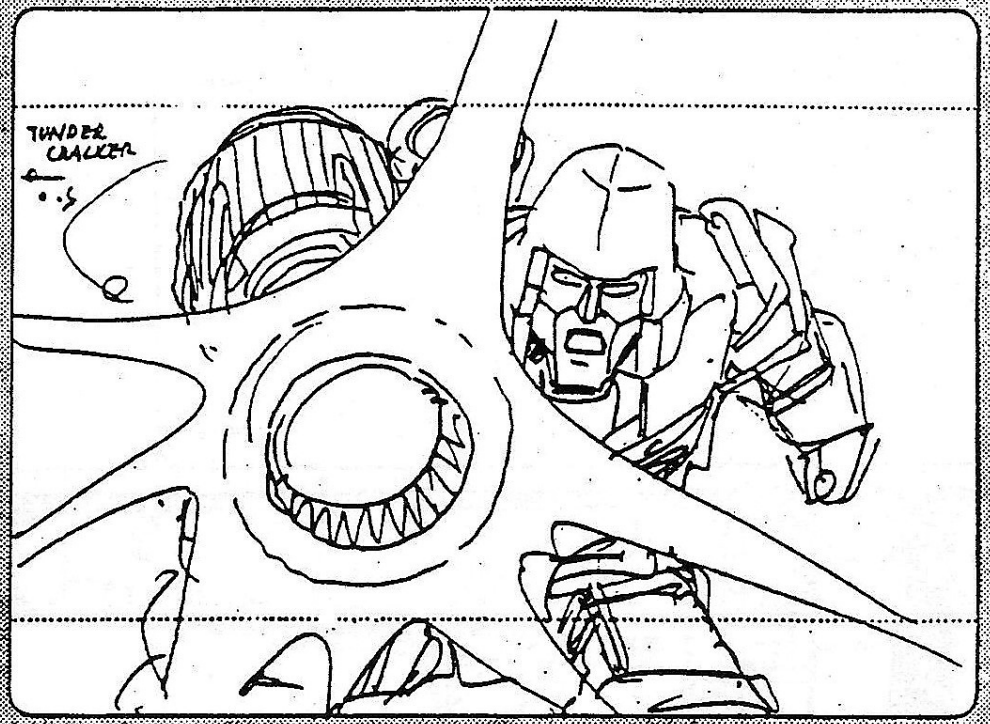
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





MEGATRON BANKS TOWARD CAMERA...

MEGATRON (SHOUTING TO FORCES)
Attack!

FX

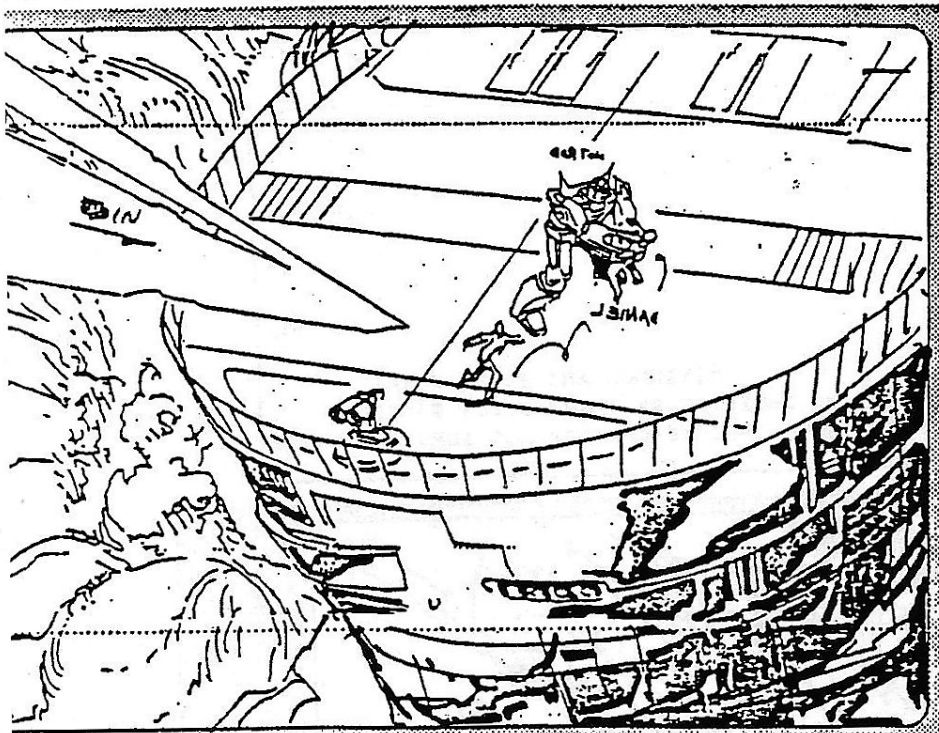
ACTION ...HE MOVES INTO A CLOSE STATIONARY POSITION AND FIRES HIS CANNON AT THE (O.S.) HOT ROD.

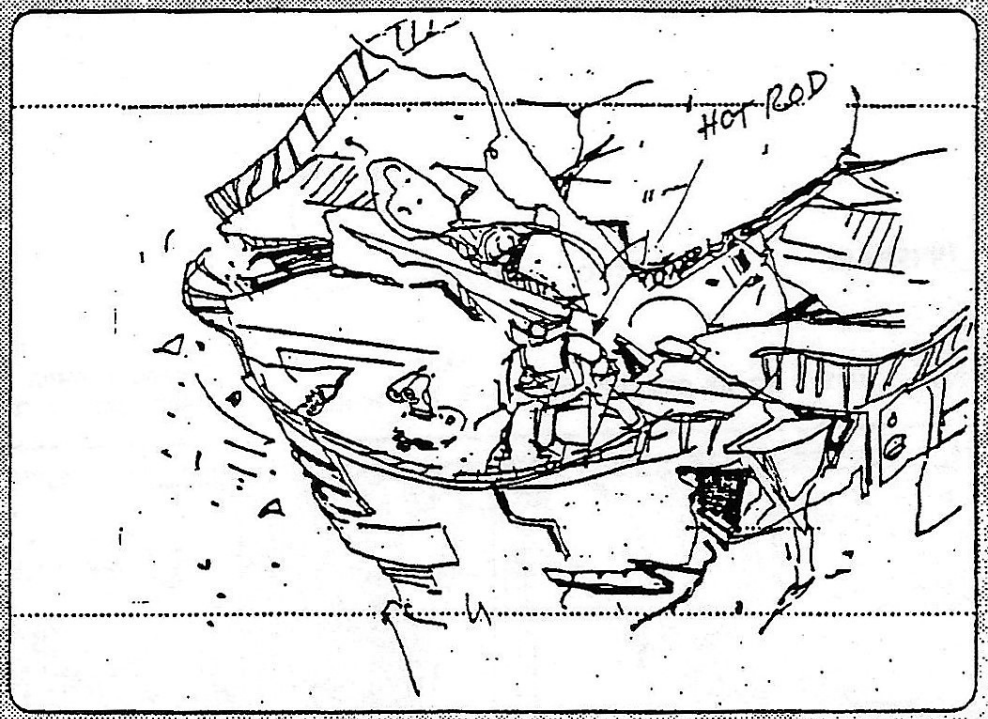
DIAL
(HE LOOKS DOWN AND FIRES)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





X.L.S. HOT ROD AND DANIEL ON LOOKOUT POINT. DANIEL RUNS FOR SAFETY INTO HOT ROD'S ARMS, AS MEGATRON'S BLAST STREAKS TOWARD THEM AND...

HOT ROD Daniel!

FX

ACTION ...EXPLODES! DESTROYING A SECTION OF LOOKOUT POINT WHICH CRUMBLES AWAY.

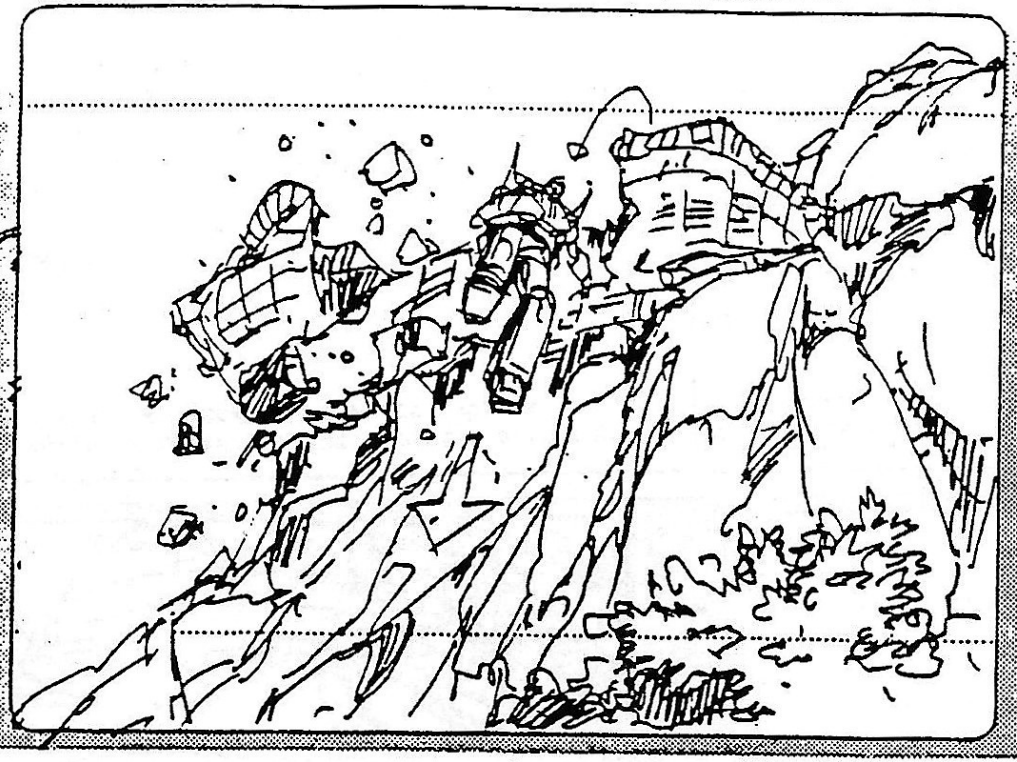
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

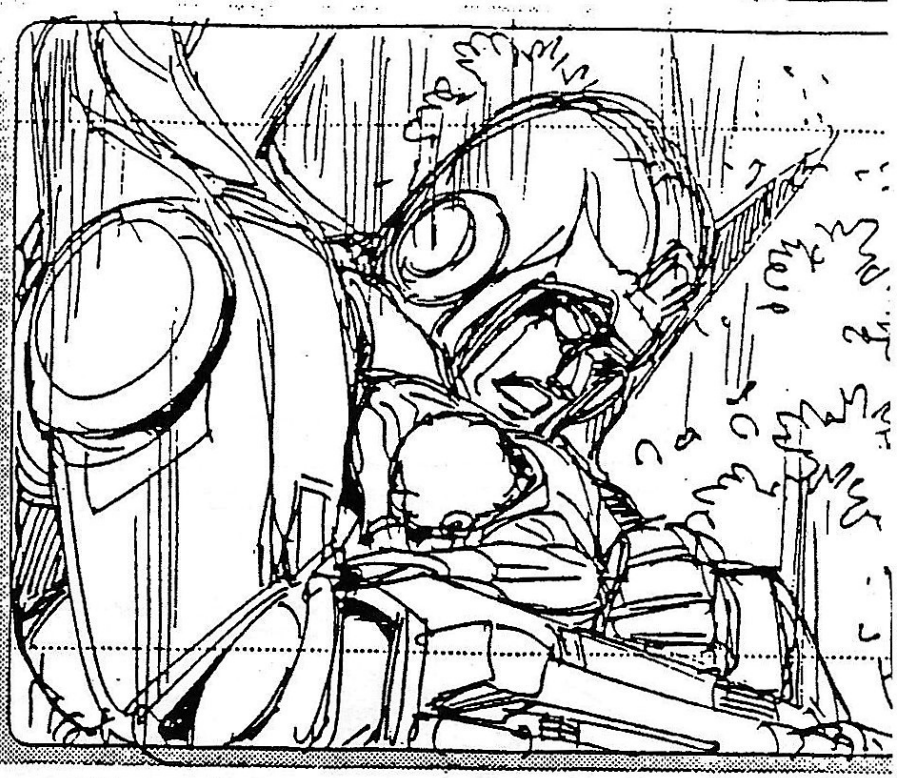
SC. 0-1-5 Follow pan SC. CONT SEQ. PAGE



ACTION UP SHOT HOT ROD AND DANIEL. HOT ROD WITH DANIEL IN HIS ARMS, JUMPS FOR SAFETY, AS SECTIONS OF LOOK OUT POINT TUMBLE DOWN THE SIDE OF THE MOUNTAIN.

DIAL

MUSIC/SFX



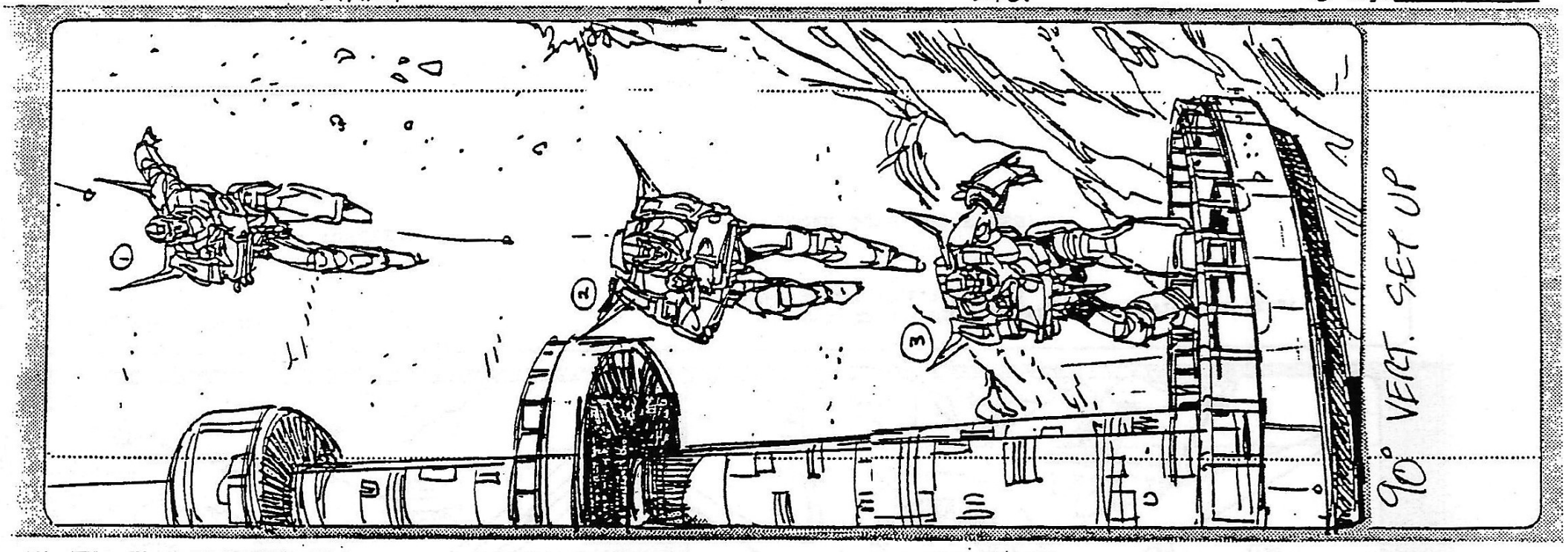
ACTION WE PAN WITH HOT ROD AS HE FALLS. THEN HE GAINS AND PASSI O.S.

DIAL HOT ROD DANIEL Aaaaahh!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-56 START → PAN STOP SEQ. 6 Page 57



ACTION L.S. HOT ROD AND DANIEL. WE FOLLOW HOT ROD AS HE FALLS, AND LANDS ON THE PLATFORM OF A TOWER.

DIAL

MUSIC/SFX

CAMERA

ACTION

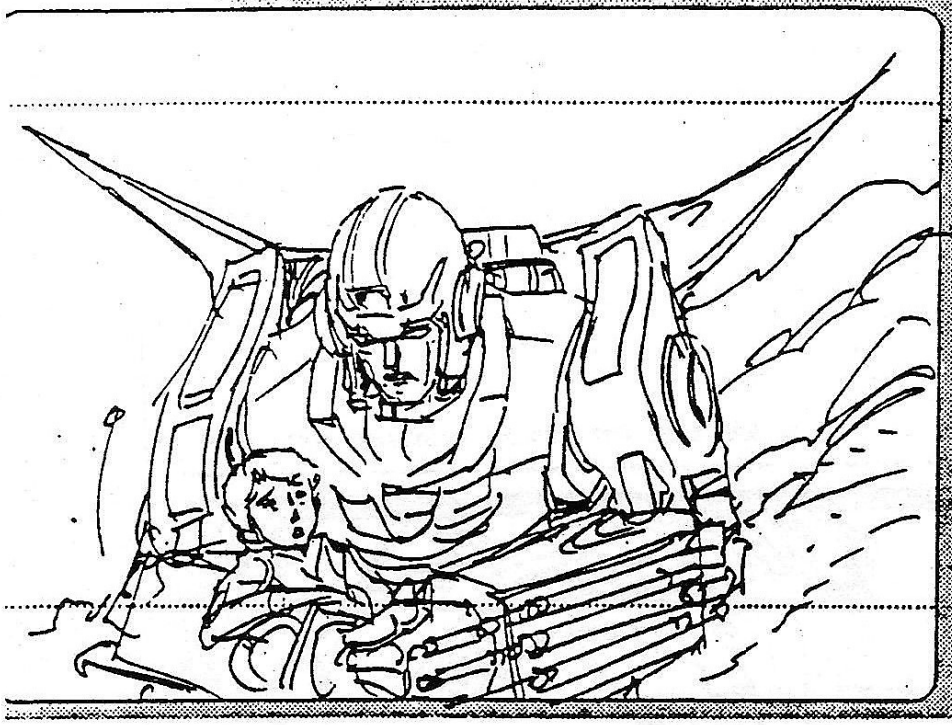
DIAL

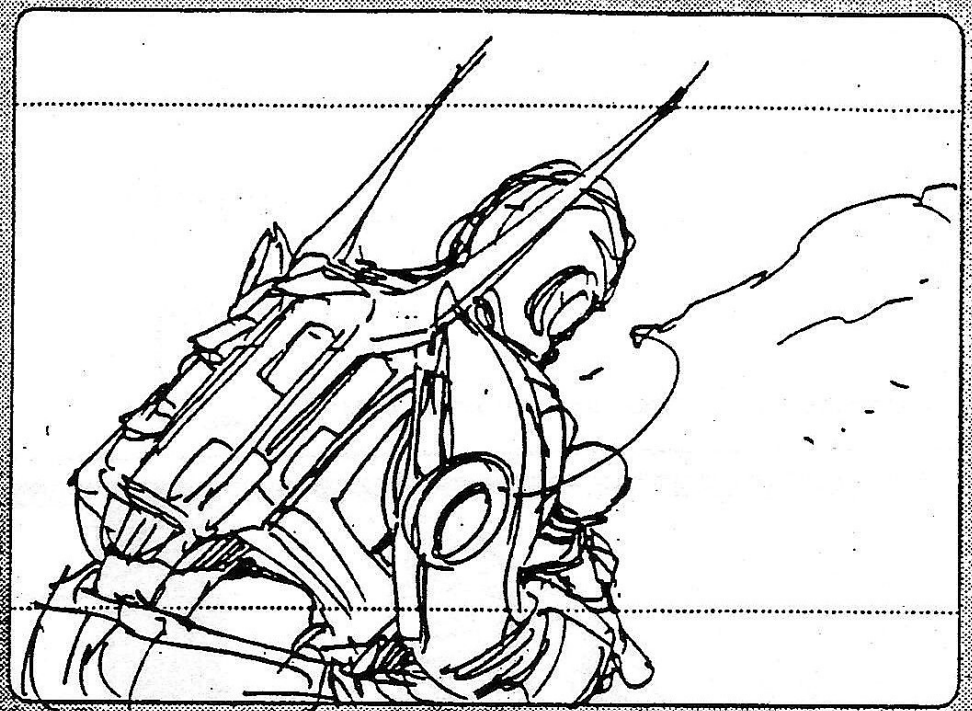
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-57. SC.CONT SEQ. 6 Page 58





ON M.S. HOT ROD AND DANIEL. HOT ROD STRAIGHTENS UP AND THEN...

ACTION ...TURNS TO LOOK BEHIND.

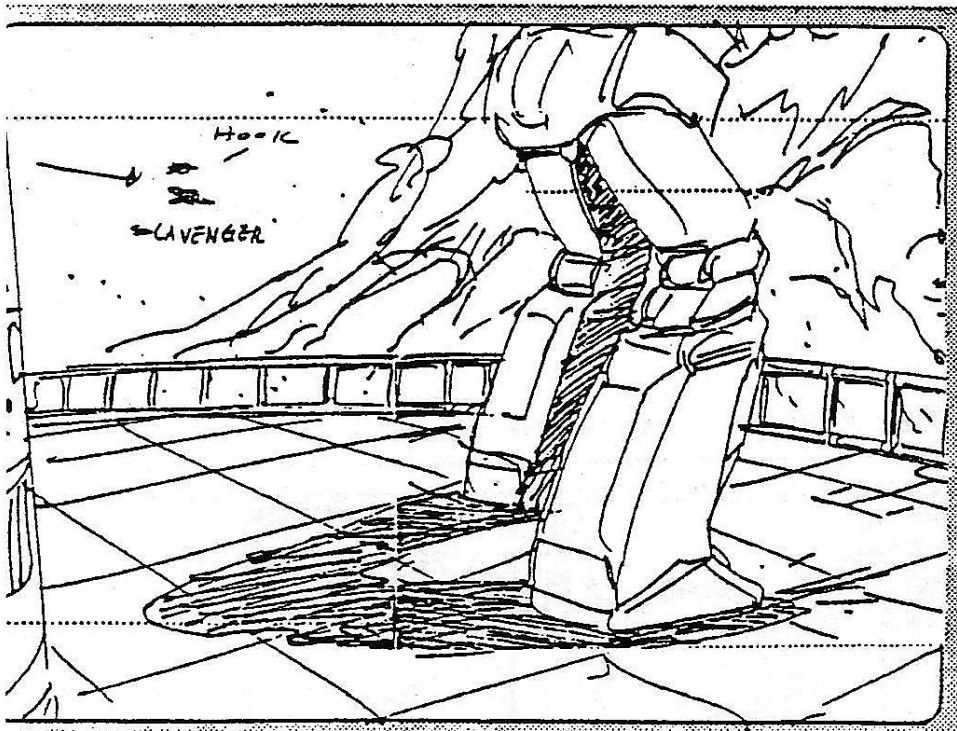
DIAL

MUSIC/SFX

CAMERA

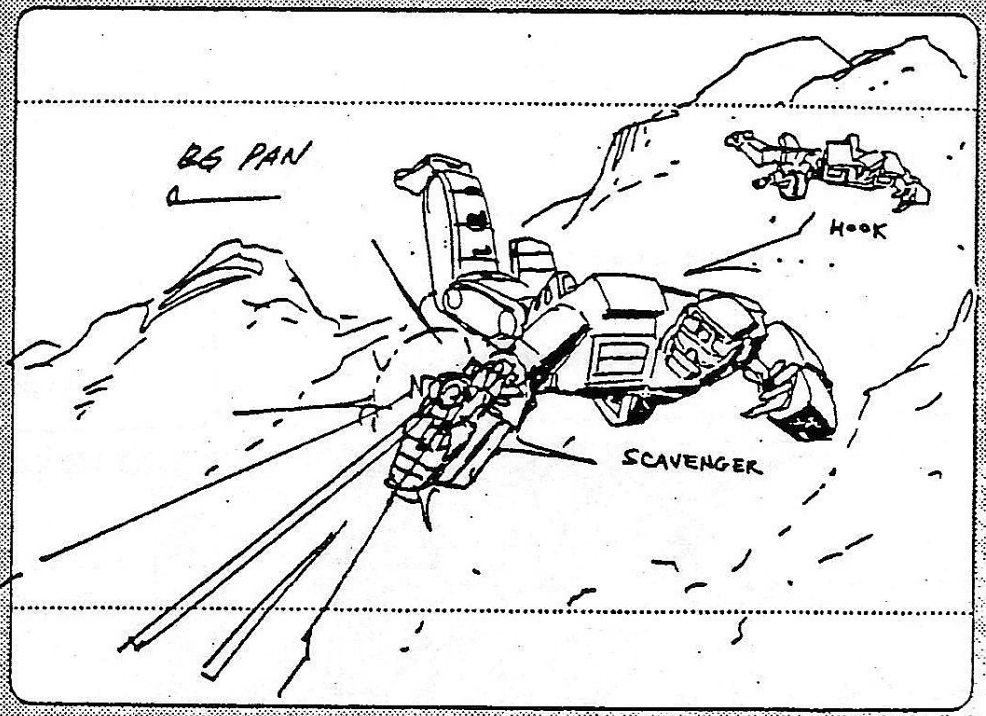
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-58



SC. 6-59

SEQ. 6 Page 59



ON L.S. PAST HOT ROD'S LEGS, OF SCAVENGER AND HOOK, FLYING TOWARD THEM.

MUSIC/SFX

CAMERA

ACTION L.S. SCAVENGER AND HOOK. SCAVENGER FIRES SEVERAL BLASTS AT HOT ROD (O.S.).

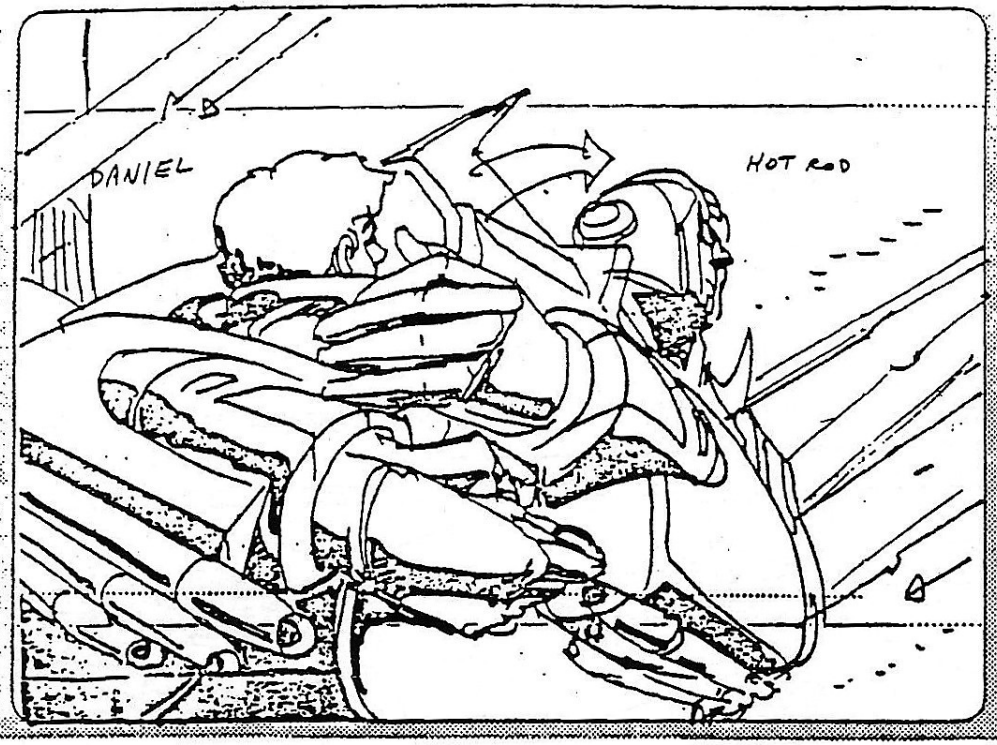
DIAL

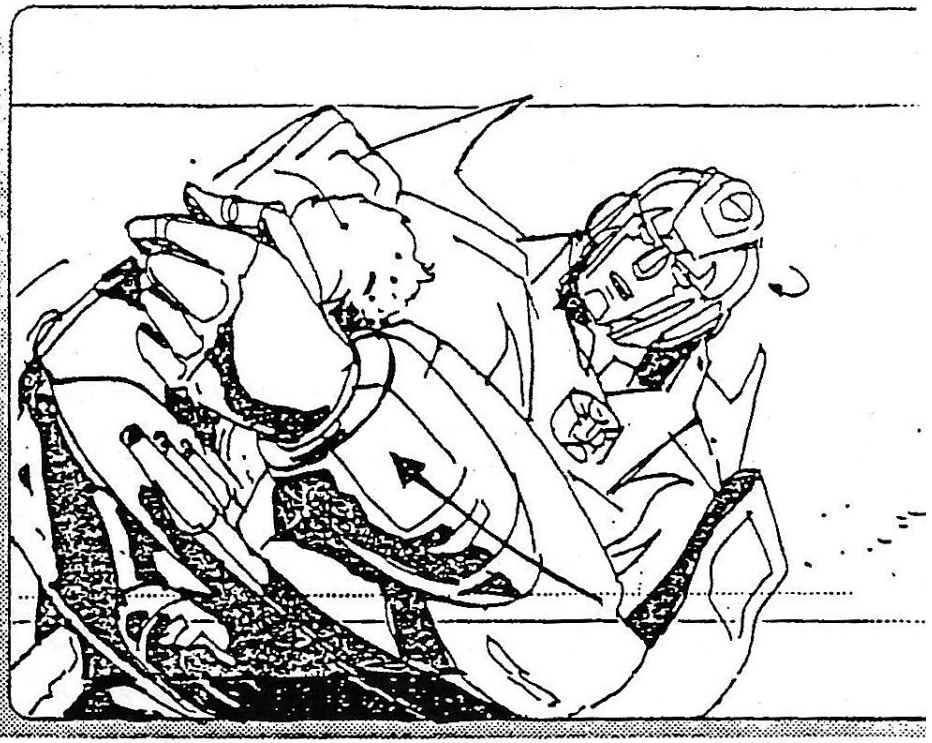
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-6 SC. CONT SEQ. 5 Page 66





ACTION M.S. HOT ROD AND DANIEL. SCAVENGER'S LASER FIRE STREAKS PAST, THEN...

DIAL

MUSIC/SFX

ACTION ...HOT ROD BRACES DANIEL...

DIAL HOT ROD Hang on!

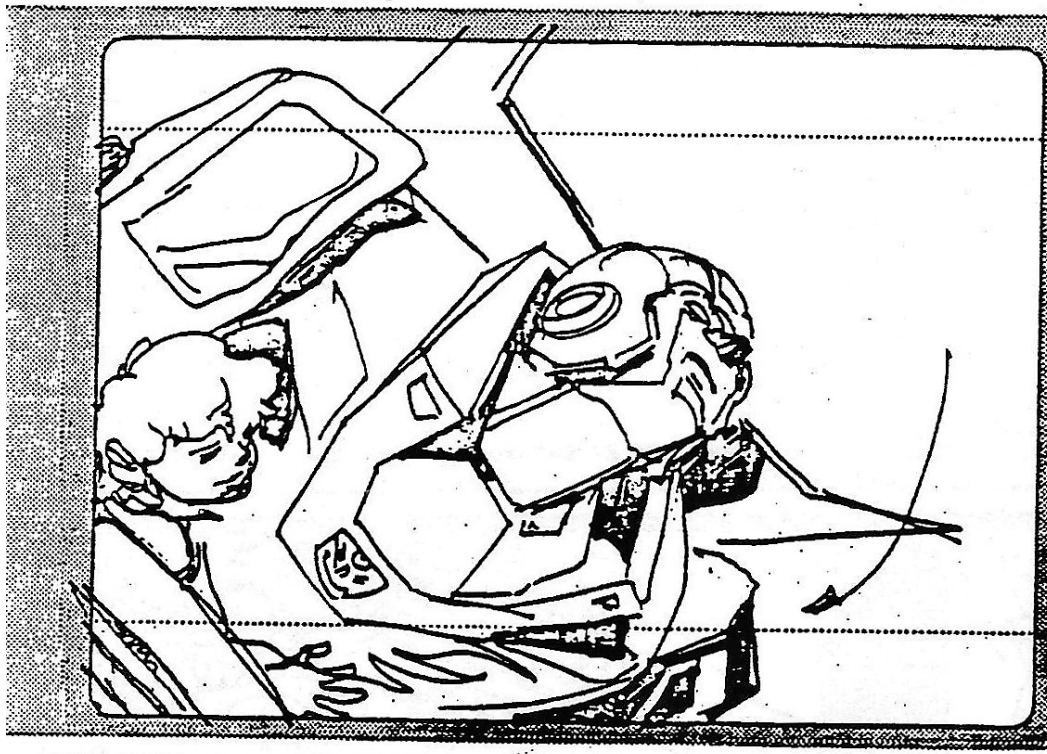
MUSIC/SFX

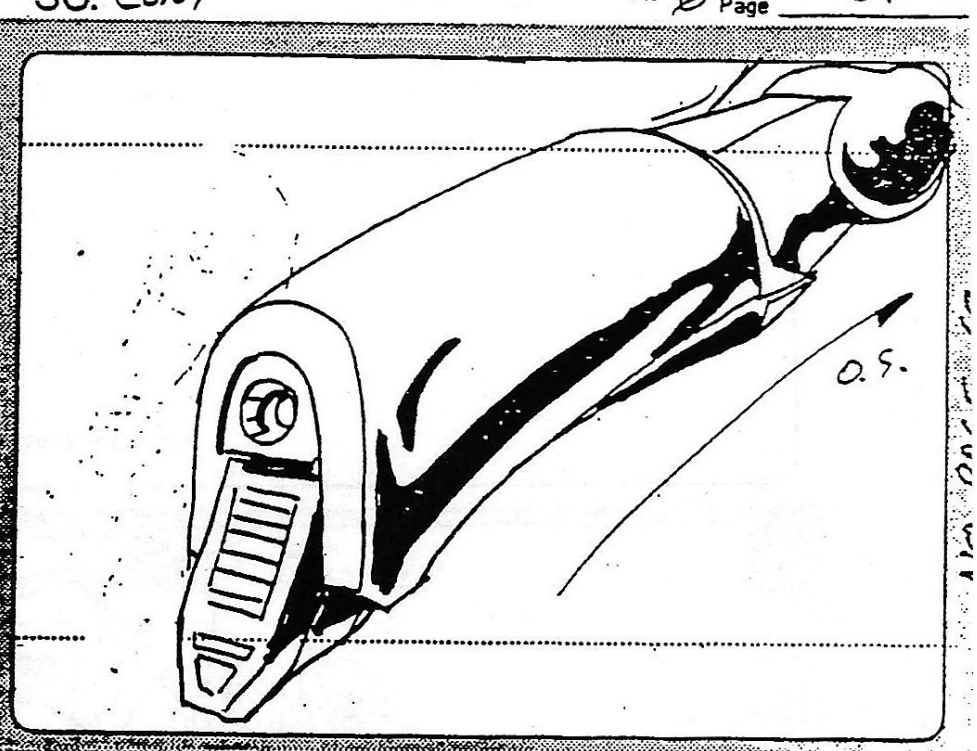
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 6-60

SC. CONT

SEQ. 6 Page 61





ACTION ...HE CAREFULLY JUDGES THE DISTANCE...

DIAL

MUSIC/SFX

CAMERA

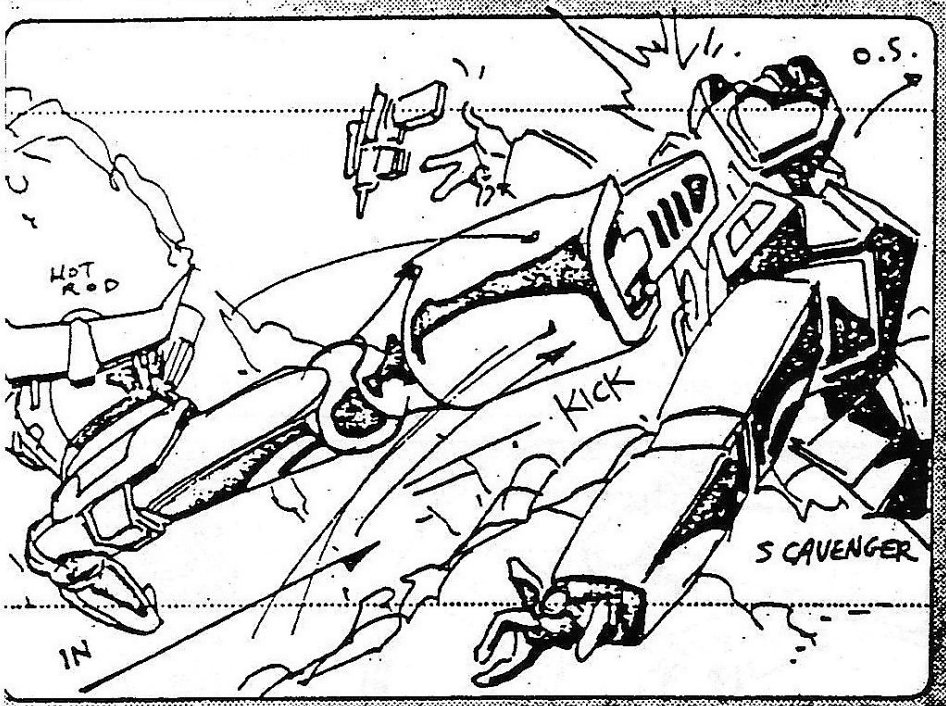
ACTION ...THEN, WITH ALL HIS POWER, JUMPS HIGH INTO THE AIR.

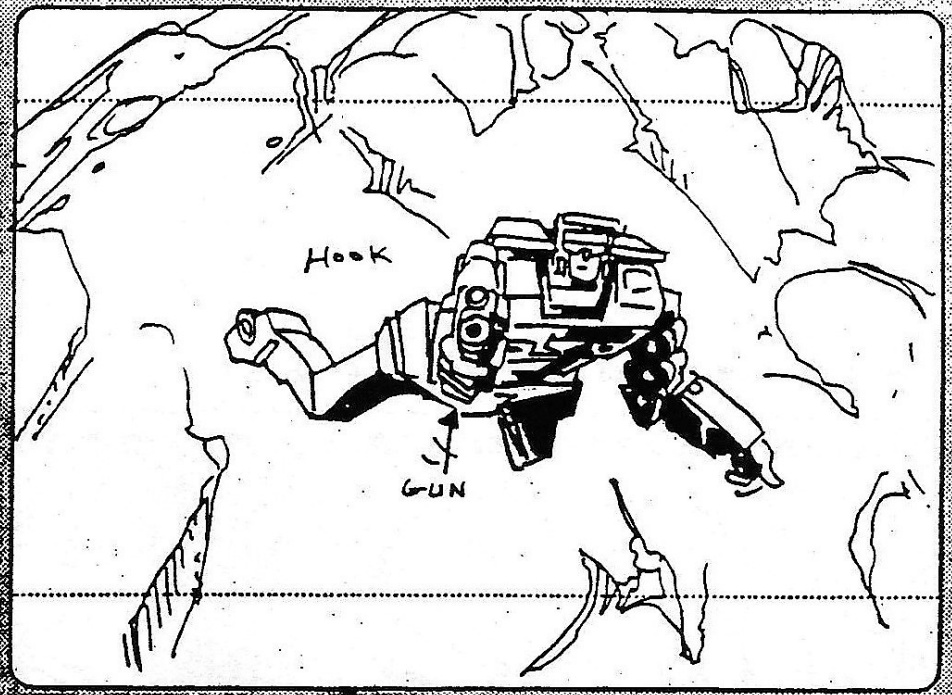
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO PAGE 62
NO SCENE 61

N L.S. HOT ROD, DANIEL, AND SCAVENGER. SCAVENGER HOVERING IN THE AIR, DOES NOT HAVE TIME TO DODGE HOT ROD, WHO FLIES INTO SCENE, AND SWINGS OUT HIS LEG, KICKING SCAVENGER IN THE CHEST AND SENDING HIM FLYING O.S.

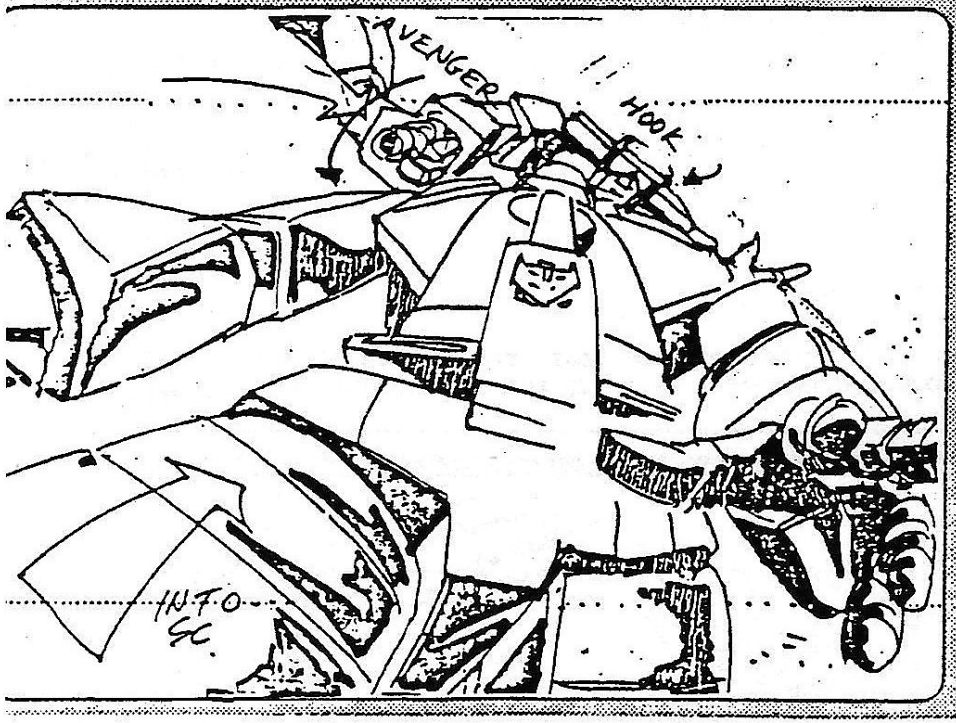
/SFX

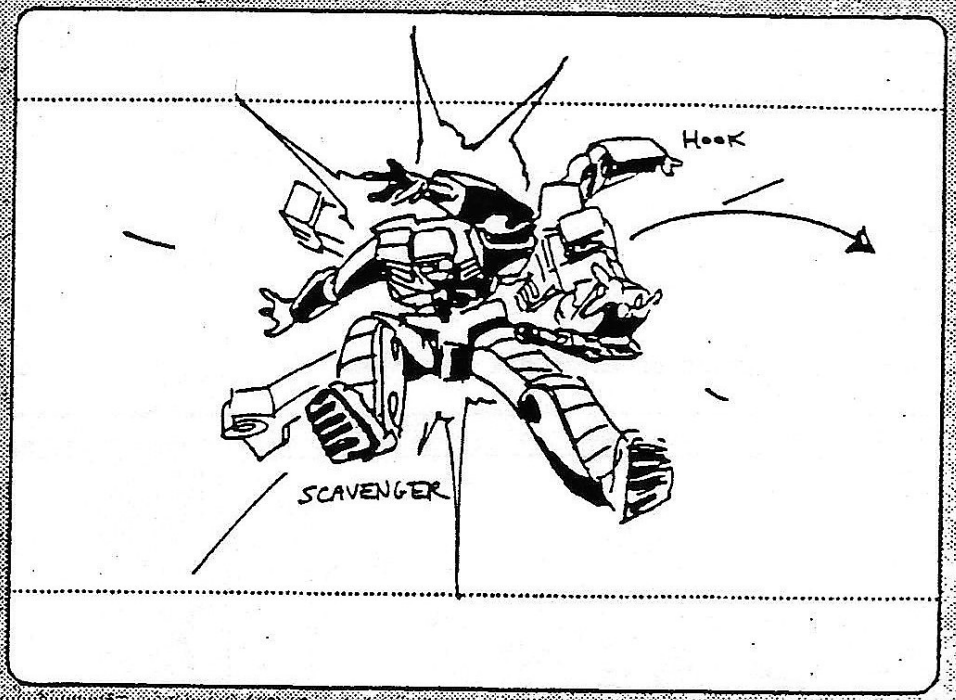
ACTION M.L.S. HOOK. HE IS HOVERING, TRYING TO GET A CLEAR SHOT AT HOT ROD, WHEN...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON ...SUDDENLY SCAVENGER COMES SAILING INTO THE SCENE.

C/SFX

RA

ACTION ...AND KNOCKS INTO HIM. HIS IMPACT CARRIES THEM BOTH BACK.

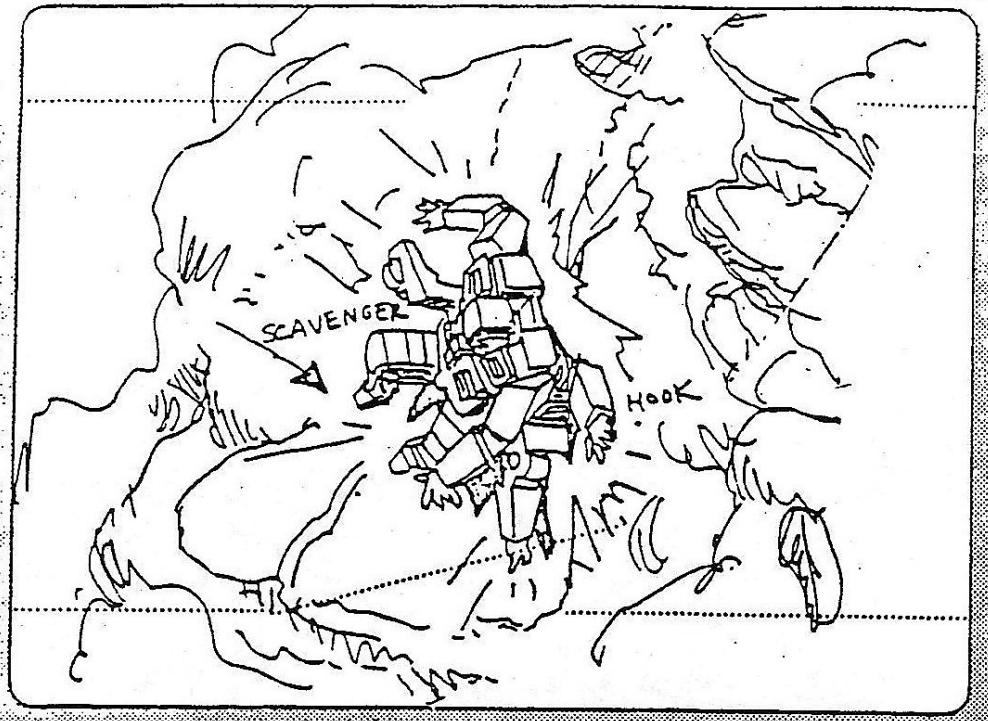
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]



ACTION L.S. THE FACE OF THE CLIFF AS SCAVENGER AND HOOK FLY INTO THE SCENE AND SMASH INTO THE ROCK WALL...

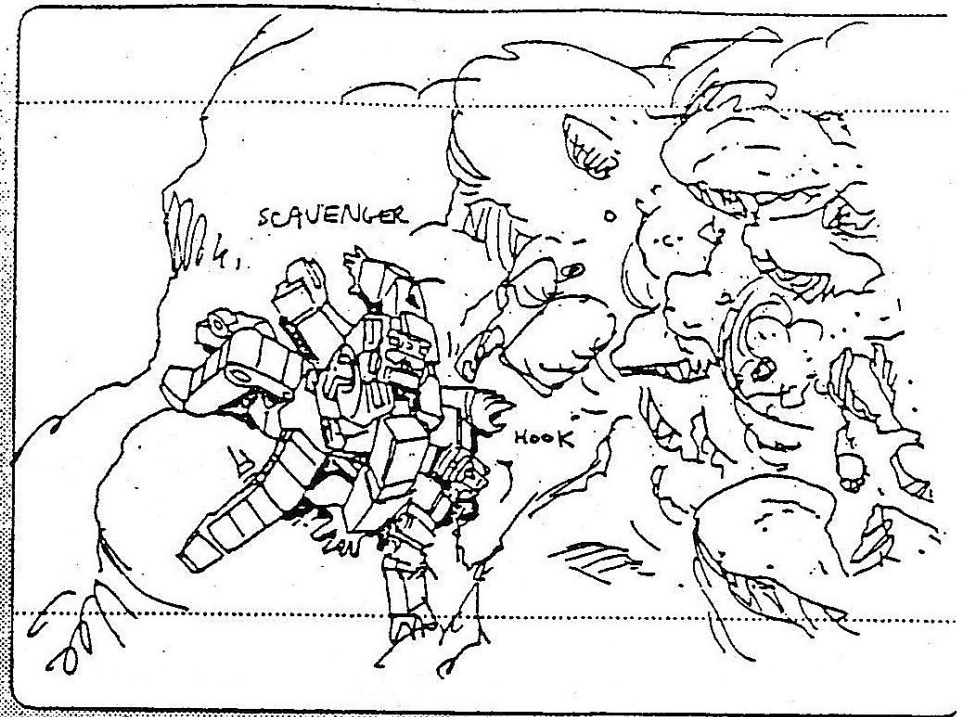
DIAL

MUSIC/SFX

CAMERA

SC. [illegible]

Page [illegible]



ACTION ...CAUSING A LANDSLIDE TO START. THEY LOOK UP IN FEAR.

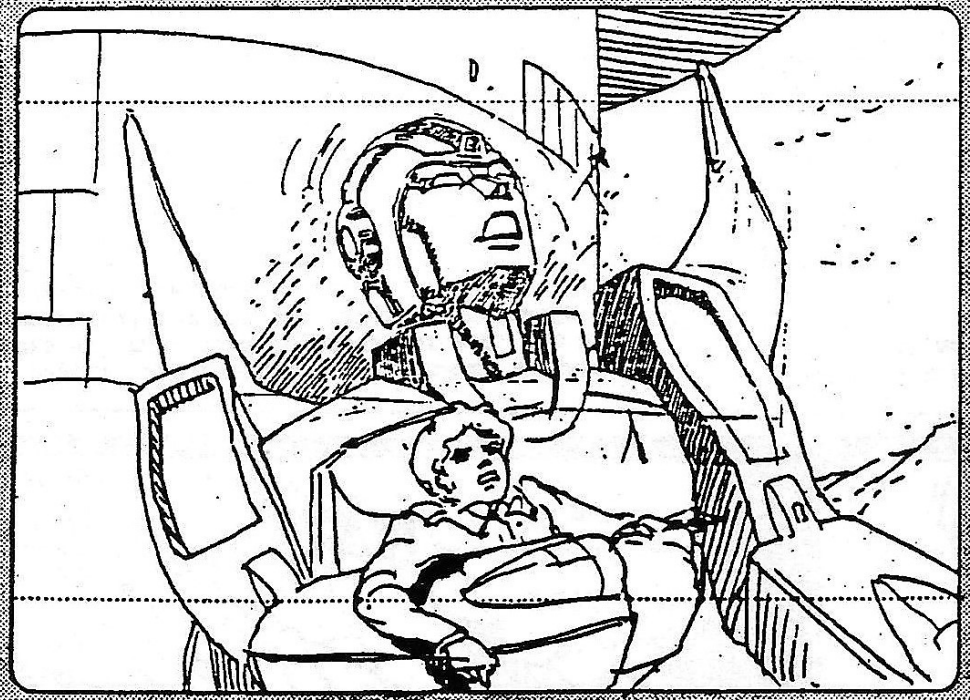
DIAL

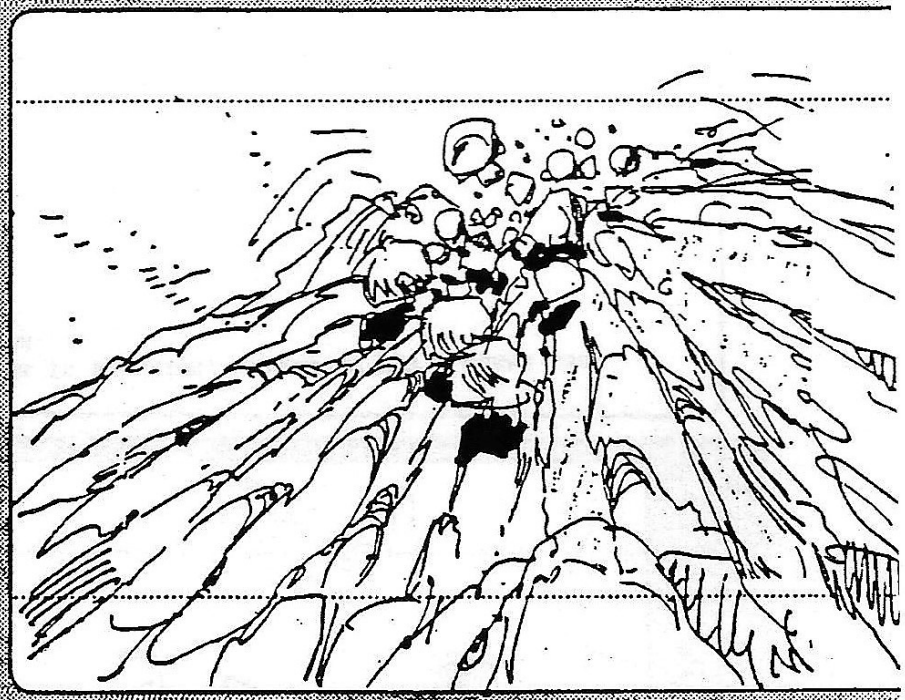
MUSIC/SFX

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-64A

SC. 6-65 CAM. SHAKE SEQ. 6 Page 66





ACTION C.U. HOT ROD. HE LOOKS UP O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION P.O.V. THE CLIFF FACE AS HUGE ROCKS AND BOULDERS COME CRASH DOWN....

DIAL

MUSIC/SFX

CAMERA

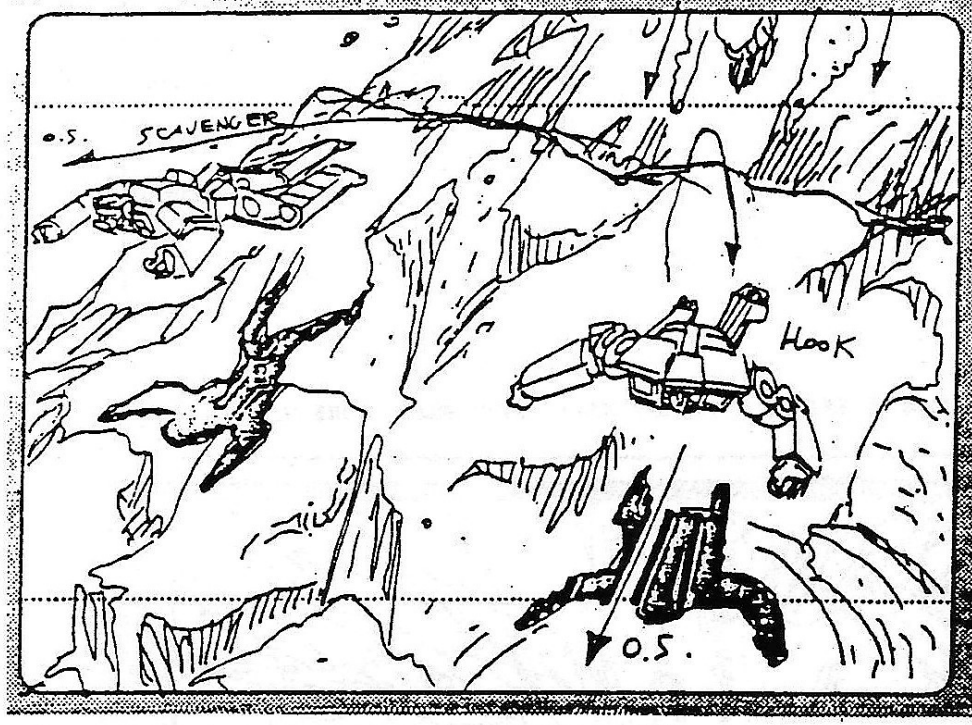
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

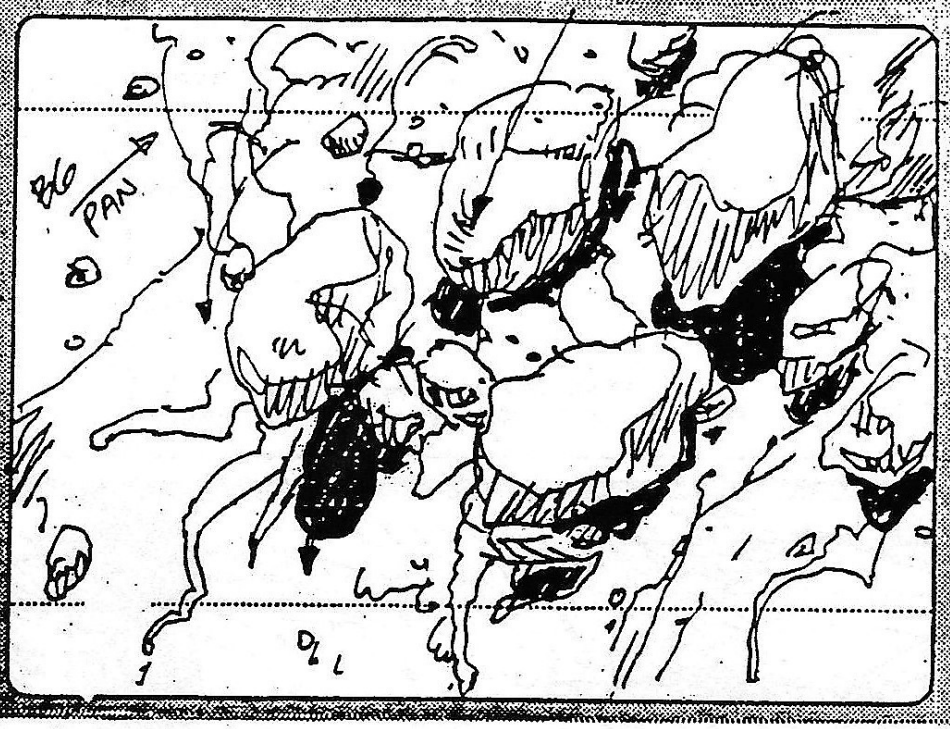
MPL-40

SC. 6-66 . CAM: SHAKE

SC. CONT

SEQ. 6 Page 67





ION L.S. SCAVENGER AND HOOK. WITH ONLY MOMENTS TO ACT, SCAVENGER AND HOOK JUMP INTO THE AIR...

IC/SFX

ERA

ACTION ...AND FLY O.S. AS TONS OF ROCK, DIRT AND DUST COME CRASHING DOWN THE CLIFF FACE.

DIAL

MUSIC/SFX

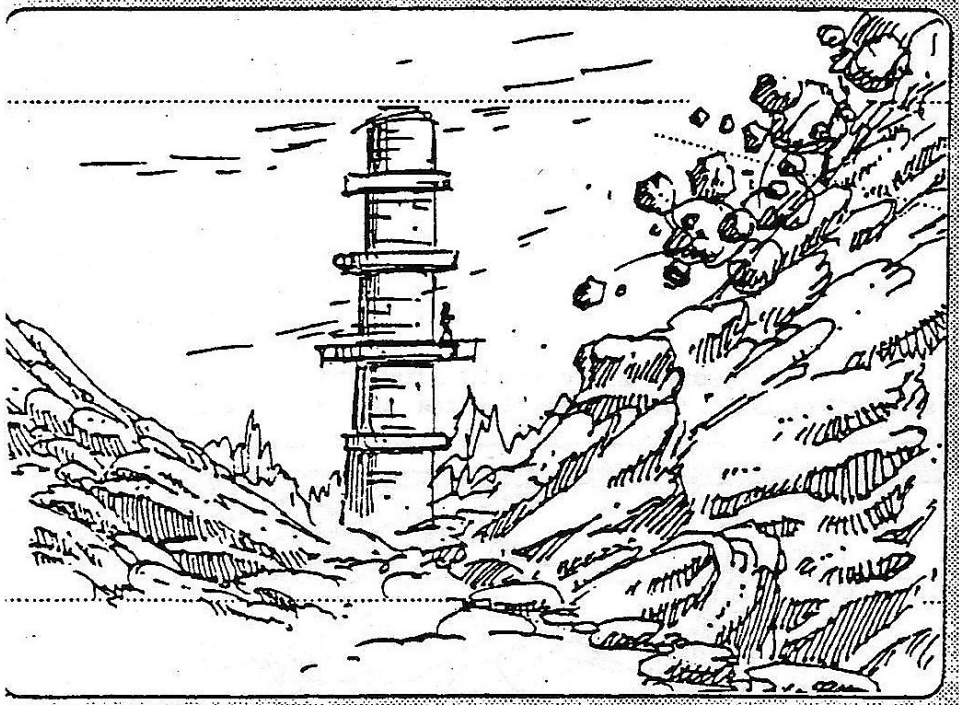
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-66A

SC.

SEQ 6 Page 67A



NEXT PAGE 68

ION L.S. HOT ROD AND DANIEL. ROCKS FALLING DOWN TOWARD THE TOWER.

IC/SFX

ERA

ACTION

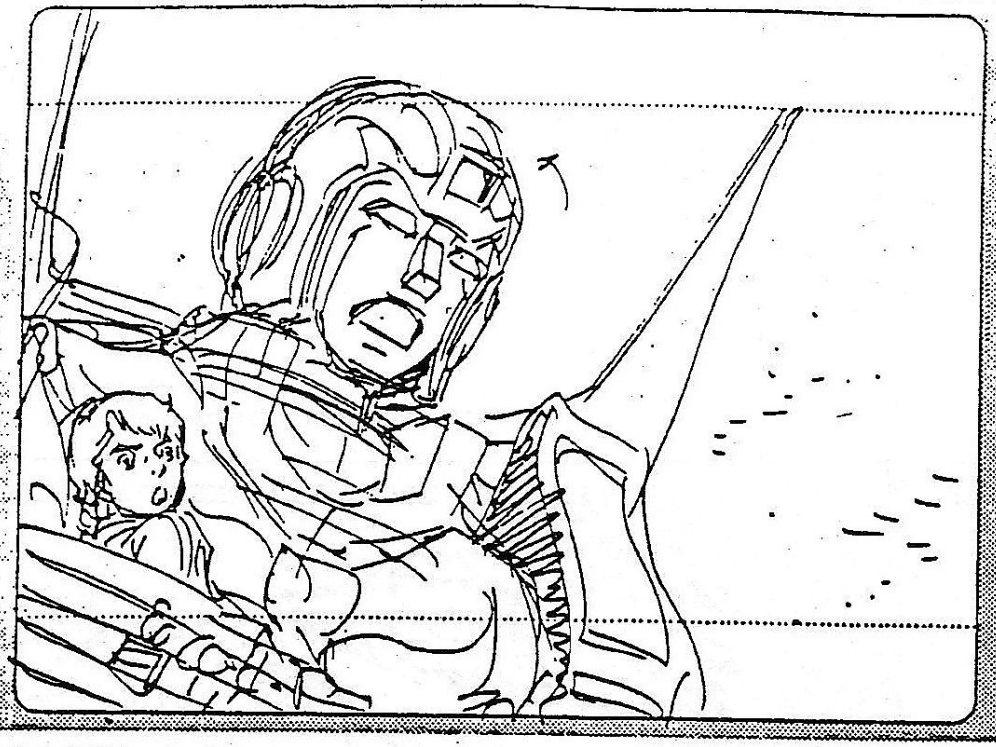
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. C-67 INT. CAB

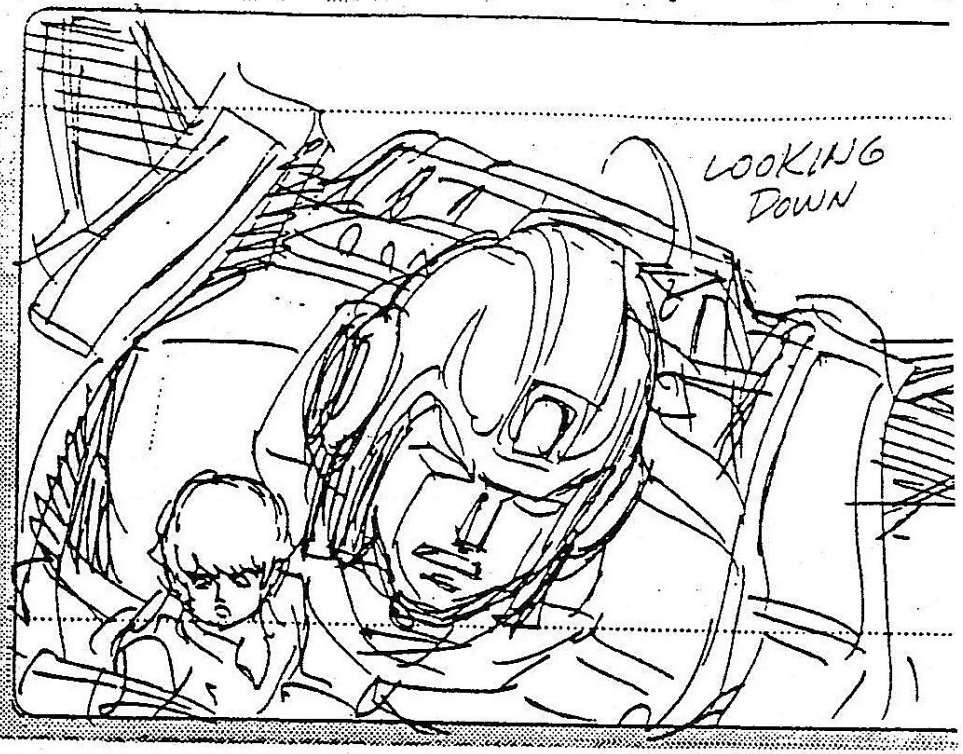


ACTION M.C.U. HOT ROD AND DANIEL. THEY WATCH WITH ANXIETY THE LANDSLIDE (O.S.) AS IT RACES...

DIAL

MUSIC/SFX

SC. CONT SEQ. Page 65



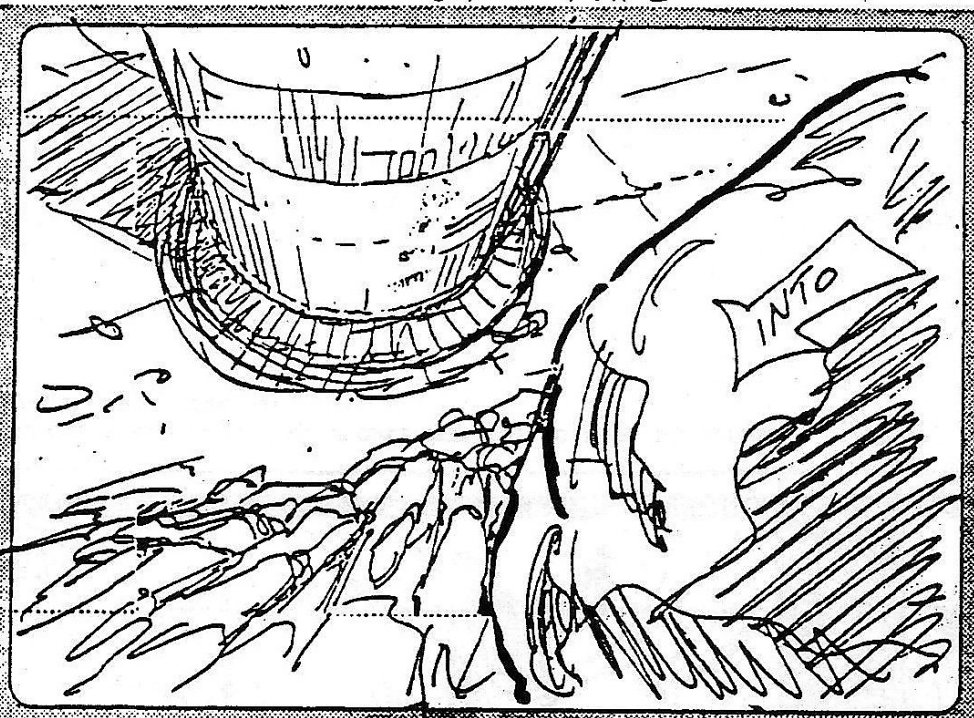
ACTION ...DOWN THE MOUNTAIN SIDE.

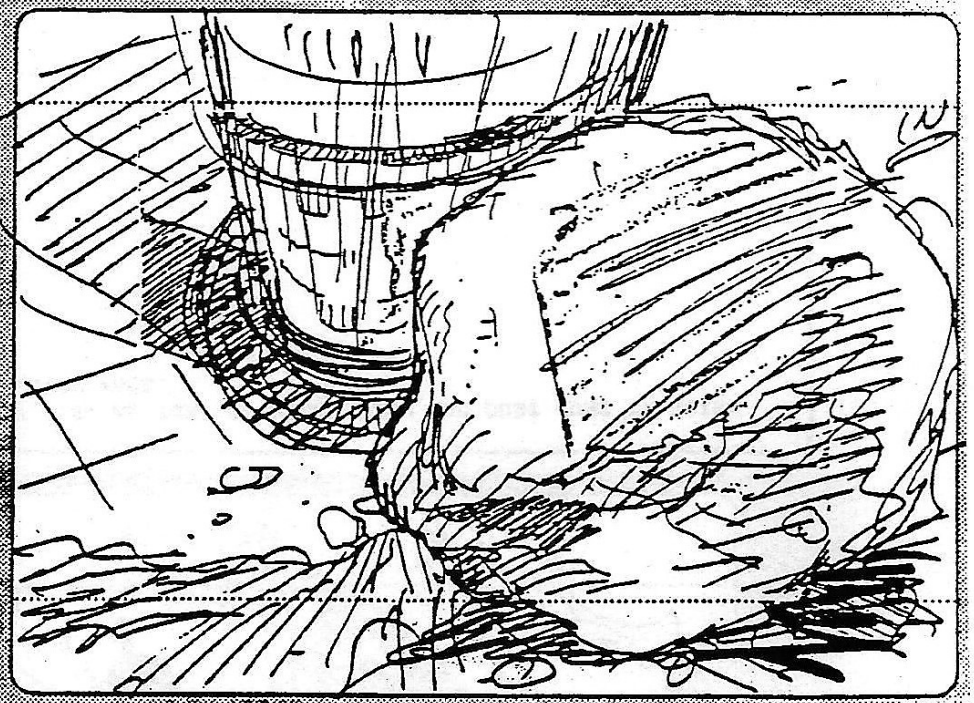
DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-69 . CAM. SHAKE SC. CONT SEQ. 6 Page 69





ACTION DOWN SHOT. THE CLIFF FACE AND BASE OF THE TOWER...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HUGE ROCKS ROLL INTO THE SCENE. THEY ARE HEADING DIRECTLY FOR THE BASE OF THE TOWER.

DIAL

MUSIC/SFX

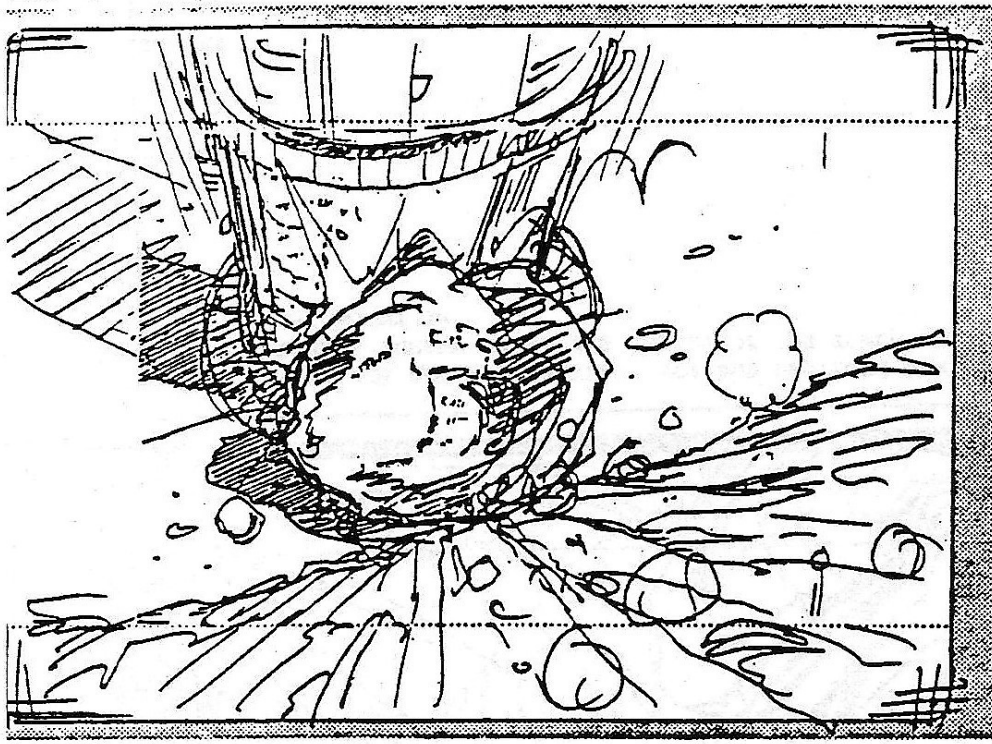
CAMERA

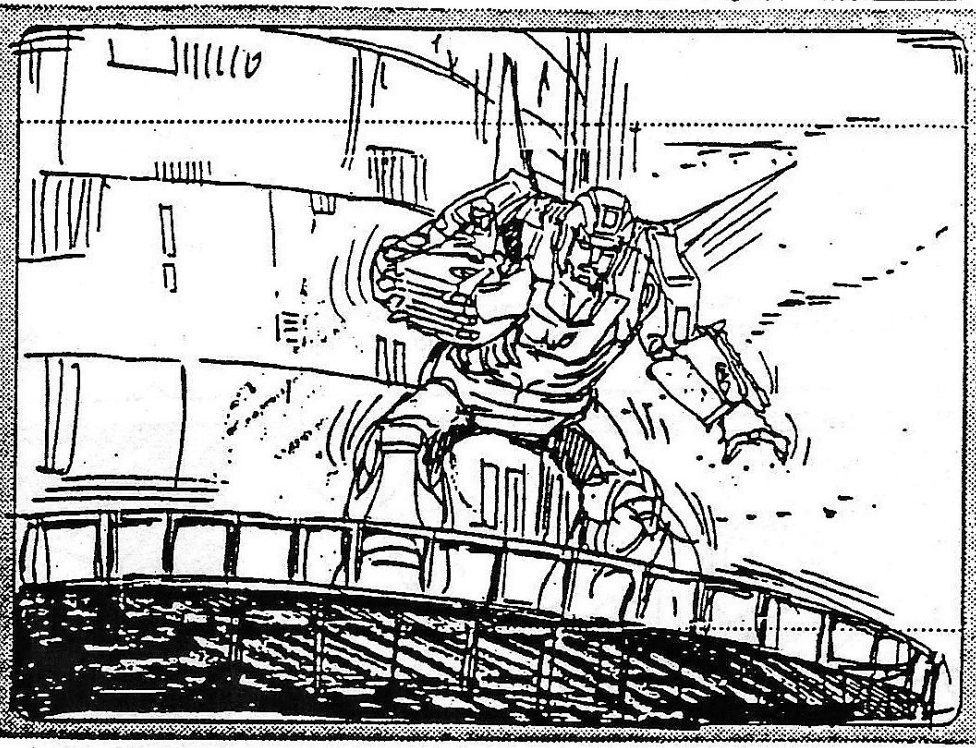
TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC CONT. 6-69

SC. 6-70

SEQ. 6 Page 70





ON ...THE BOULDER CRASHES INTO THE BASE OF THE TOWER.

C/SFX

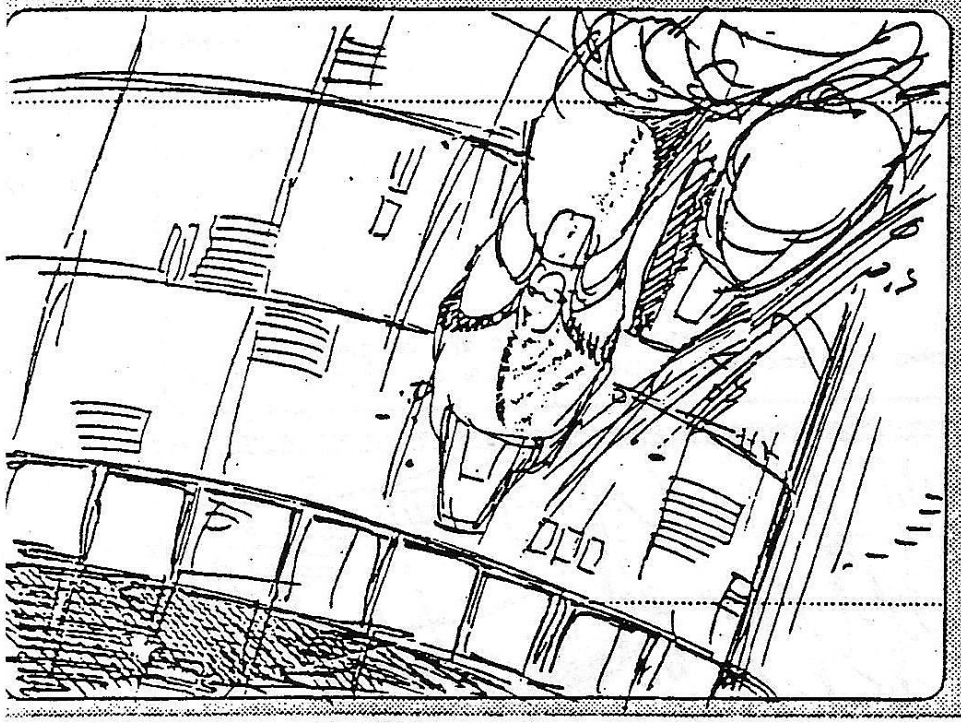
ACTION M.L.S. HOT ROD AND DANIEL. THE TOWER THAT HOT ROD, WITH DANIEL IN HIS ARMS, IS STANDING ON, SHAKES VIOLENTLY FROM THE IMPACT OF THE LAND SLIDE AND...

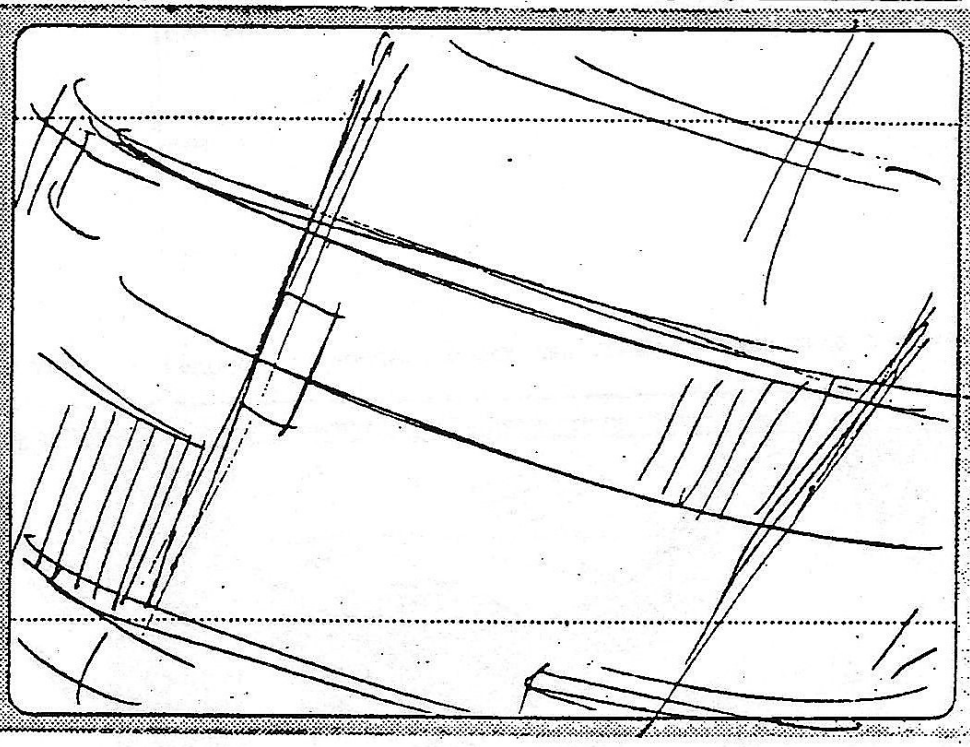
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ION ...THEN BEGINS TO TOPPLE OVER, SO HOT ROD MAKES A JUMP FOR SAFETY AS THE TOWER...

.C/SFX

ERA

ACTION ...FALLS TOWARD CAMERA, FILLING THE SCENE.

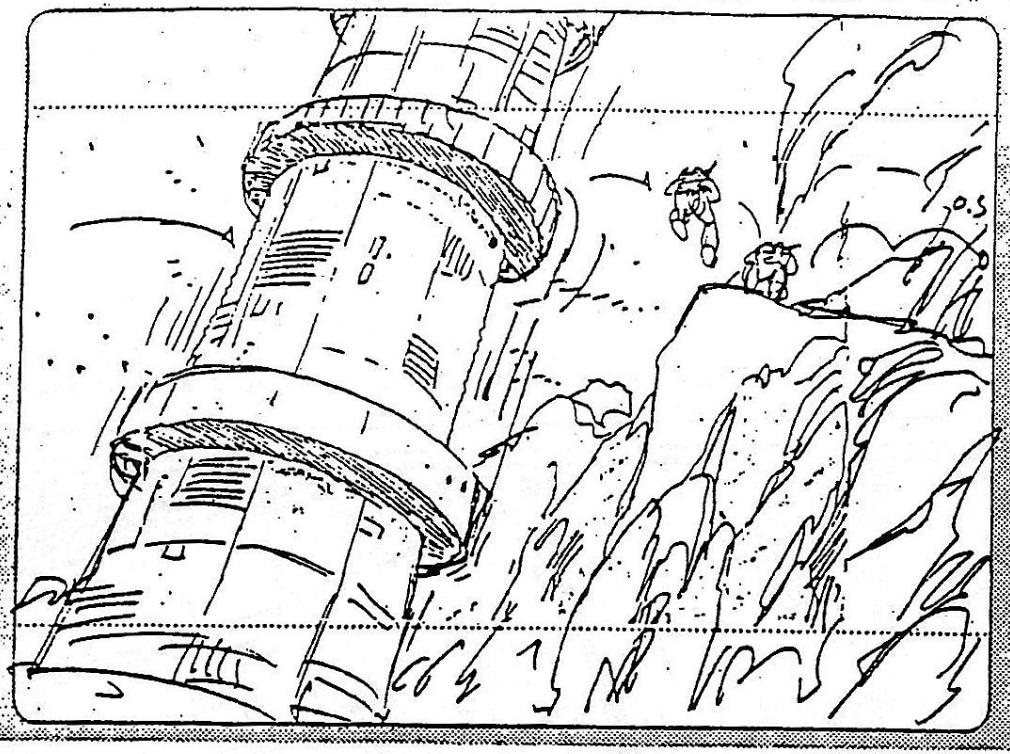
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. C-71



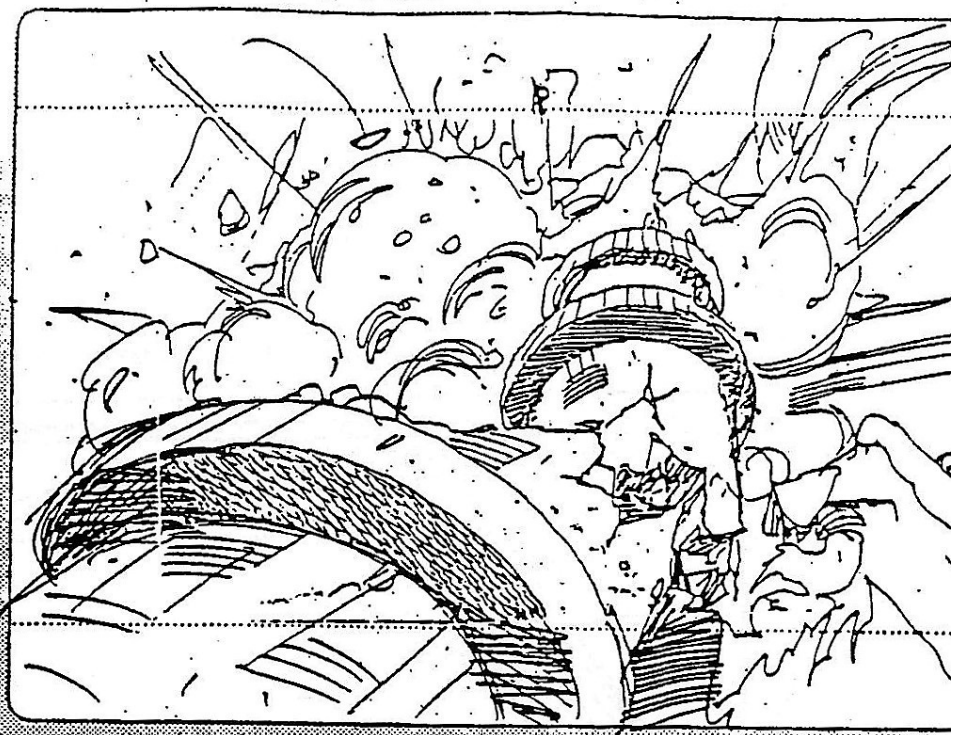
ACTION X.L.S. HOT ROD AND DANIEL. HOT ROD WITH DANIEL IN HIS ARMS JUMPS TO THE LEDGE OF A CLIFF...

DIAL

MUSIC/SFX

SC. CONT.

SEQ. C PAGE 72

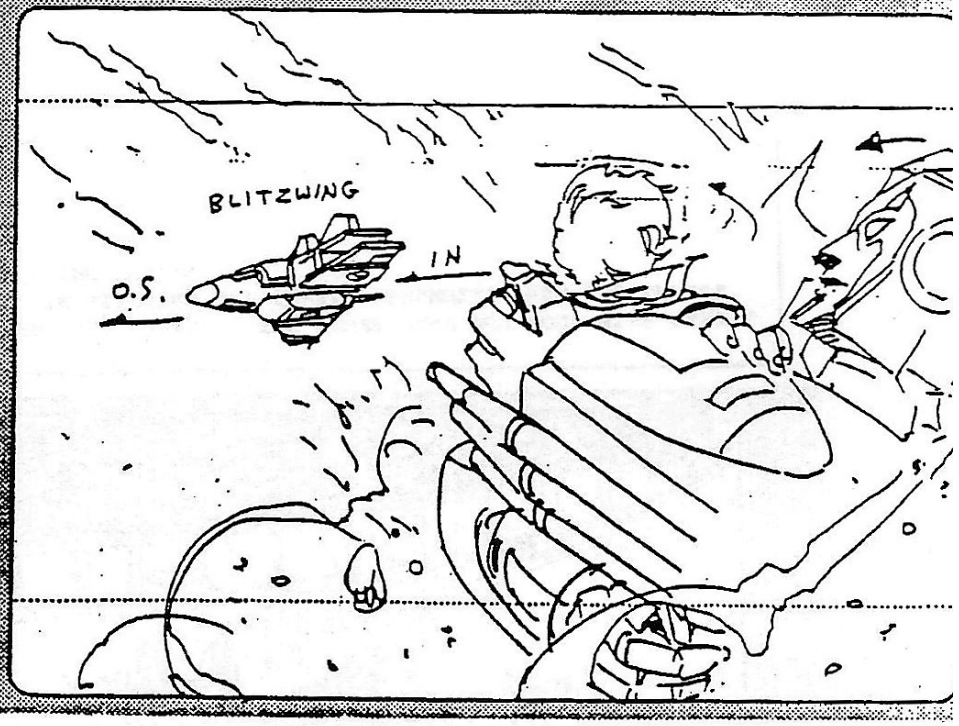


ACTION ...MOMENTS LATER THE TOWER CRASHES INTO THE MOUNTAIN SIDE.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. HOT ROD AND DANIEL. HOT ROD PROTECTS DANIEL FROM THE DEBRIS THROWN UP BY THE IMPACT OF THE TOWER SMASHING INTO THE MOUNTAIN.

DIAL

MUSIC/SFX

CAMERA

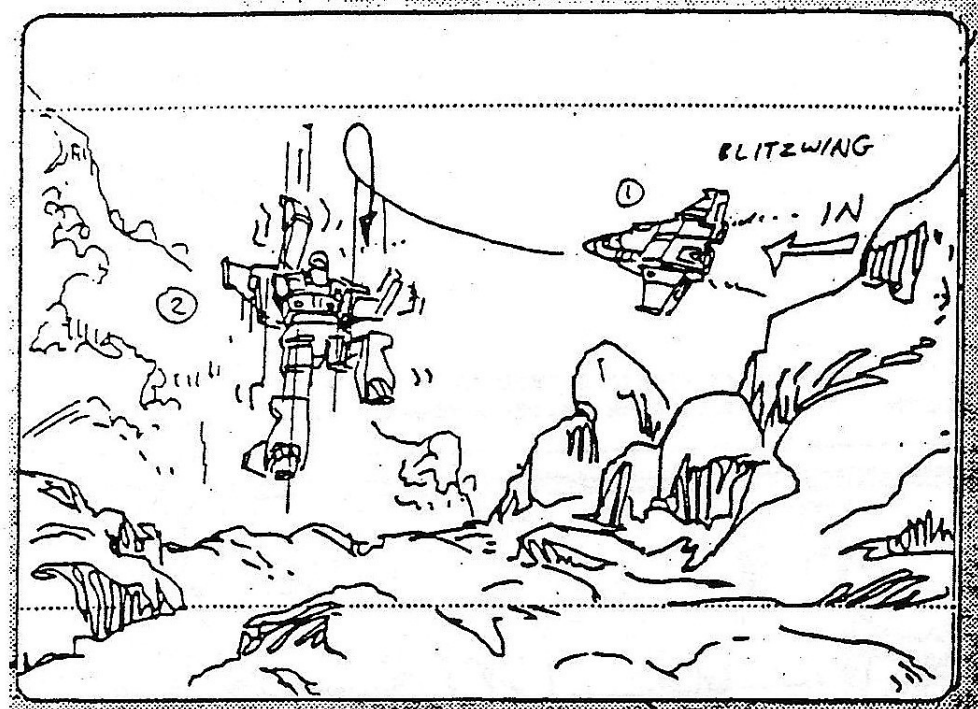
ACTION ...AS THE DUST SETTLES HOT ROD AND DANIEL TURN TO SEE BLITZWING STREAK ACROSS THE SKY BEHIND THEM.

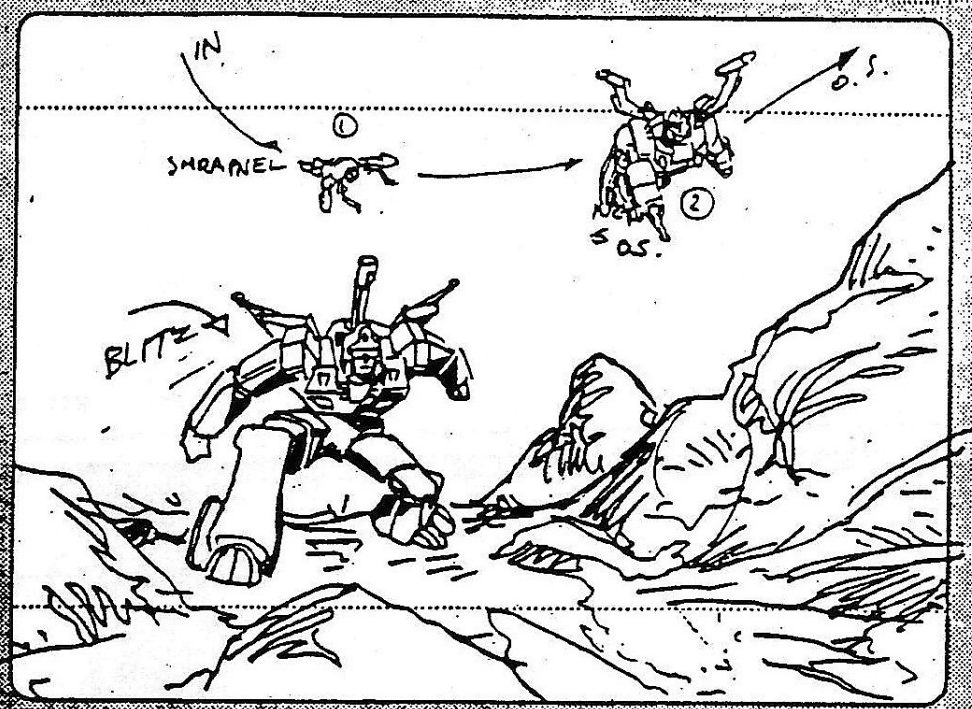
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N X.L.S. BLITZWING. HE FLIES INTO SCENE, TRANSFORMS INTO ROBOT MODE AND...

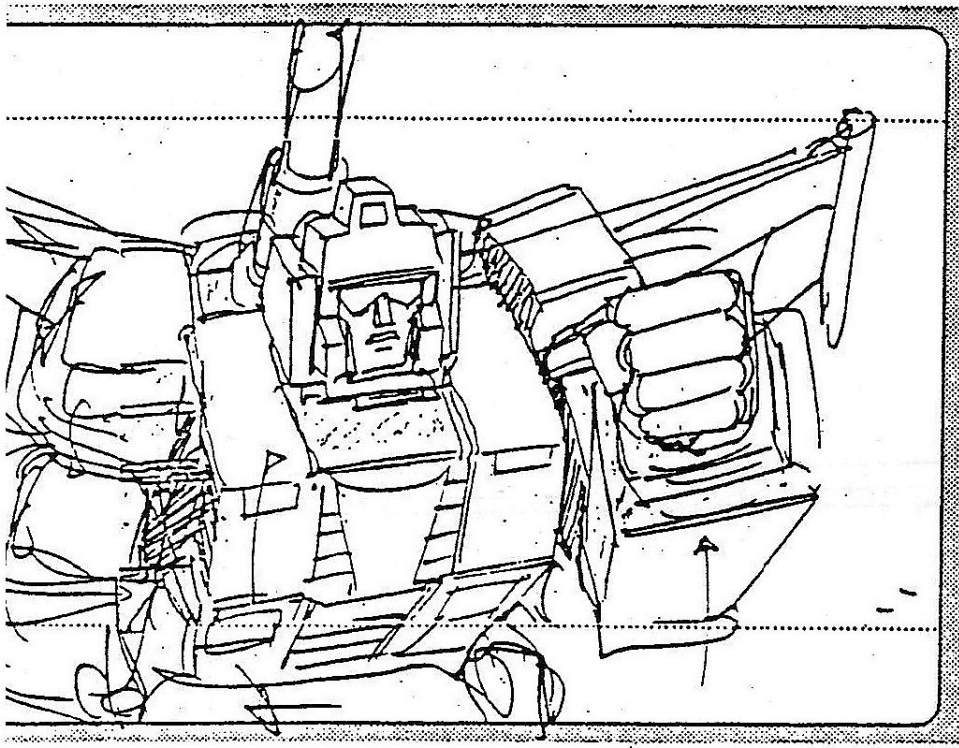
/SFX

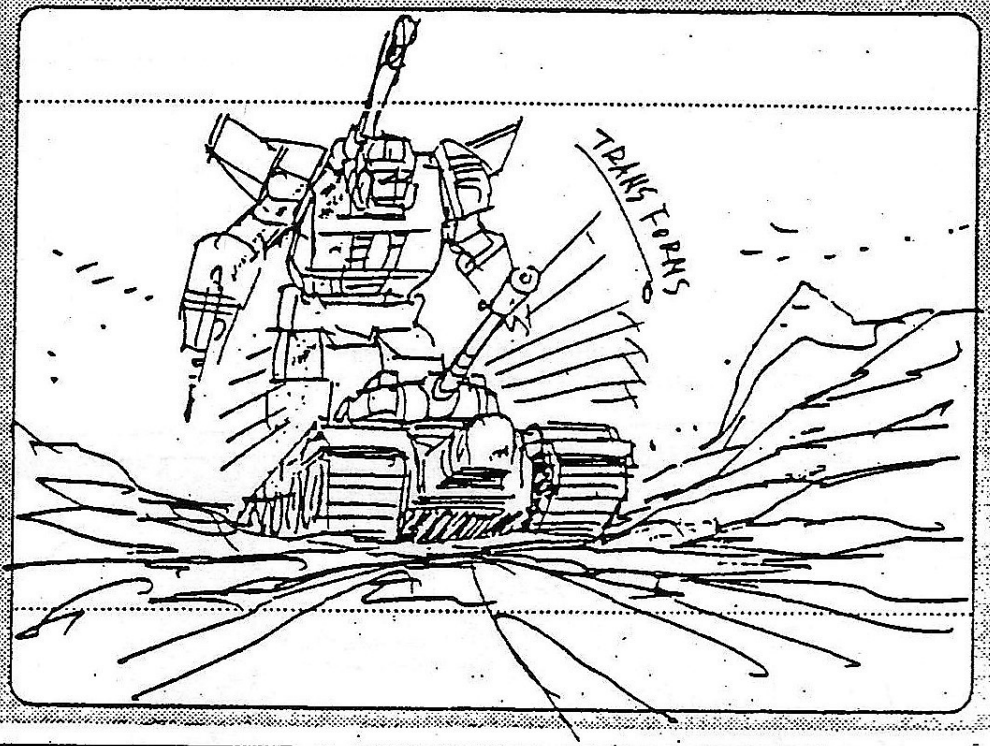
ACTION ...LANDS ON THE MOUNTAIN SIDE. SHRAPNEL FLIES THROUGH THE SCENE BEHIND HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N M.S. BLITZWING. HE STRAIGHTENS UP AND SHAKES HIS FIST AT HOT ROD (O.S.).

BLITZWING Come on down! Autobrat!

SFX

A

ACTION L.S. BLITZWING. HE TRANSFORMS INTO HIS TANK MODE.

DIAL

MUSIC/SFX

CAMERA

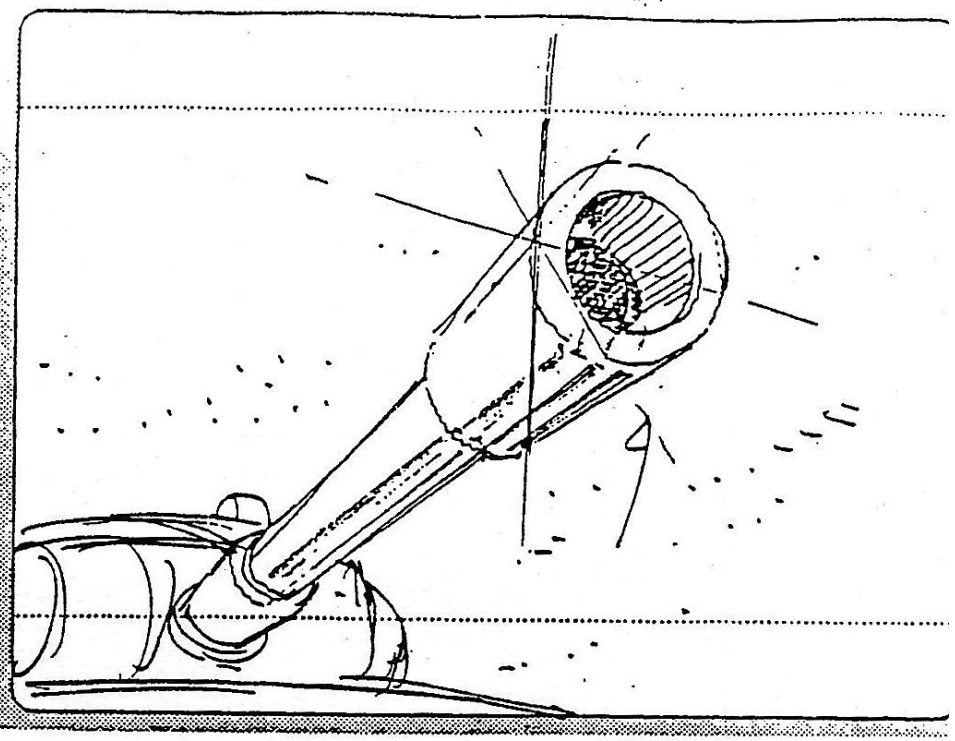
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC

SC. 6-15

SEQ. 5 Page 76

SC-6-74 out



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. THE BARREL OF BLITZWING'S TANK AS HE TAKES AIM, IT CATCH
A SPARKLE OF SUNLIGHT.

DIAL

MUSIC/SFX

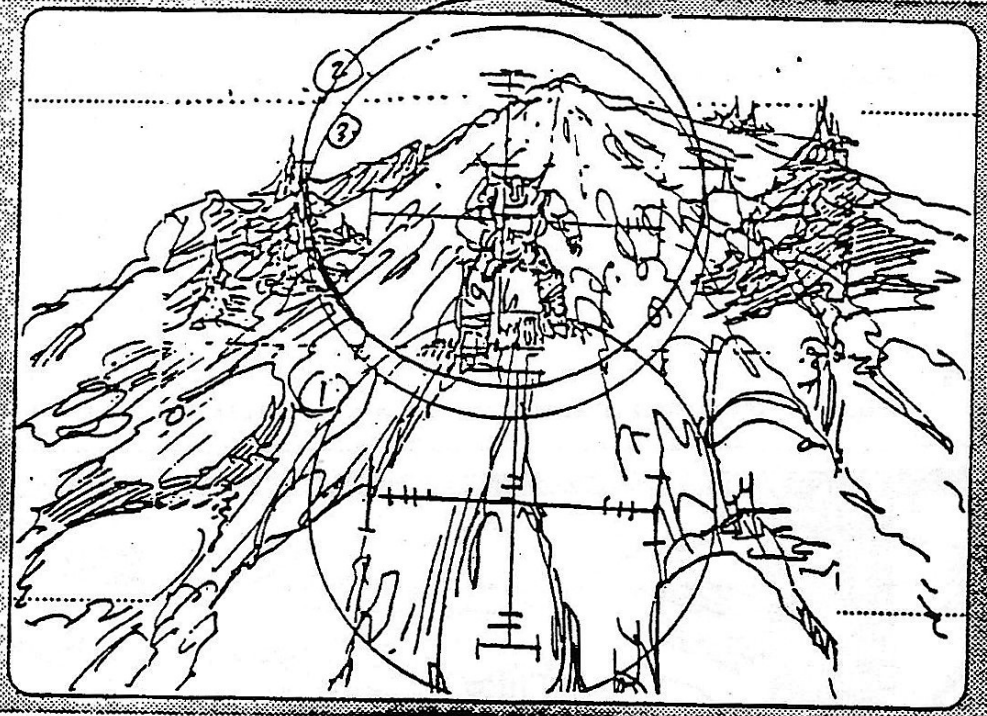
CAMERA

TF RAW
From 1 to Beast Hunters and Beyond!!!

SC. 6-76

SC.

SEQ. 6 Page 77



ACTION P.O.V. THROUGH BLITZWING'S CROSS HAIRS. BLITZWING TAKES AIM AT HOT ROD, CENTERING HIM IN HIS SIGHTS.

DIAL

MUSIC/SFX

CAMERA

ACTION

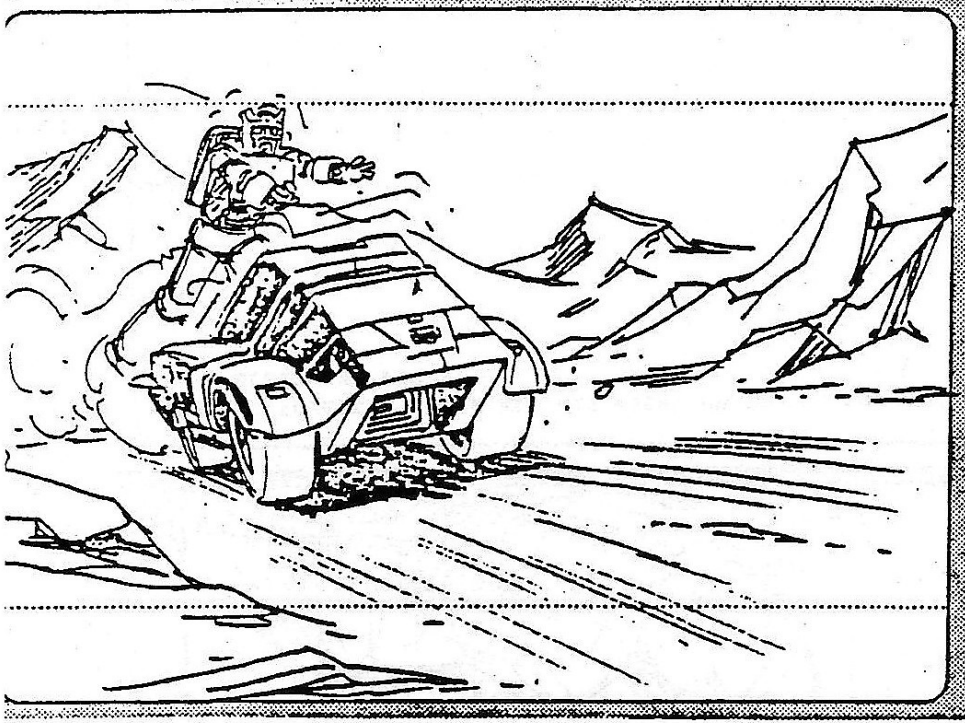
DIAL

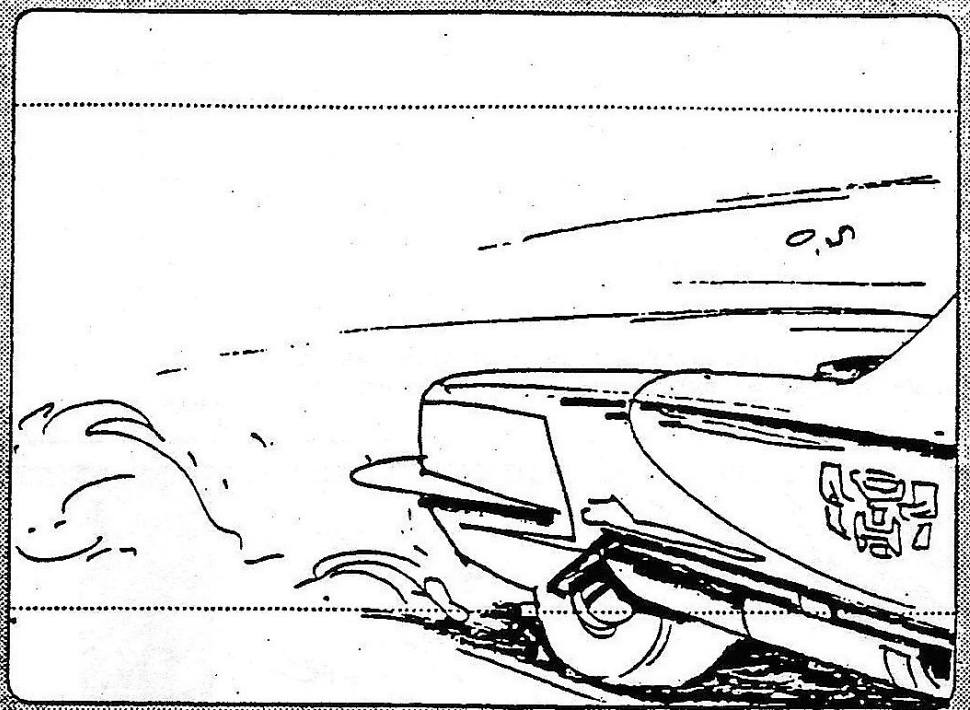
MUSIC/SFX

CAMERA

TFRAW
From Generation To Beast Wars and Beyond!!!!

SC. 6 – 78 SC. 78 CONT SEQ. 6 Page 78





ON L.S. KUP SEEING HIS FREINDS IN DANGER. HE TRANSFORMS INTO AUTO MODE AND MOVES OUT...

C/SFX

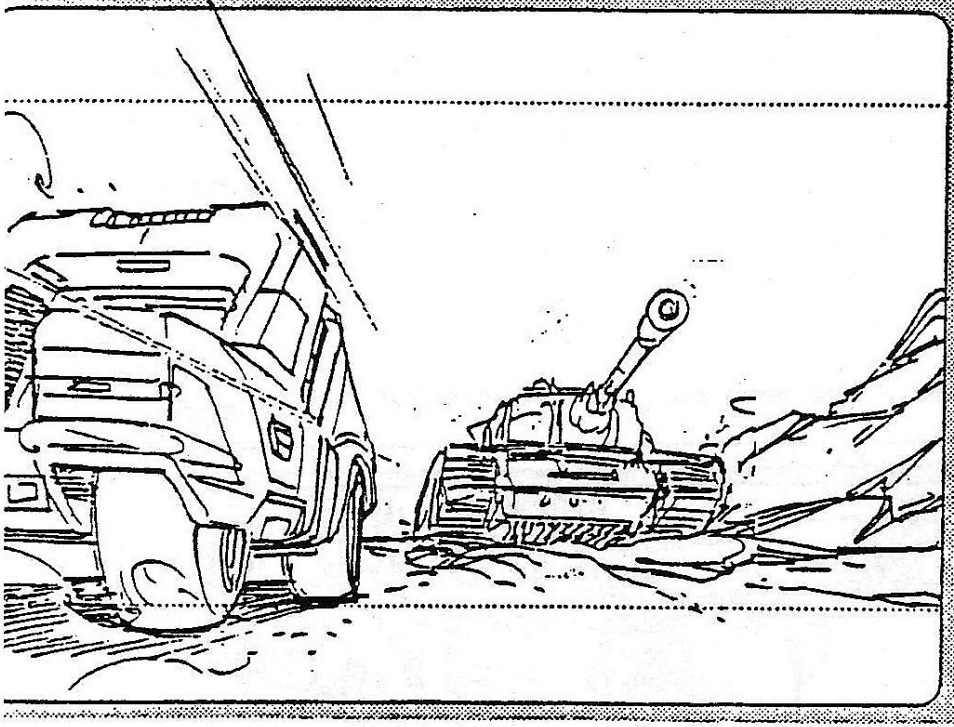
ACTION ...AT TOP SPEED TOWARD LOOKOUT MOUNTAIN.

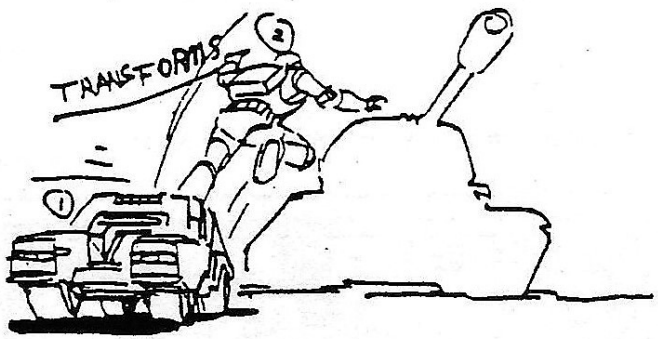
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO SCENE 80

ON L.S. BLITZWING AND KUP. KUP RUNS WITH ALL HIS POWER TOWARD BLITZWING...

SFX

BA

ACTION ...NEARING HIM HE TRANSFORMS INTO ROBOT MODE AND LEAPS TOWARD HIM!

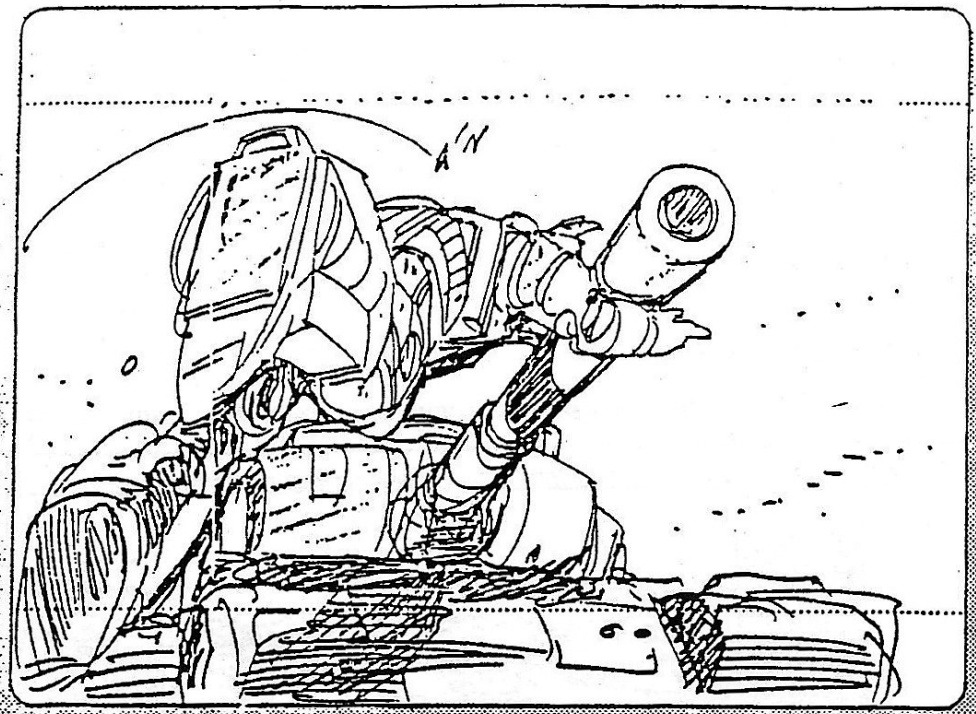
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-51

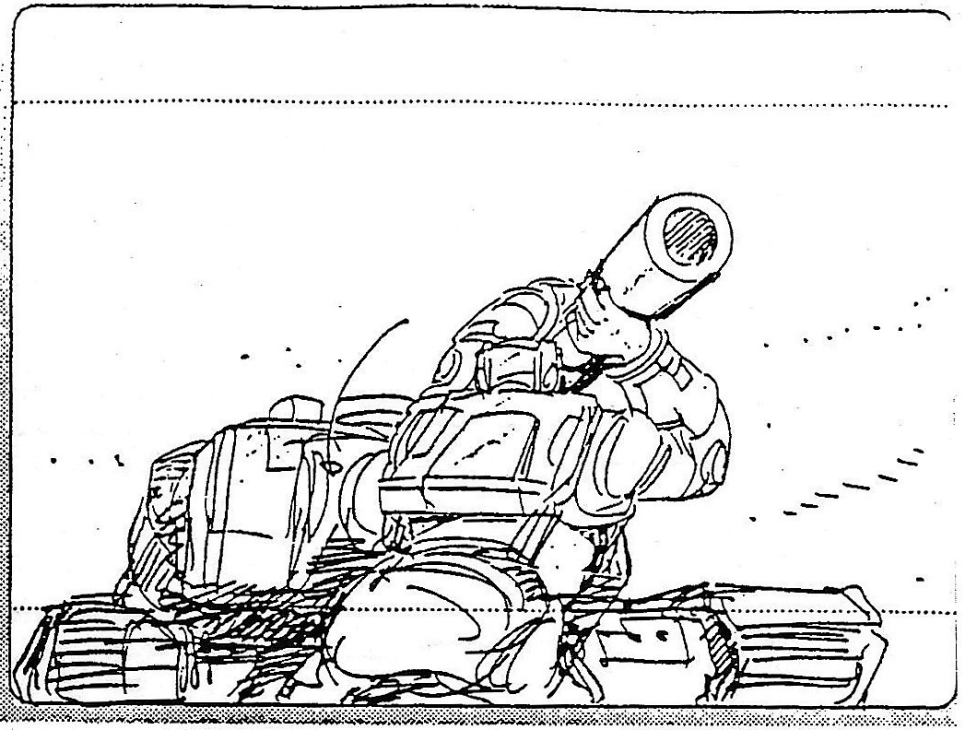


ACTION M.S. BLITZWING AND KUP. KUP COMES FLYING INTO THE SCENE.

DIAL

MUSIC/SFX

SC. CONT SEQ. C PAGE 53



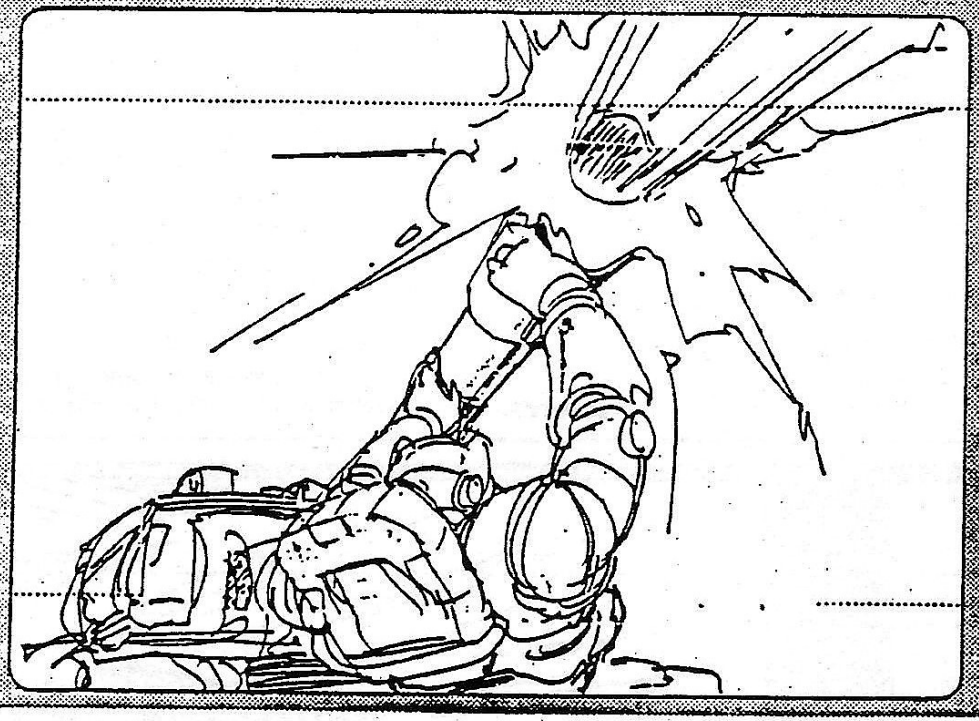
ACTION ...GRABS A HOLD OF THE GUN BARREL...

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-82.



ACTION ...FORCES IT WITH ALL HIS MIGHT UP TOWARD THE SKY JUST AS BLITZWING FIRES!

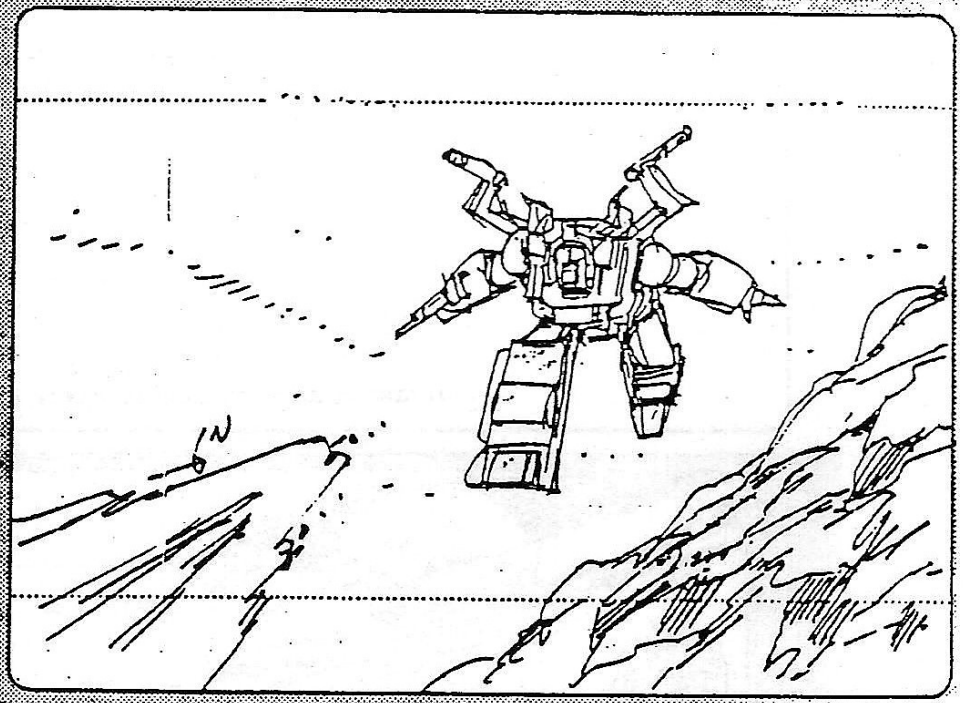
DIAL

MUSIC/SFX

CAMERA

SC. 6-83

SEQ. 6 Page 81



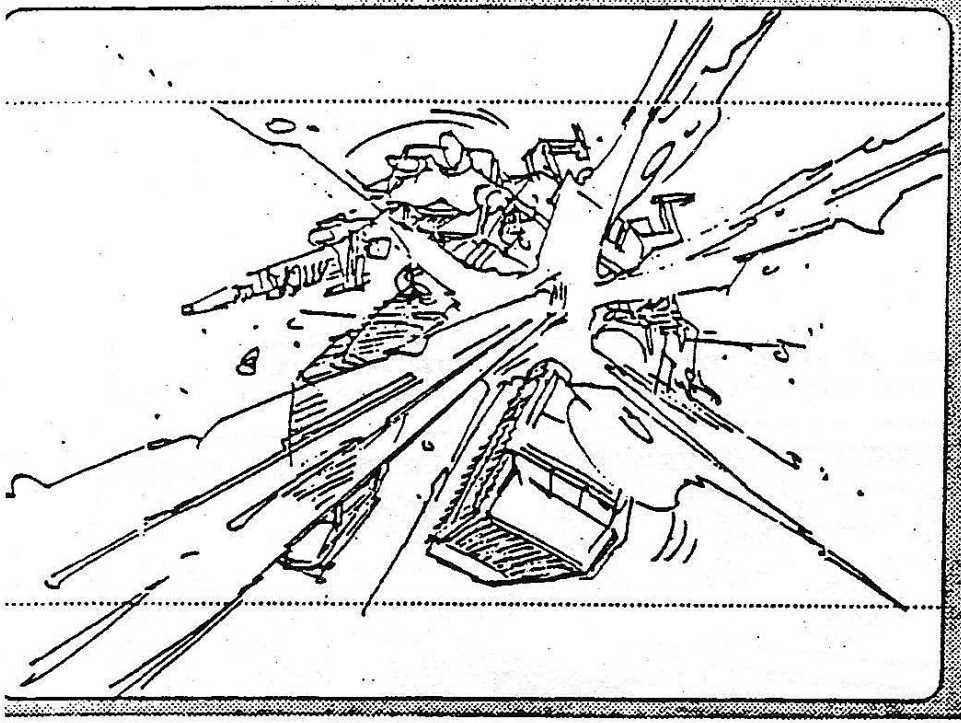
ACTION L.S. SHRAPNEL. HE IS HOVERING IN THE SKY ABOVE BLITZWING. AS THE BLAST FROM BLITZWING ENTERS THE SCENE...

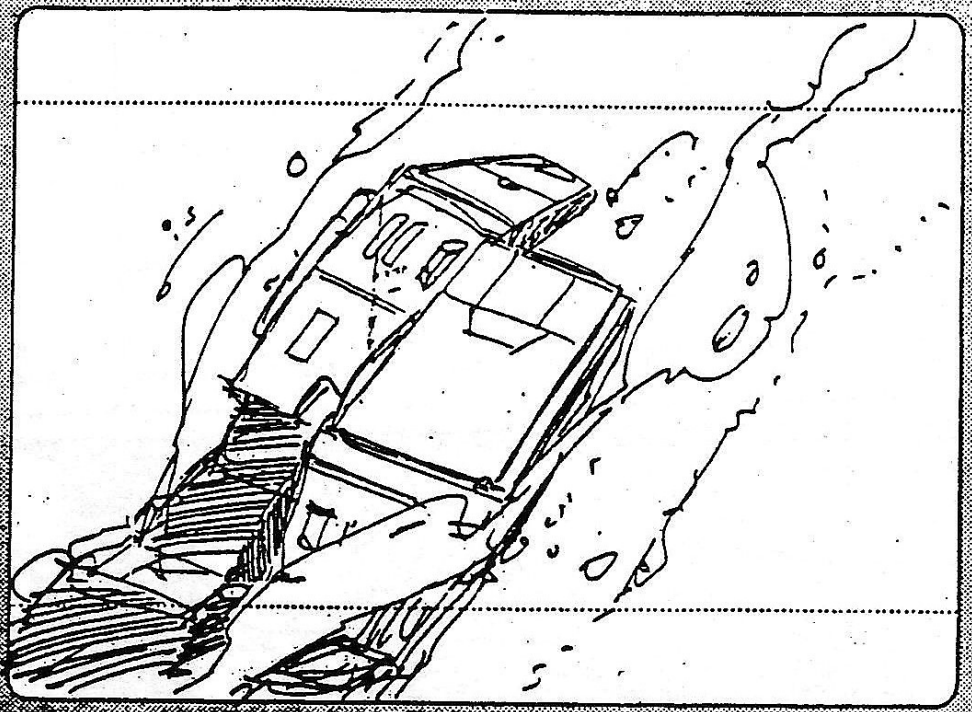
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON ...EXPLODING INTO HIS CHEST AND...

C/SFX

CAMERA

ACTION ...SENDING HIM PLUMMETING TOWARD THE GROUND.

DIAL

MUSIC/SFX

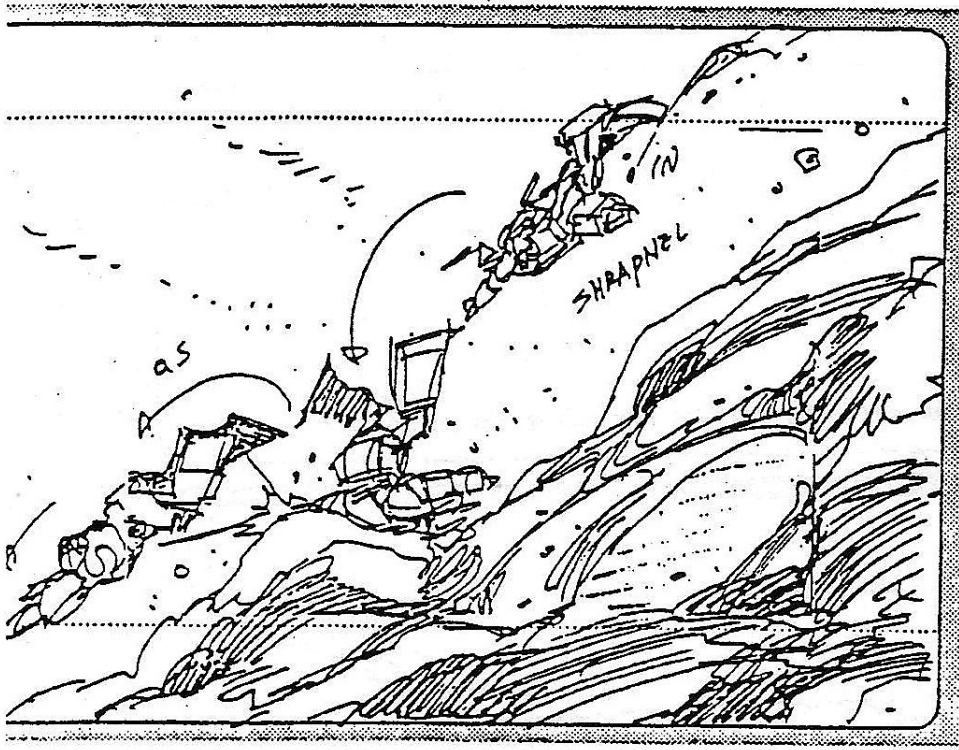
CAMERA

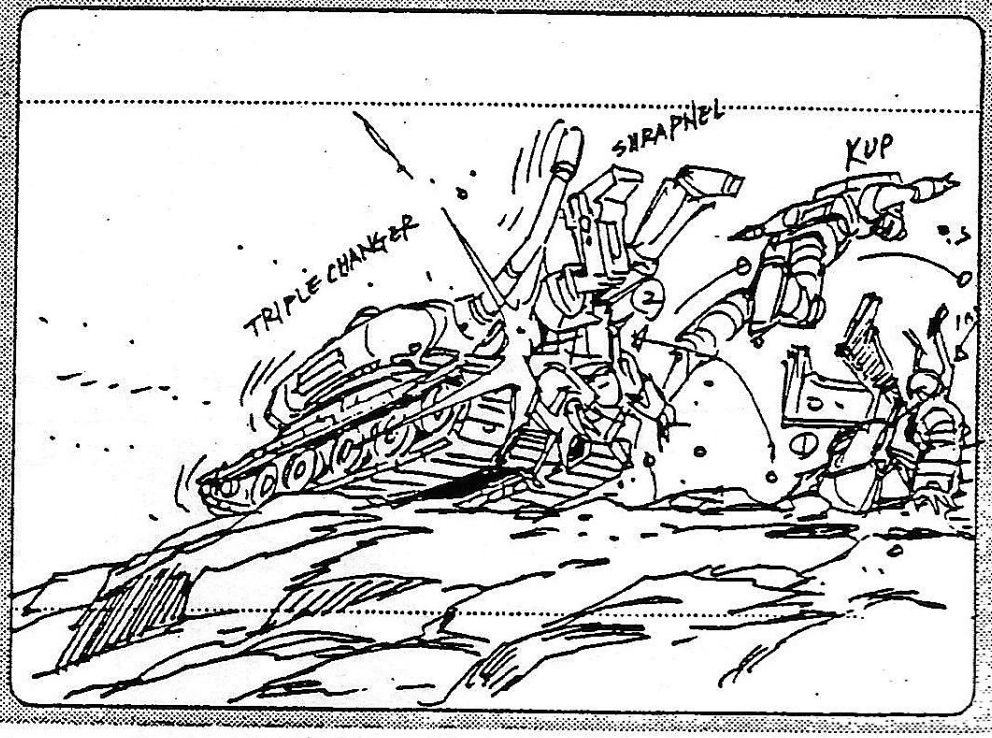
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-84

SC. 6-85

SEQ. 6 Page 83





N

X.L.S. SHRAPNEL. HE DROPS INTO THE SCENE, BOUNCES OFF OF A HUGE ROCK PROTRUDING FROM THE FACE OF THE MOUNTAIN AND FLIES O.S.

SFX

A

ACTION

X.L.S. BLITZWING AND KUP. KUP LEAPS OUT OF THE WAY (O.S.) AS SHRAPNEL COMES SAILING IN, BOUNCES OFF THE GROUND, AND SLAMS INTO BLITZWING...

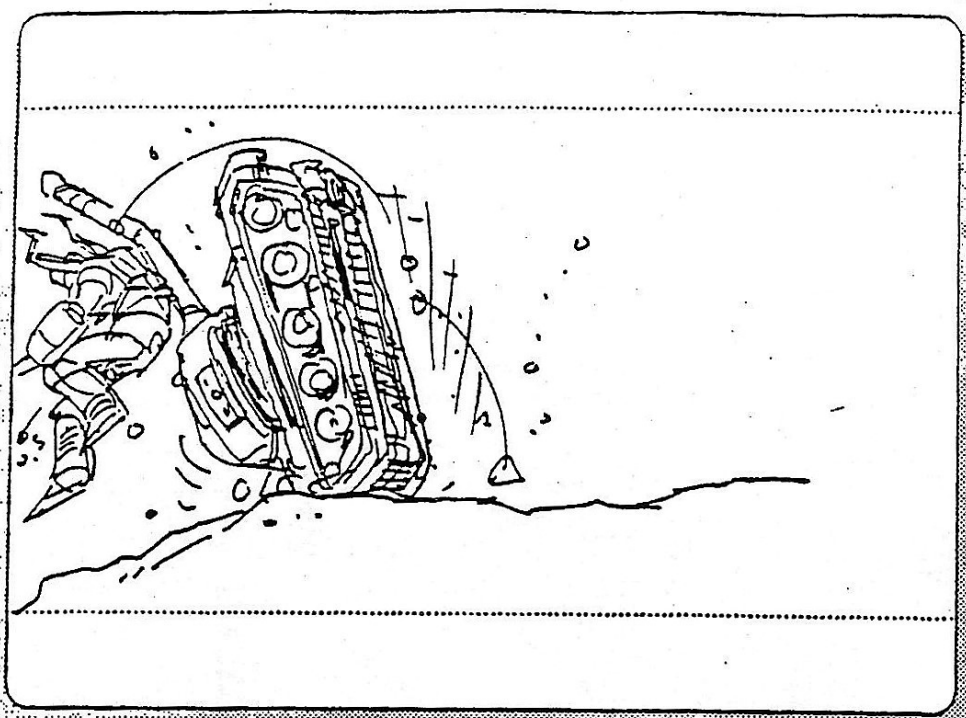
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-0D CONT



ACTION ...SENDING BLITZWING AND HIMSELF TOPPLING OVER THE EDGE OF A CLIFF...

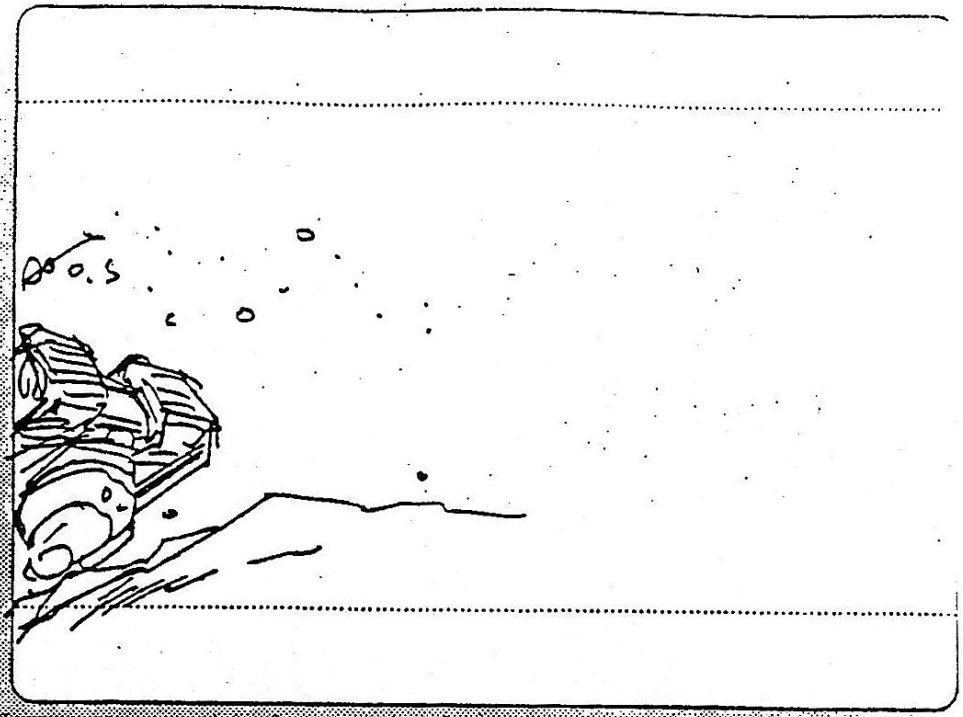
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ.



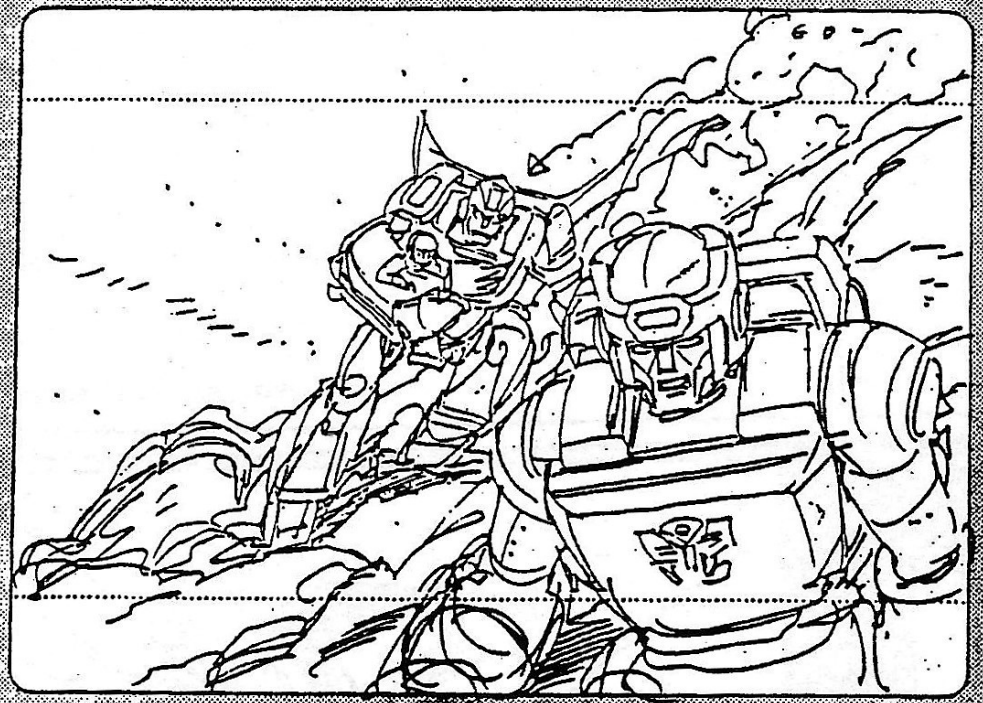
ACTION ...AND FALLING O.S.

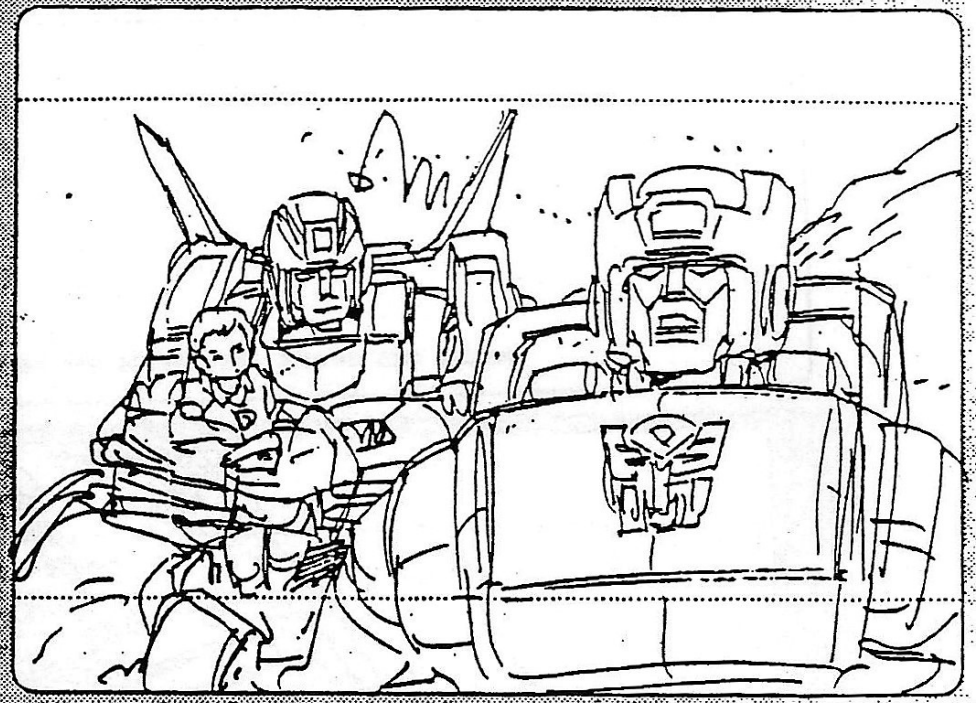
DIAL

MUSIC/SFX

CAMERA

TF RAW
From 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. HOT ROD, DANIEL, AND KUP. KUP LOOKS DOWN TO WHERE THE DECEPTICONS FELL, AS HOT ROD, HOLDING DANIEL, COMES SLIDING DOWN THE MOUNTAIN BEHIND HIM....

DIAL

MUSIC/SFX

CAMERA

ACTION ...HOT ROD COMES TO A STOP AND WALKS OVER TO KUP.

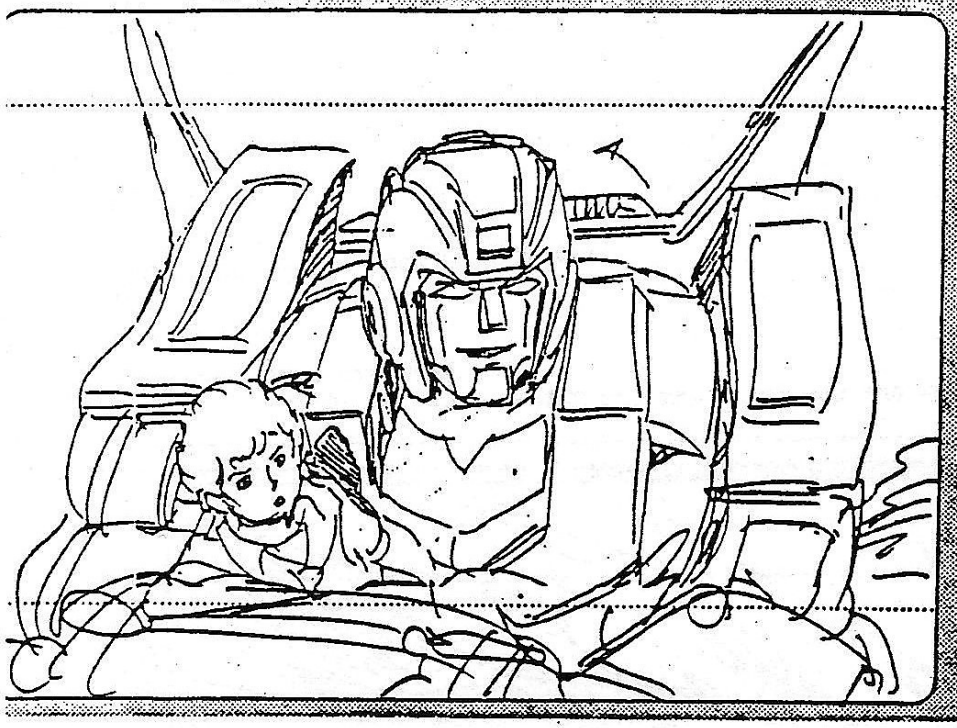
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-87



ON M.S. HOT ROD AND DANIEL. HOT ROD SPEAKS TO KUP.

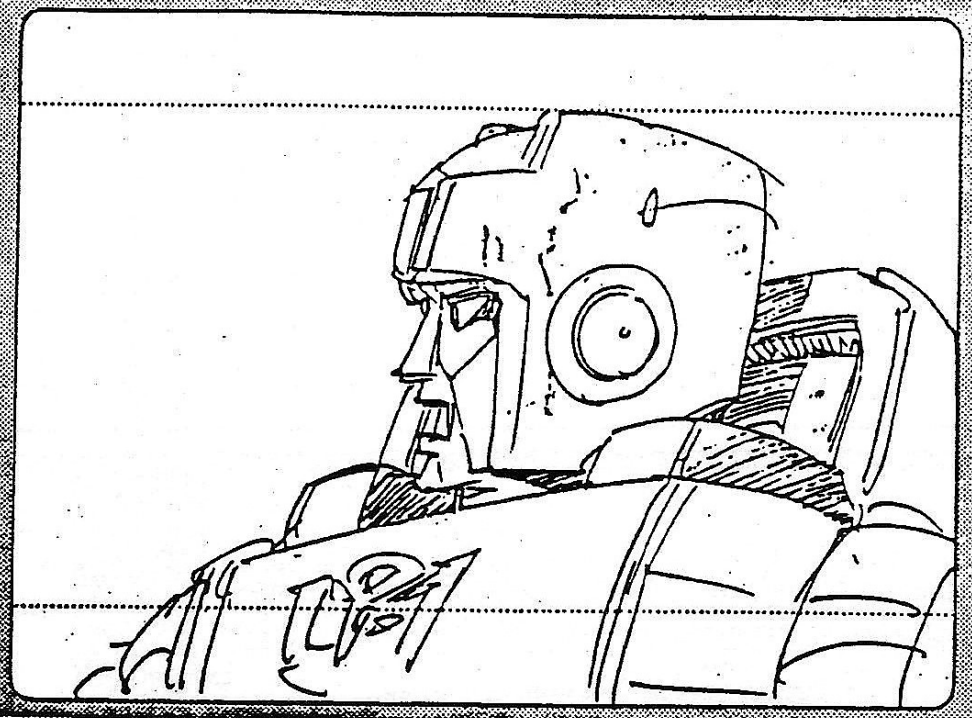
HOT ROD Not bad for an old timer!

/SFX

RA

SC. 6-88

SEQ. 6 Page 86



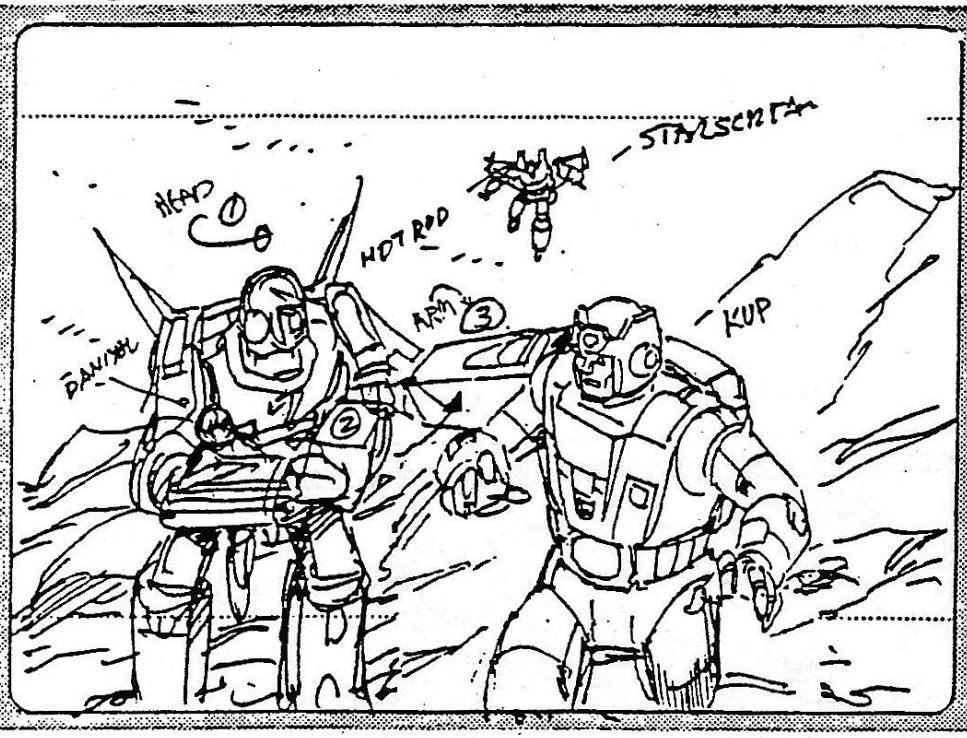
ACTION C.U. KUP. HE TURNS TOWARD KUP AND RESPONDS.

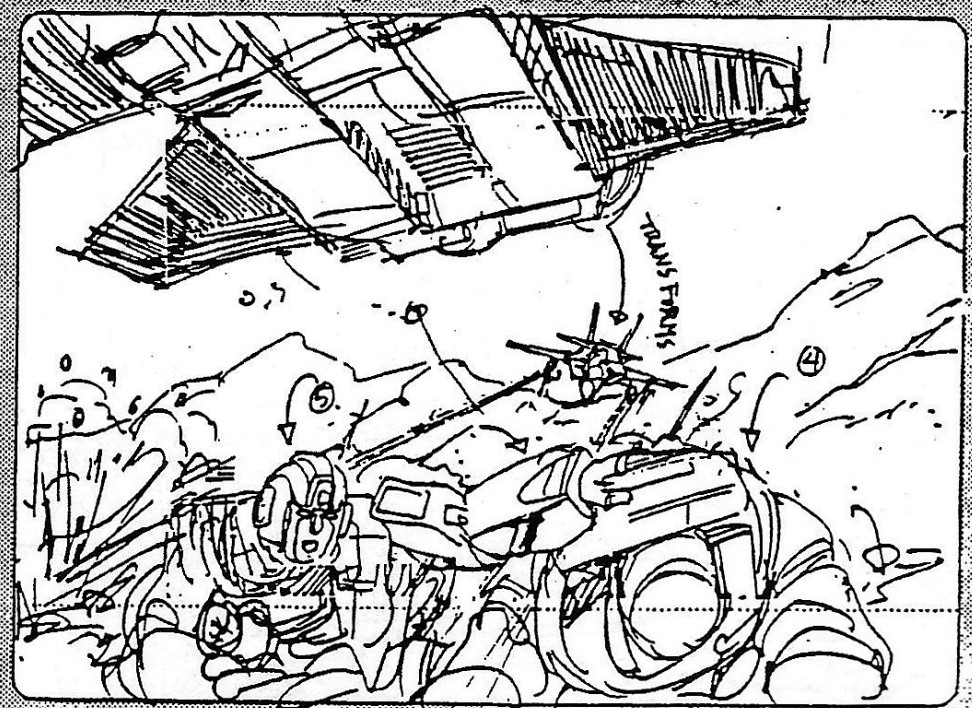
DIAL KUP (GRUFFLY) Old timer?! That's something you'll never be if you don't get back to the city.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. HOT ROD, DANIEL AND KUP. THEIR CONVERSATION IS INTERRUPTED BY THE SOUND BEHIND THEM. THEY TURN TO SEE STARSCREAM TRANSFORM INTO JET MODE...

DIAL

KUP (CONT). You know what we used to do with cocky, insubordinate upstarts?

MUSIC/SFX

HOT ROD (INTERRUPTING) Save it, Kup.

CAMERA

ACTION THE DECEPTICON JET ROARS THROUGH THE SCENE. HOT ROD PUSHES KUP DOWN TO AVOID BEING HIT. BLASTS EXPLODE AROUND THEM.

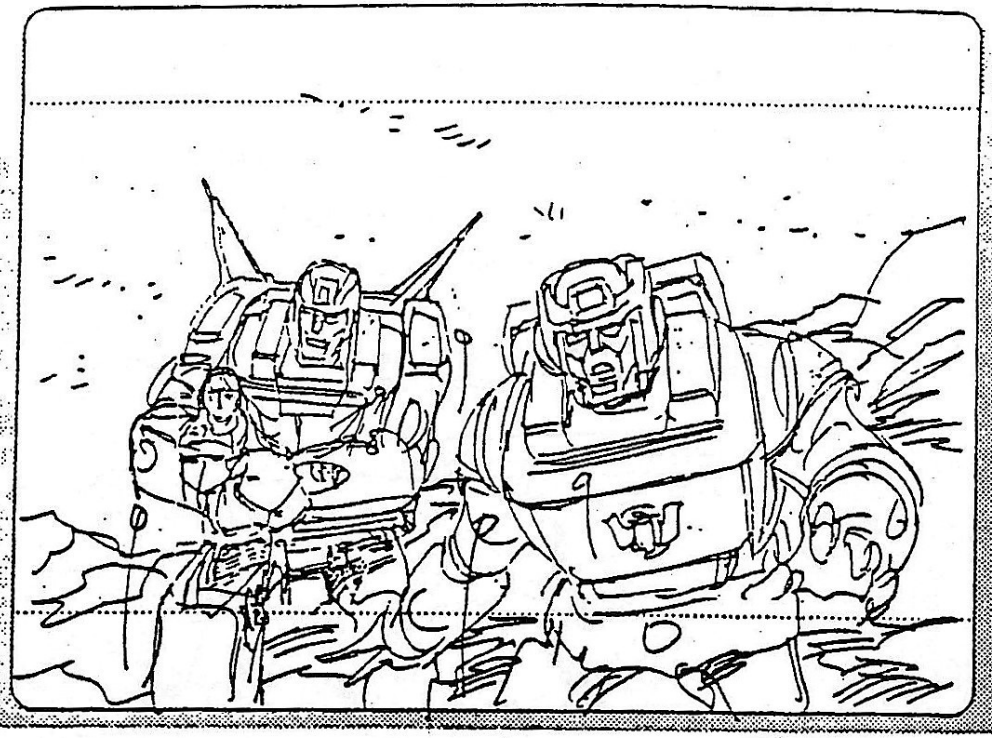
DIAL

MUSIC/SFX

CAMERA

TFRAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 5-89



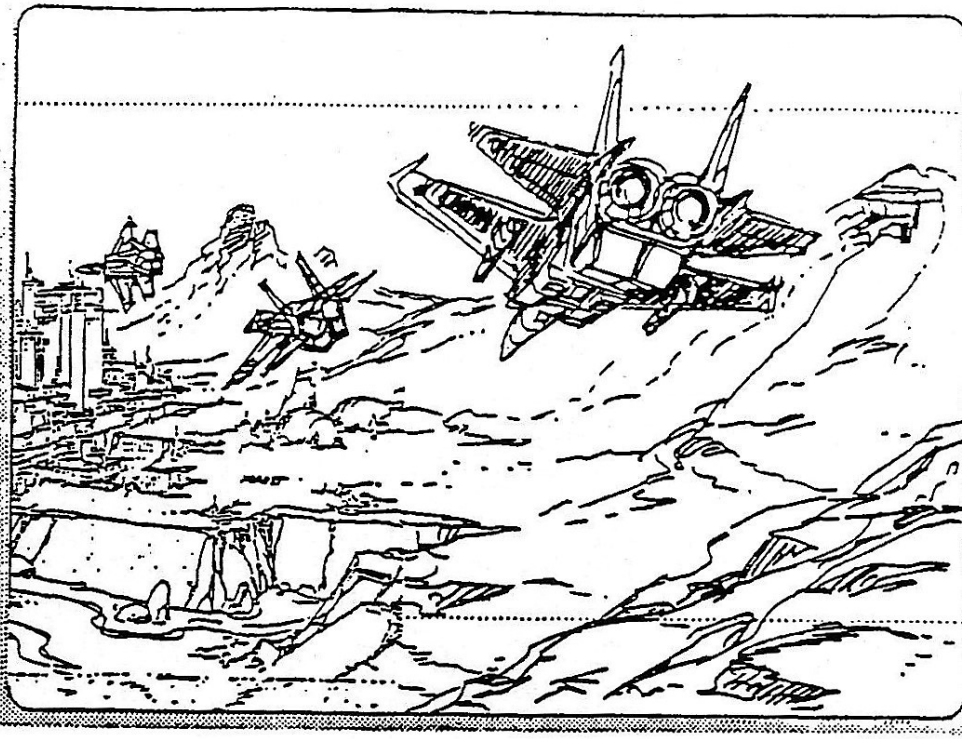
ACTION ...HOT ROD AND KUP STRAIGHTEN UP AND LOOK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-90

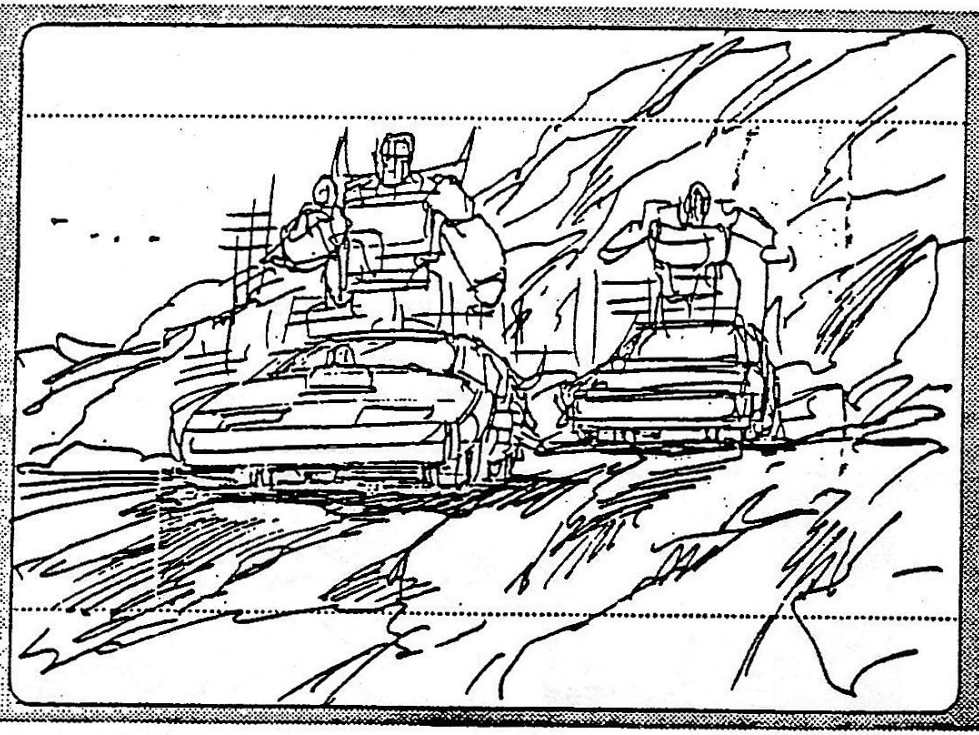


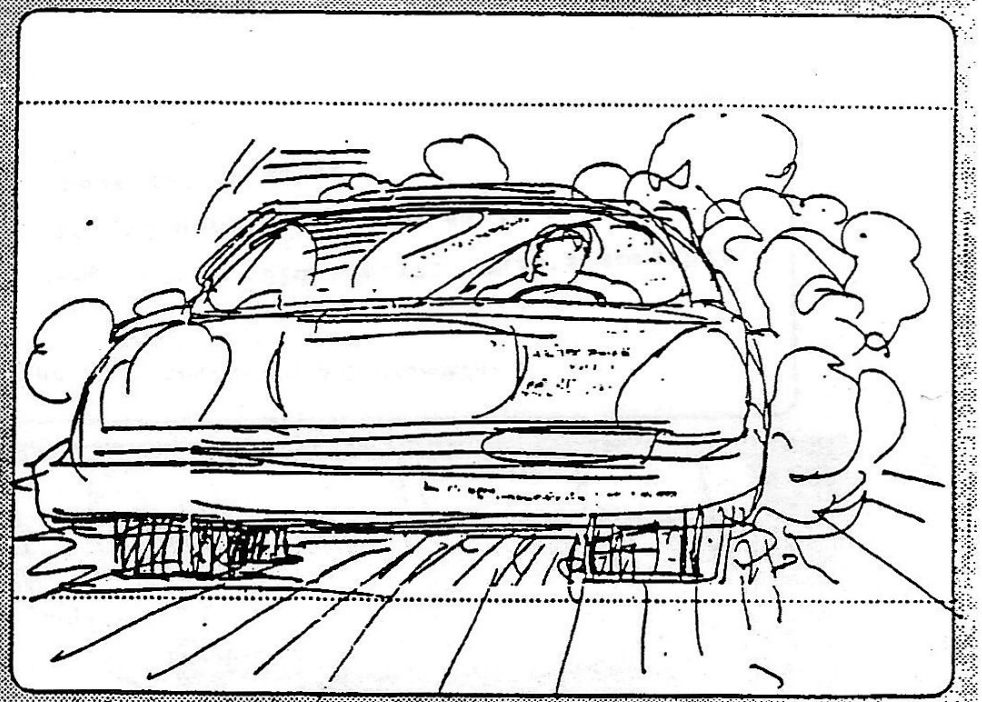
ACTION L.S. THE DECEPTICON JET ZOOMS AWAY TOWARD AUTOBOT CITY.

DIAL

MUSIC/SFX

SC. 6-92. NO SC. 6-91 SC. CONT. SEQ. 6 Page 89





ACTION M.L.S. HOT ROD, DANIEL AND KUP. HOT ROD AND KUP TRANSFORM INTO CAR MODE...

DIAL
HOT ROD Let's burn rubber.

MUSIC/SFX

CAMERA

ACTION . ...AND SPEED AWAY!

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

L.S. HOT ROD AND KUP IN CAR MODE. THEY RACE ALONG A NARROW MOUNTAIN ROAD. WE PAN WITH THEM TO SEE IN THE VALLEY FAR BELOW, AUTOBOT CITY, UNDER DECEPTICON ATTACK. EXPLOSIONS AND FIRE RIDDLE THE CITY. HOT ROD AND KUP SKID AROUND CURVES AND BOUNCE OVER HILLS AS THEY SPEED OFF INTO THE DISTANCE.

SFX

A

ACTION

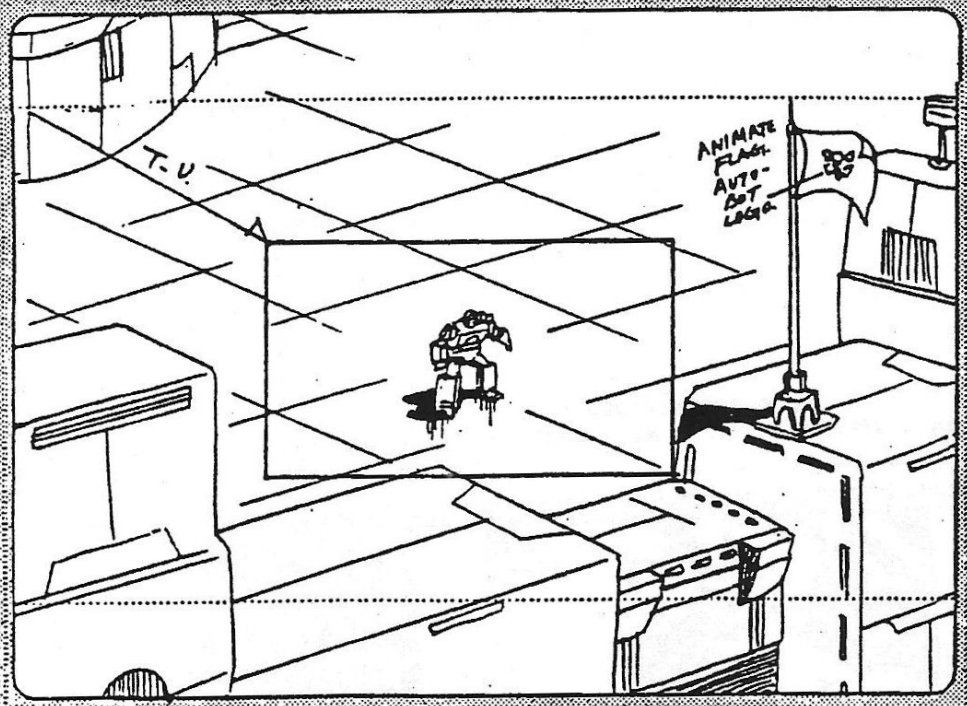
DIAL

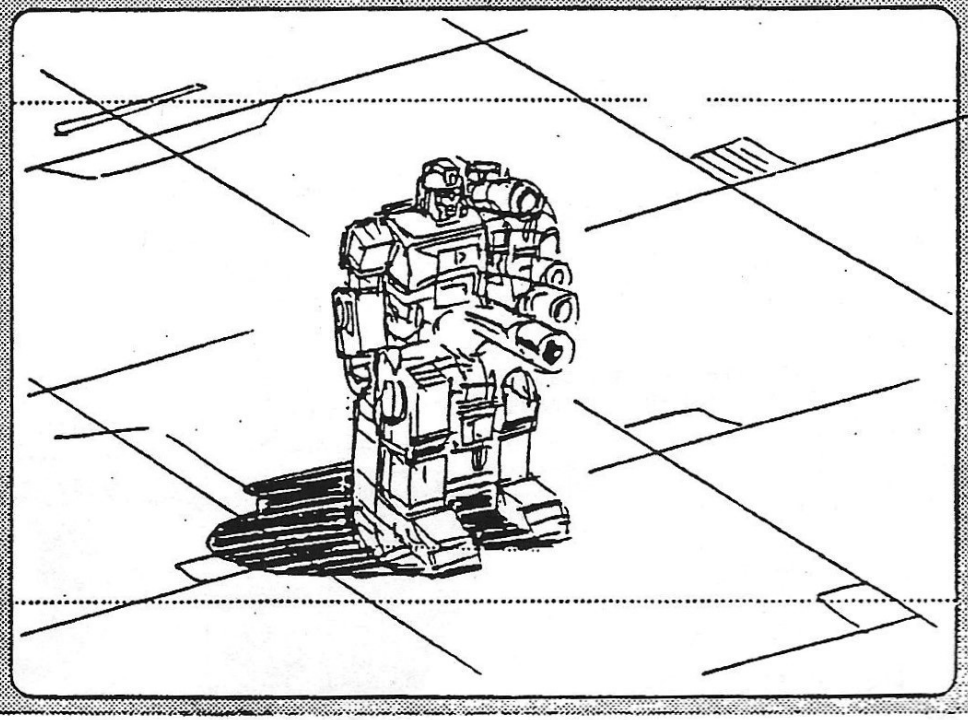
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-1 TRUCK IN. SC. 7-2 SEQ. 7 Page 1





ACTION X.L.S. PERCEPTOR STANDS ON A PLATFORM OF AUTOBOT CITY. WE TRUCK IN AS...

DIAL

MUSIC/SFX

CAMERA

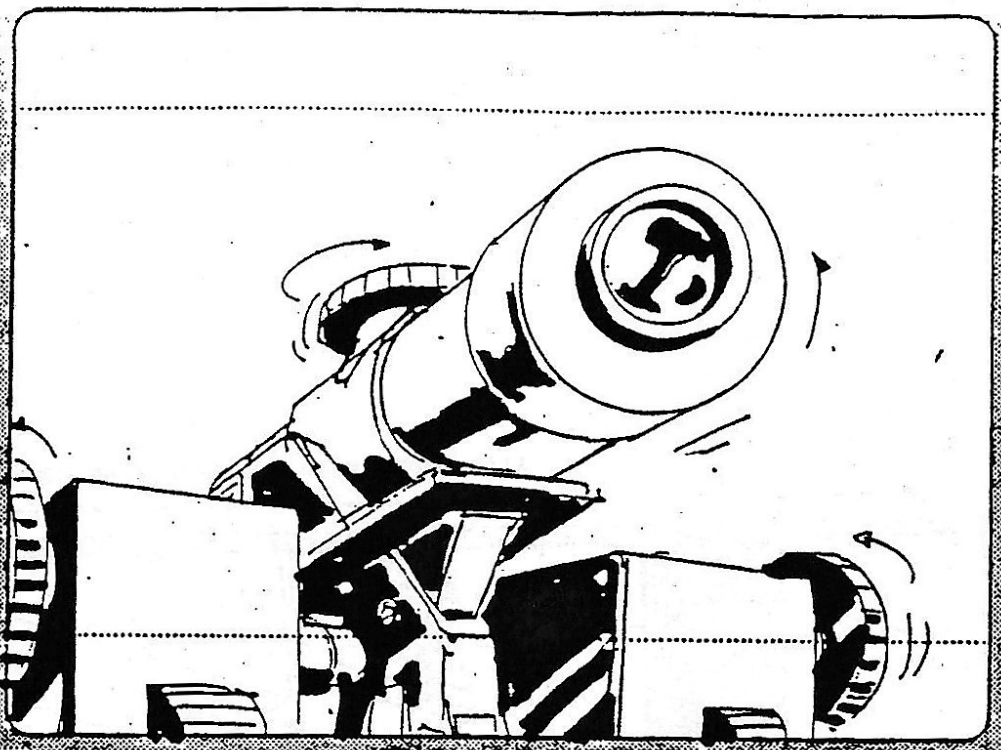
ACTION ...HE TRANSFORMS INTO MICROSCOPE MODE.

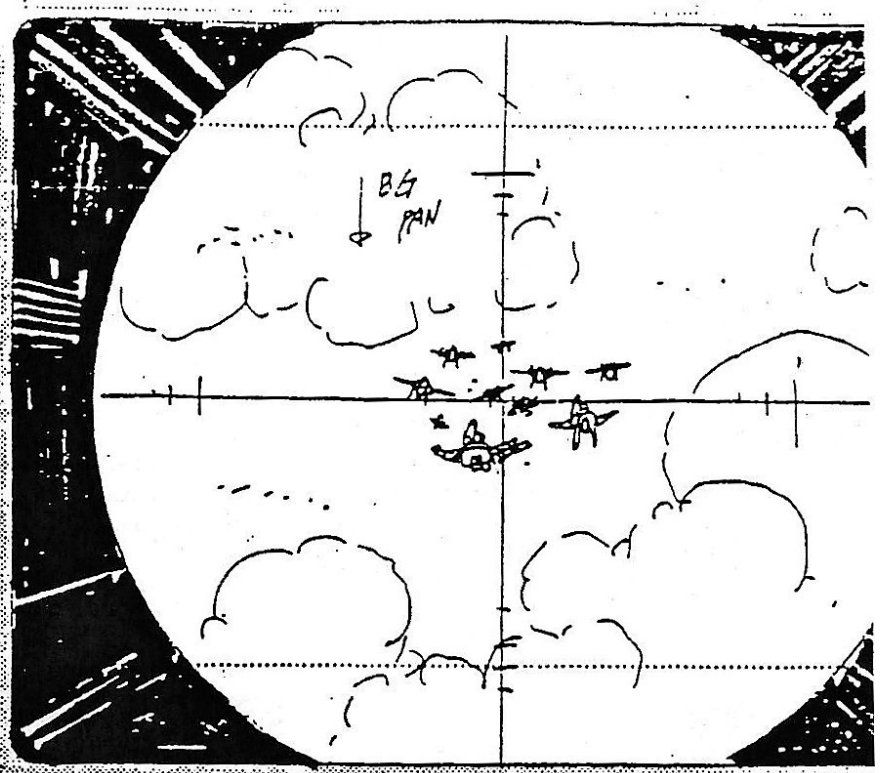
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. PERCEPTOR IN MICROSCOPE MODE. HE AIMS AND FOCUSES ON THE DECEPTICONS O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION P.O.V. THROUGH PERCEPTOR'S SCOPE OF MEGATRON AND T OTHER DECEPTICONS APPROACHING.

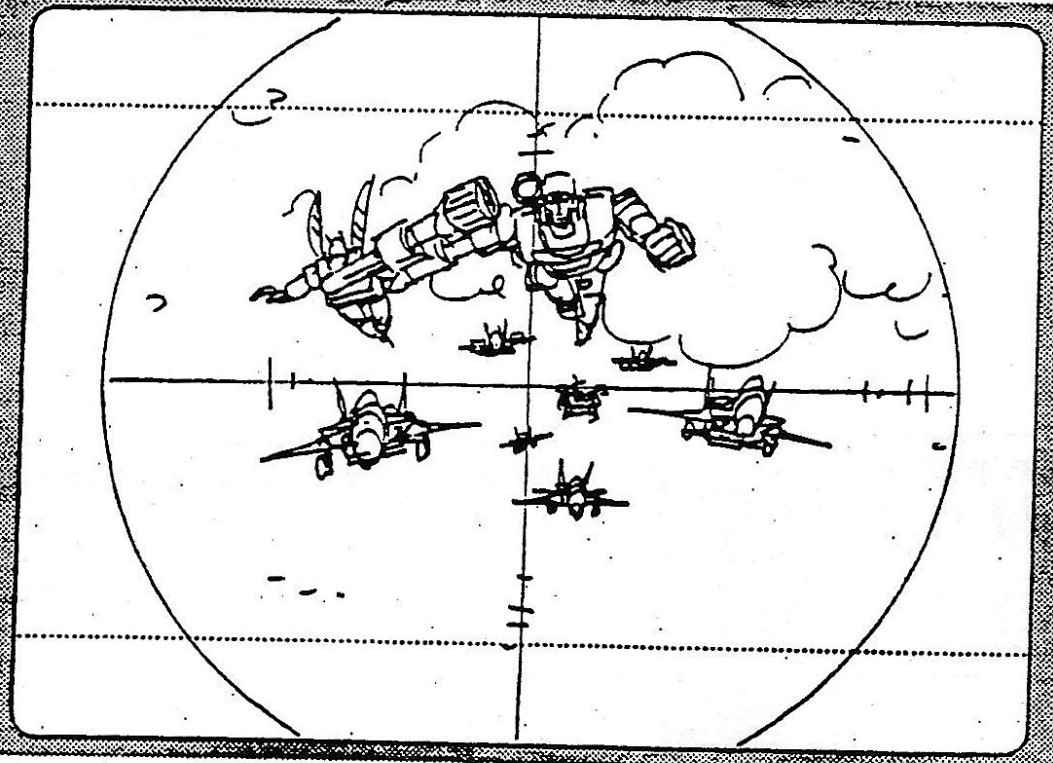
DIAL

MUSIC/SFX

CAMERA

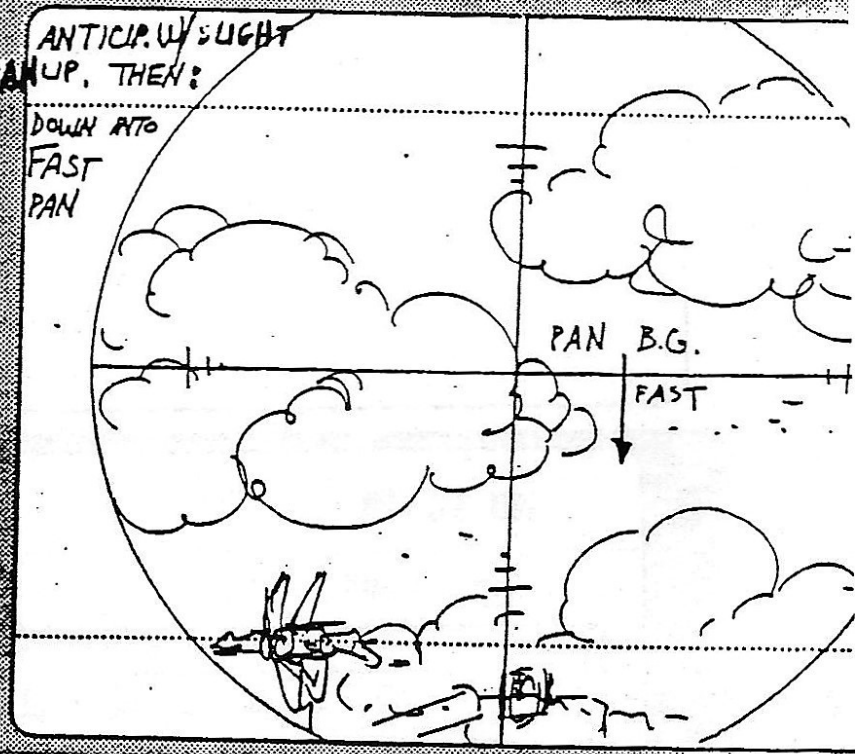
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-4



SC. CONT.

SEQ. 7 Page



ACTION ...AS THEY GET NEARER WE CAN SEE MORE CLEARLY WHO THEY ARE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...PERCEPTOR'S VIEW SWIFTLY CHANGES AS HE PANS A
HIS TRANSFORMATION.

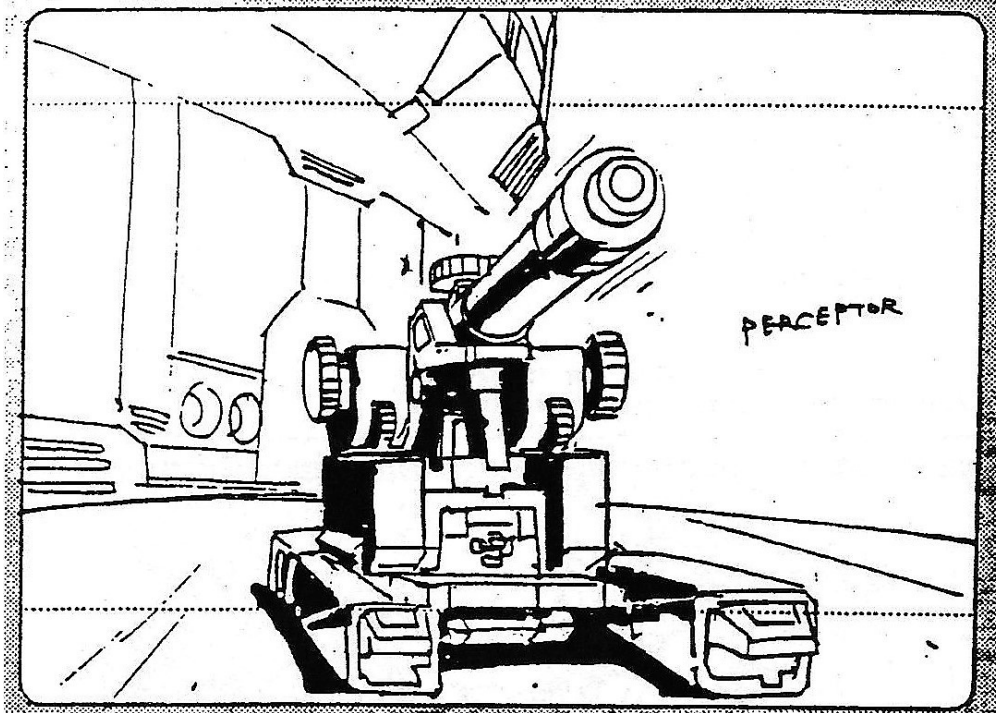
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-5 SC. SEQ. 7 Page 4



:TION M.L.S. PERCEPTOR. HE TRANSFORMS FROM MICROSCOPE MODE TO...

AL

USIC/SFX

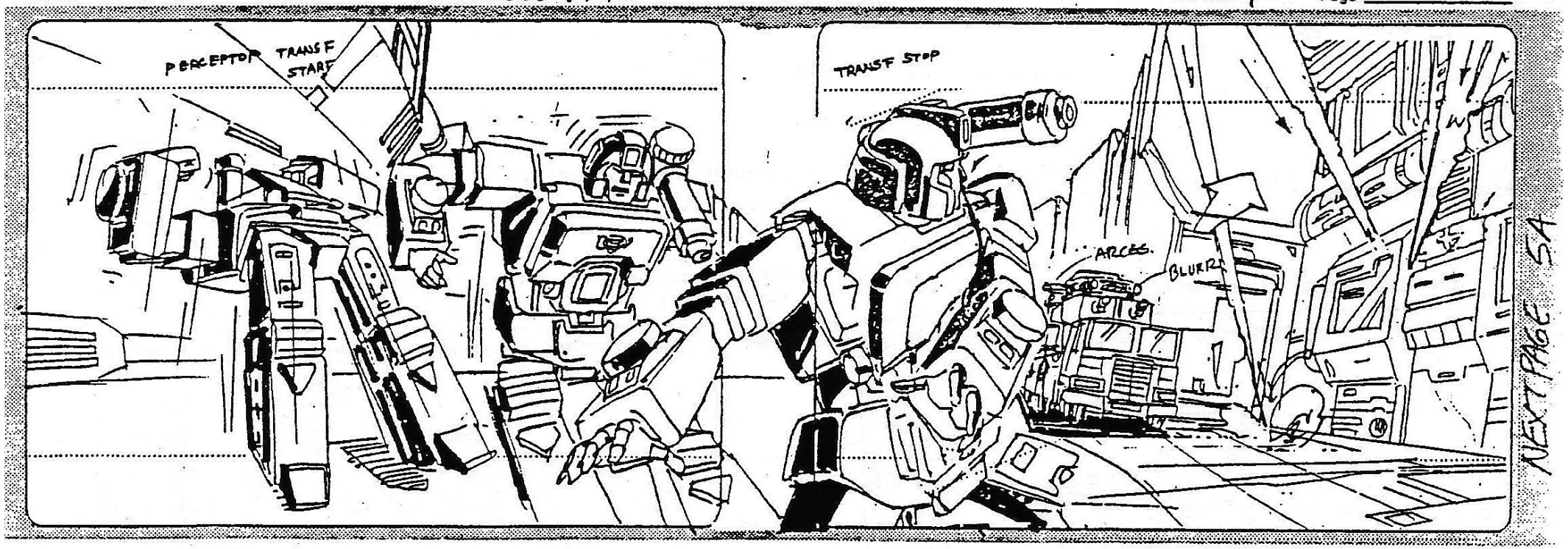
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-5 CONT FOLLOW PAN → SEQ. 7 Page 5



ACTION ...ROBOT MODE. AS HE DOES SO HE FLIPS BACK AND...

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. PERCEPTOR. LOOKING UP AT THE INCOMING DECEPTICON BLASTS AS ULTRA MAGNUS, SPRINGER AND ARCEE, IN AUTO MODE, MOVE FORWARD. ULTRA MAGNUS CARRIES THE OTHERS ON HIS CARRIER.

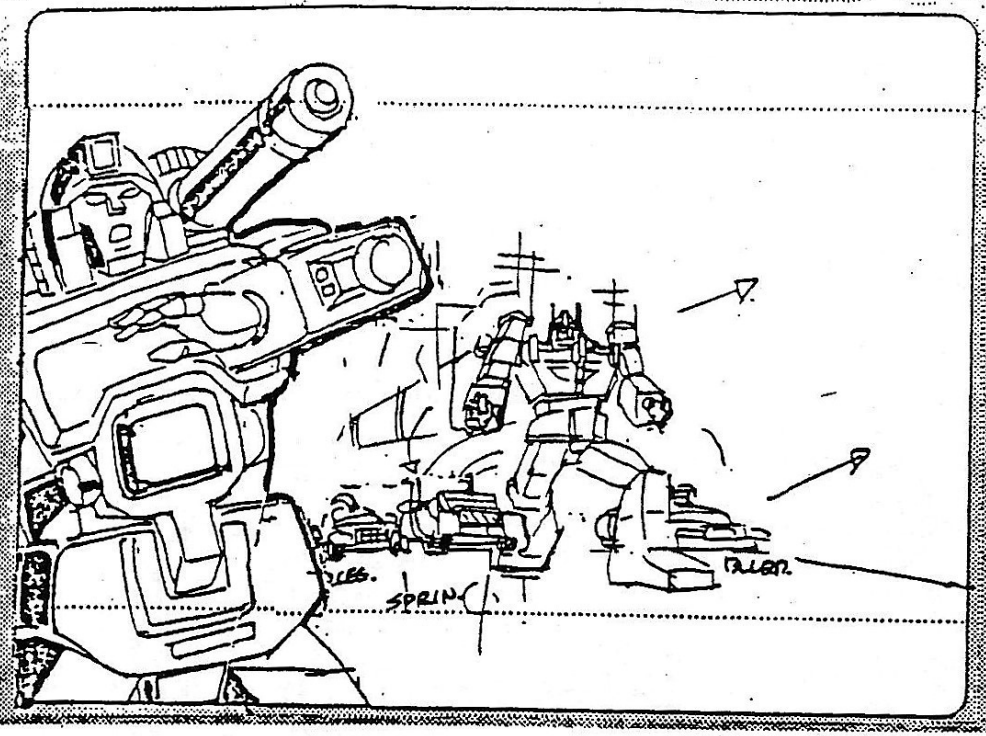
DIAL PERCEPTOR Ultra Magnus...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-5 CONT

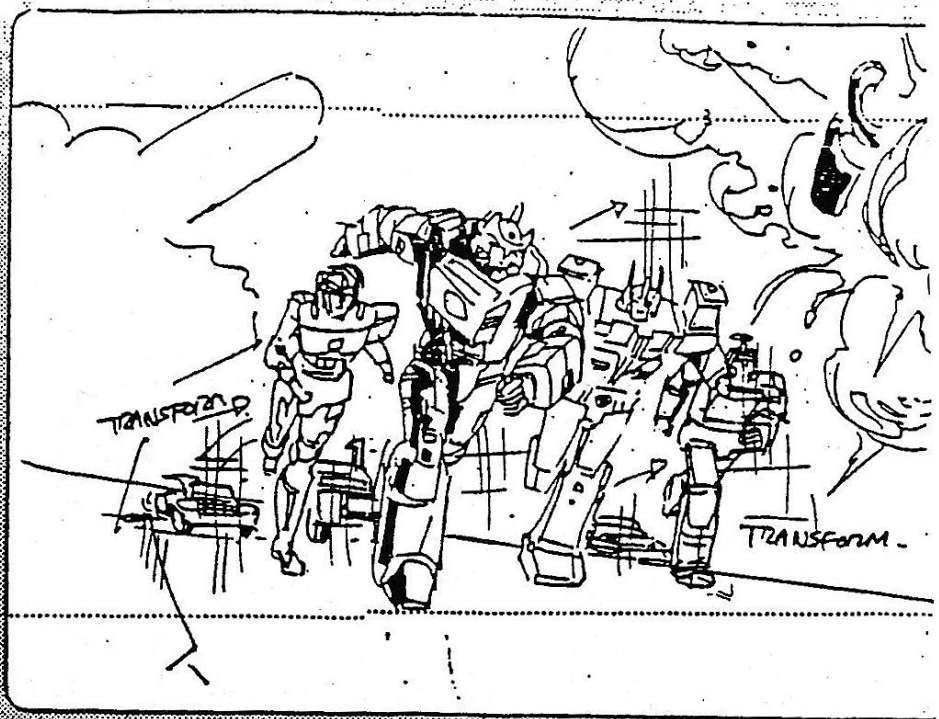


ACTION ...PERCEPTOR TURNS TO ULTRA MAGNUS AS HE, SPRINGER AND ARCEE COME RUNNING UP RACING IN. ULTRA MAGNUS TRANSFORMS INTO ROBOT MODE.

DIAL PERCEPTOR (CONT) ...a cursory evaluation of Decepticon capability...

MUSIC/SFX

SC. CONT SEQ. 7 Page 5A



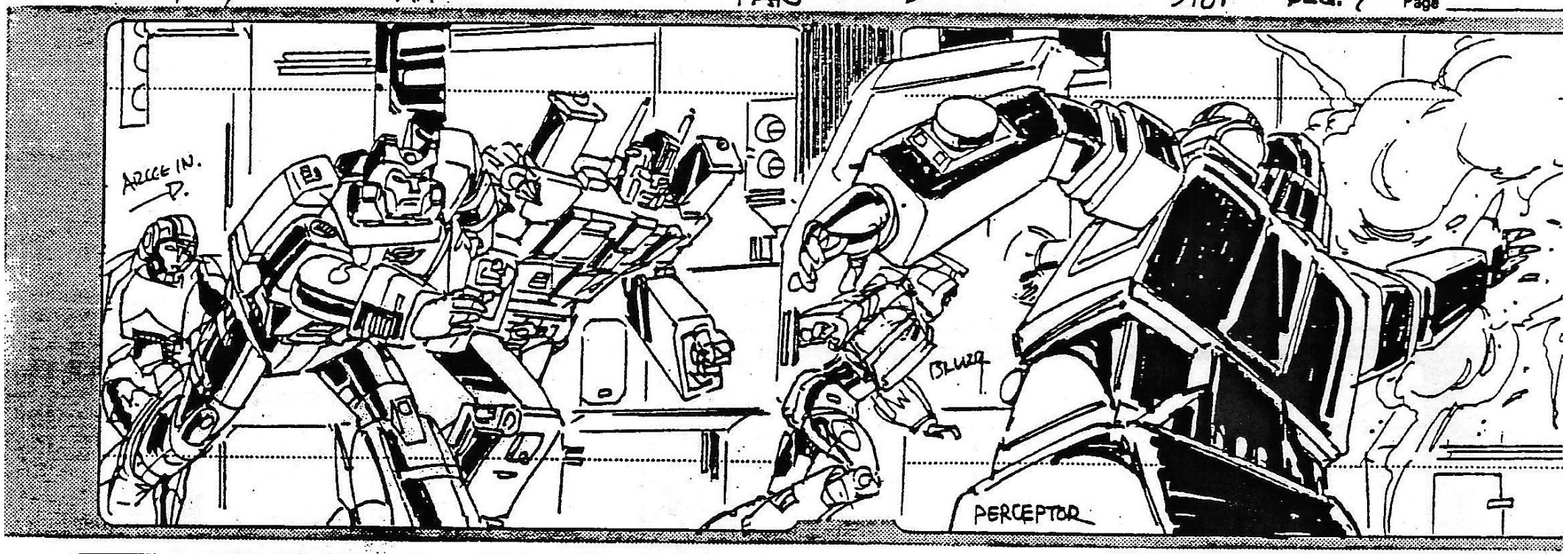
ACTION THE OTHERS TRANSFORM AND RUN ALONG BEHIND HIM.

DIAL PERCEPTOR (CONT) ...of Decepticon capability...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-7 START PAN → STOP SEQ. 7 Page 6



ACTION M.S. SPRINGER AND ULTRA MAGNUS. WE PAN WITH THEM AS THEY RUN, PAST ARCEE, AND OVER TO PERCEPTOR.

DIAL PERCEPTOR (CONT) ... indicates ...

MUSIC/SFX

CAMERA

ACTION

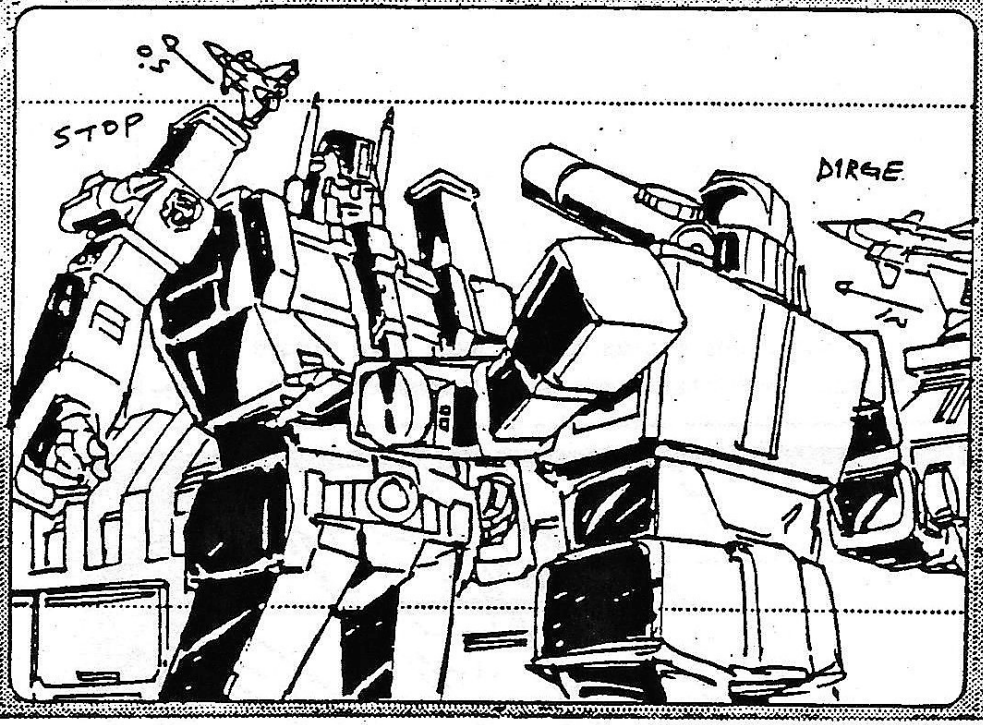
DIAL PERCEPTOR (CONT) ... a distinct tactical ...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 7-7



ACTION ...THEY STOP IN FRONT OF PERCEPTOR, WHO FINISHES HIS REPORT. DIRGE ZOOMS THROUGH THE BACKGROUND.

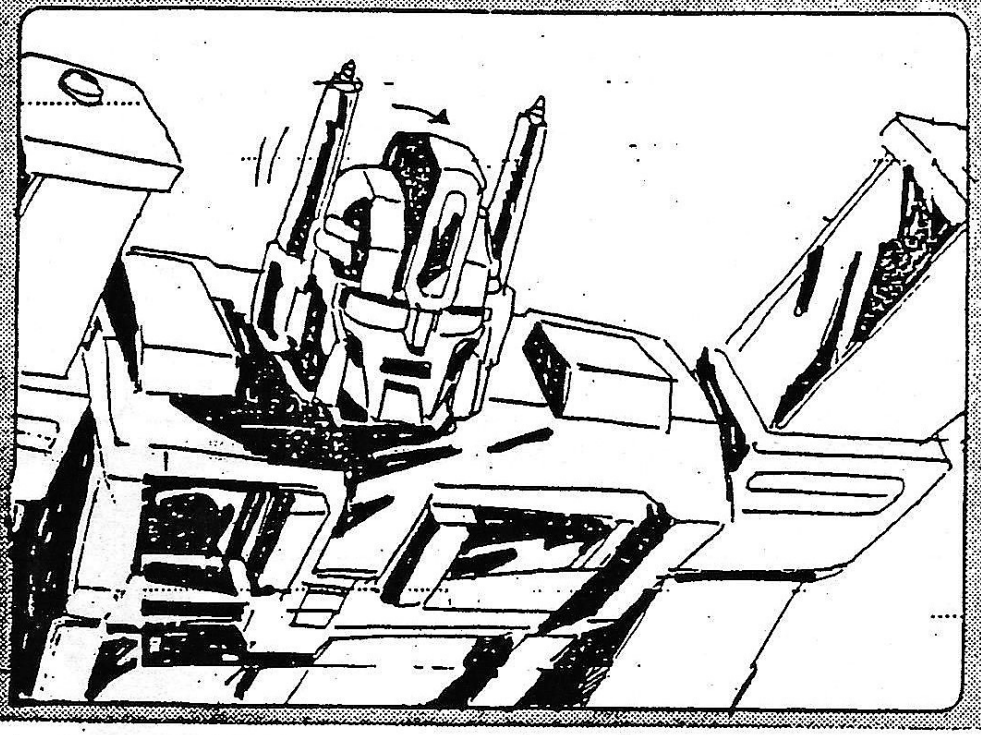
DIAL PERCEPTOR (CONT) ... deficiency!

MUSIC/SFX

CAMERA

SC. 7-8

SEQ. 7 Page 7



ACTION M.C.U. ULTRA MAGNUS. QUESTIONNING PERCEPTOR, HE LEANS FORWARD.

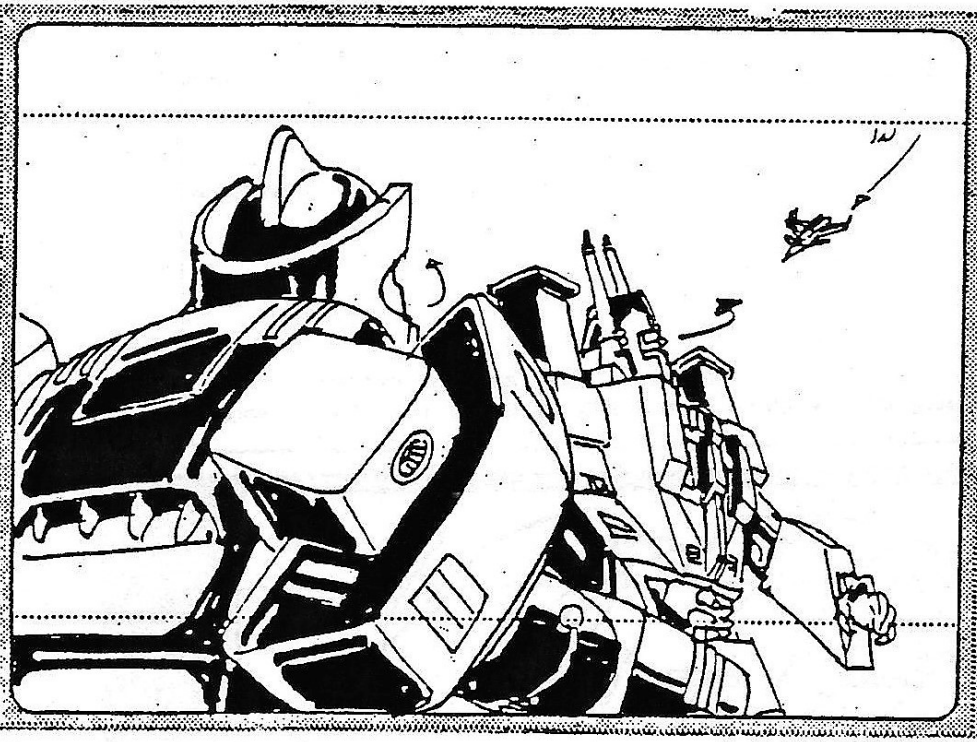
DIAL ULTRA MAGNUS In other words, Perceptor...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-9



ACTION M.S. SPRINGER AND ULTRA MAGNUS. THEY LOOK UP AS A DECEPTICON JET ENTERS THE SCENE.

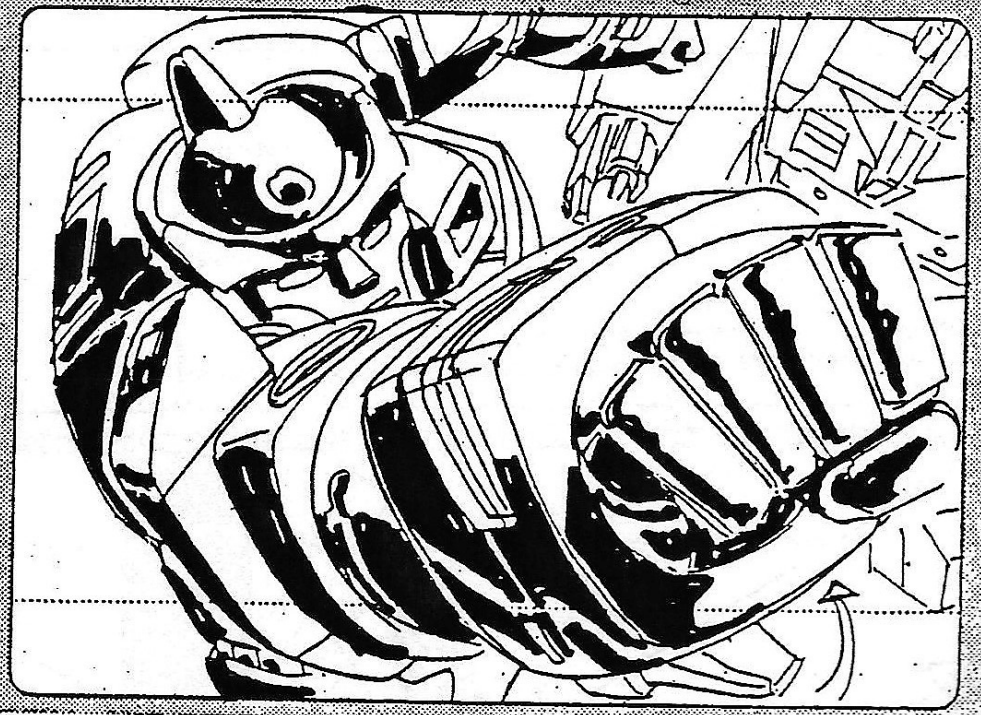
DIAL

MUSIC/SFX

CAMERA

SC. 7-10

SEQ. 7 Page 8



ACTION DOWN SHOT SPRINGER. HE TAKES AIM WITH HIS ARM AT THE O.S. DECEPTICON JET.

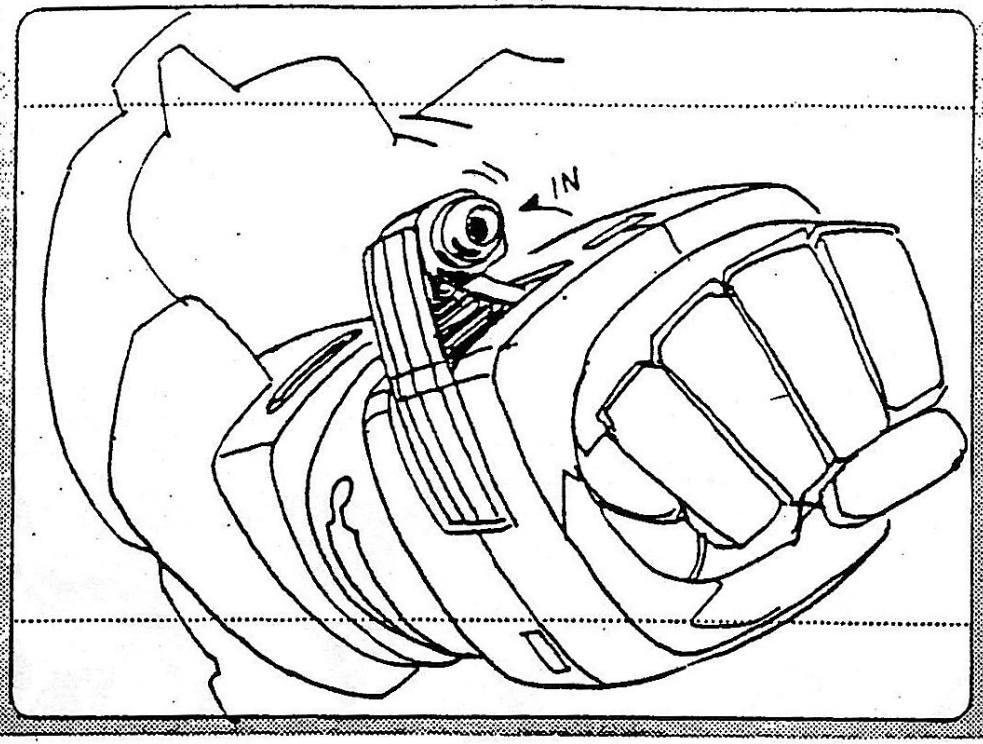
DIAL SPRINGER (TRANSLATING)
We're outnumbered!

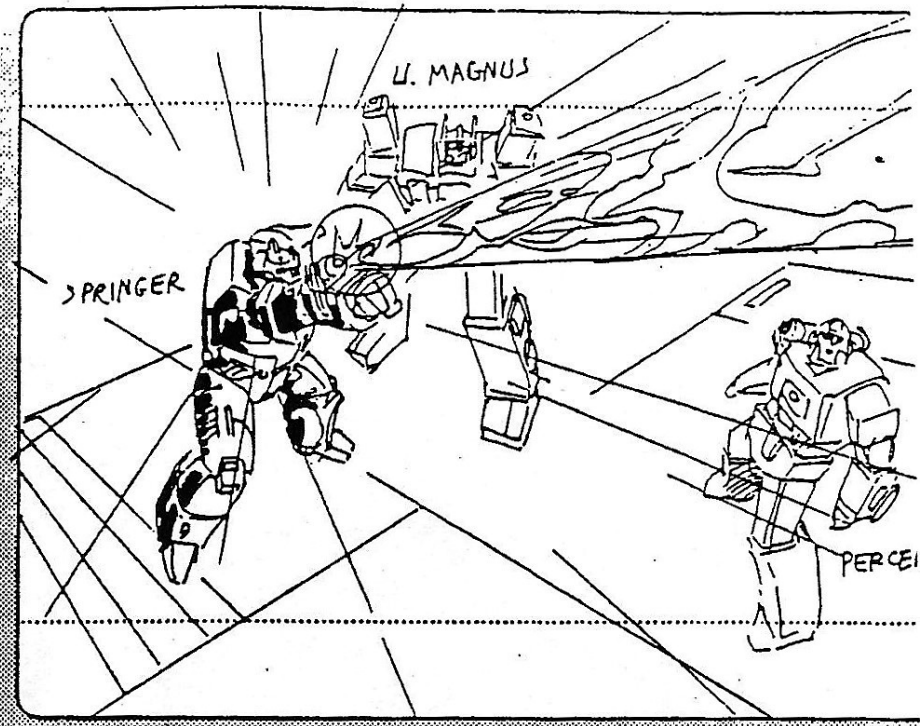
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. VERY FAST ANIMATED TRUCK-OUT PAGE 7





ACTION ...A DOOR OPENS IN HIS FOREARM AND A HIGH POWERED MINI BLASTER POPS UP INTO POSITION.

DIAL

MUSIC/SFX

ACTION LONG DOWN SHOT. SPRINGER, ULTRA MAGNUS AND PERCEPTOR. TH ARE ALL LOOKING UP AS SPRINGER FIRES HIS WEAPON.

DIAL

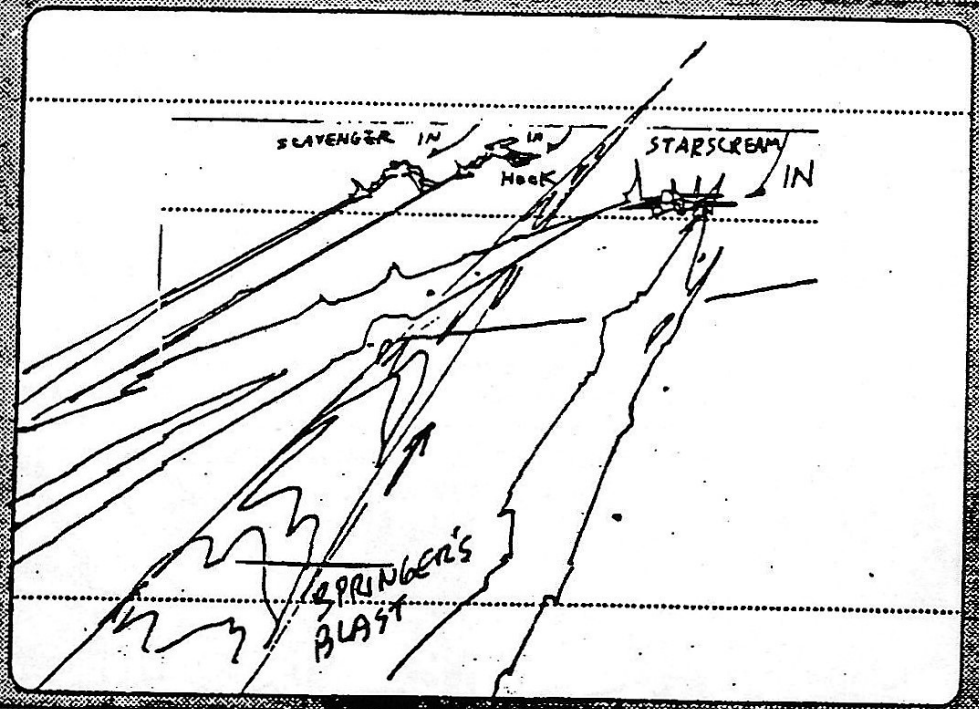
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-11

SC

SEQ. 7 Page 10



NO SC. 7-12.

ACTION L.S. SCAVENGER, HOOK AND STARSCREAM. SPRINGER'S ENERGY BLASTS SHOOTS PAST THEM. THEY RETURN THE FIRE.

DIAL

MUSIC/SFX

CAMERA

ACTION

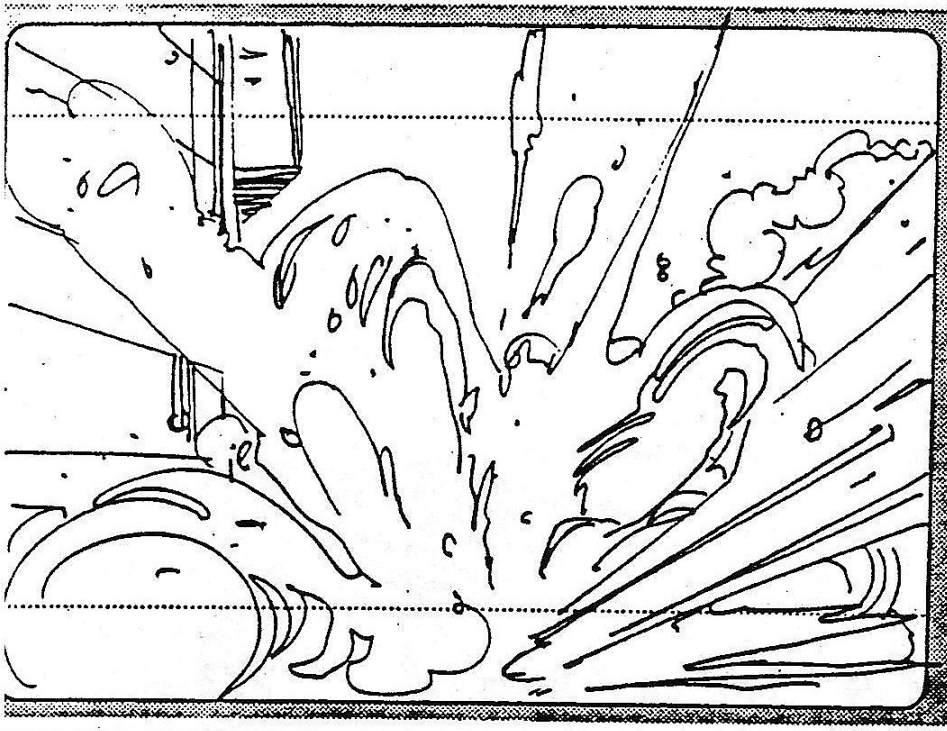
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-14 SC. CONT SEQ. 7 Page 11



NO PAGES 12 & 13

ON L.S. A STREET IN AUTOBOT CITY. DECEPTICON BOMBS AND LASER FIRE POUR INTO THE CITY...

ACTION: A CLOUD OF SMOKE FROM AN EXPLOSION FILLS THE SCENE.

DIAL

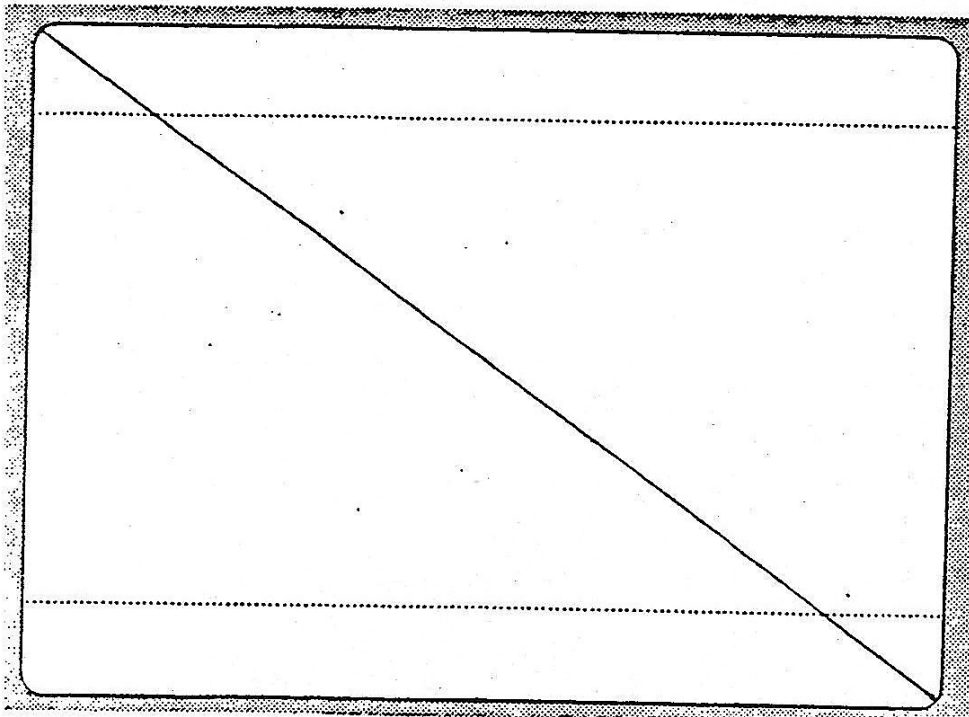
C/SFX

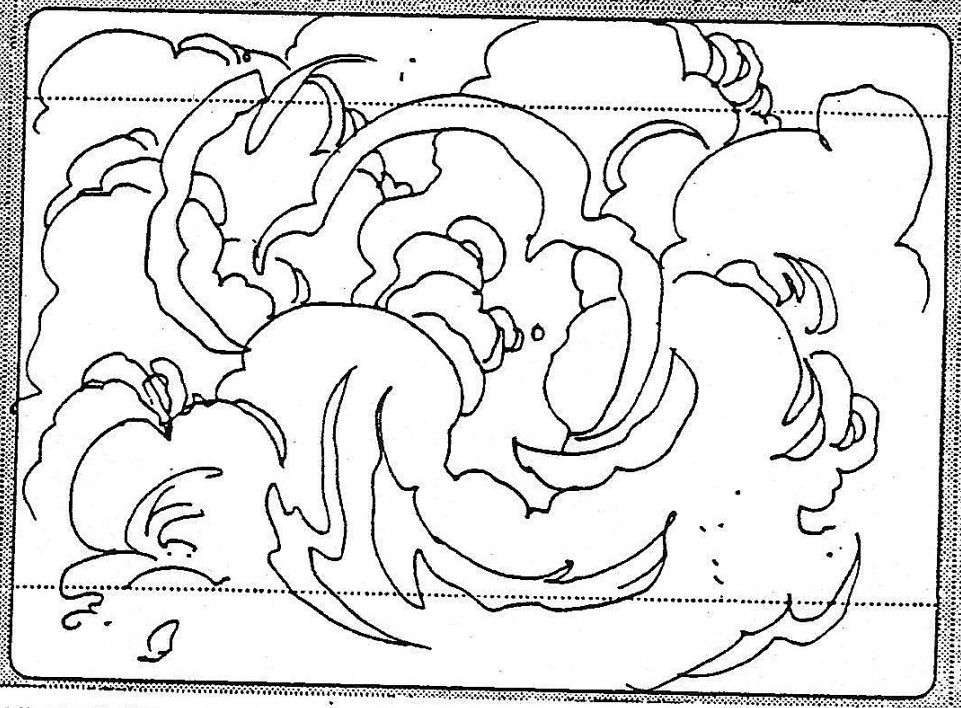
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 7-15 SEQ. 7 Page 12





NO PAGE 13

CTION

AL

USIC/SFX

MERA

ACTION M.S. A CLOUD OF SMOKE FROM AN EXPLOSION FILLS THE SCENE.

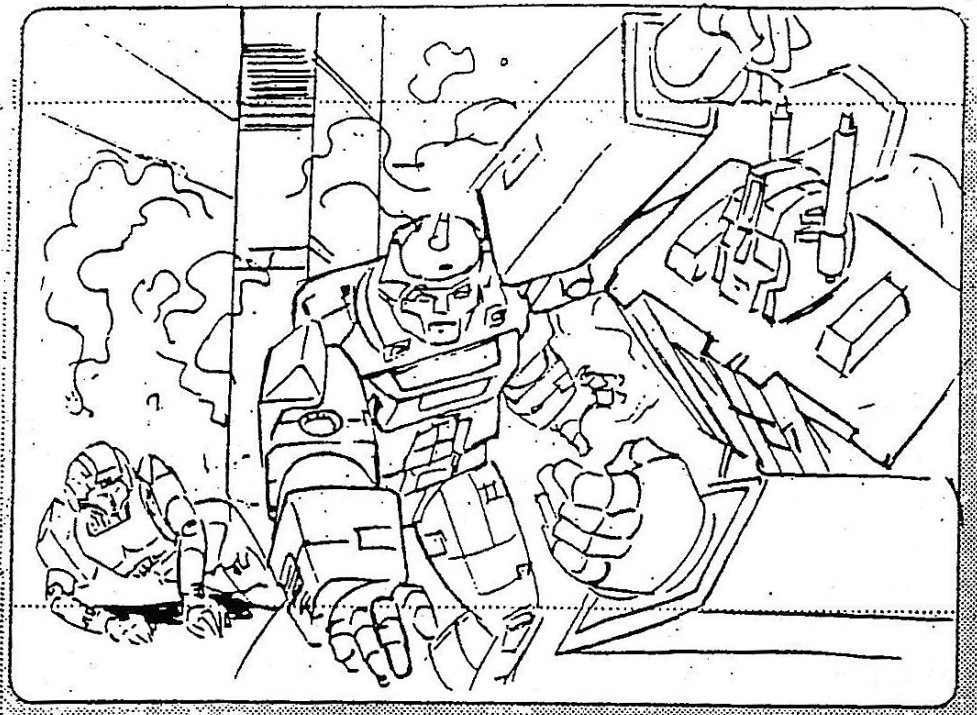
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-7T CONT

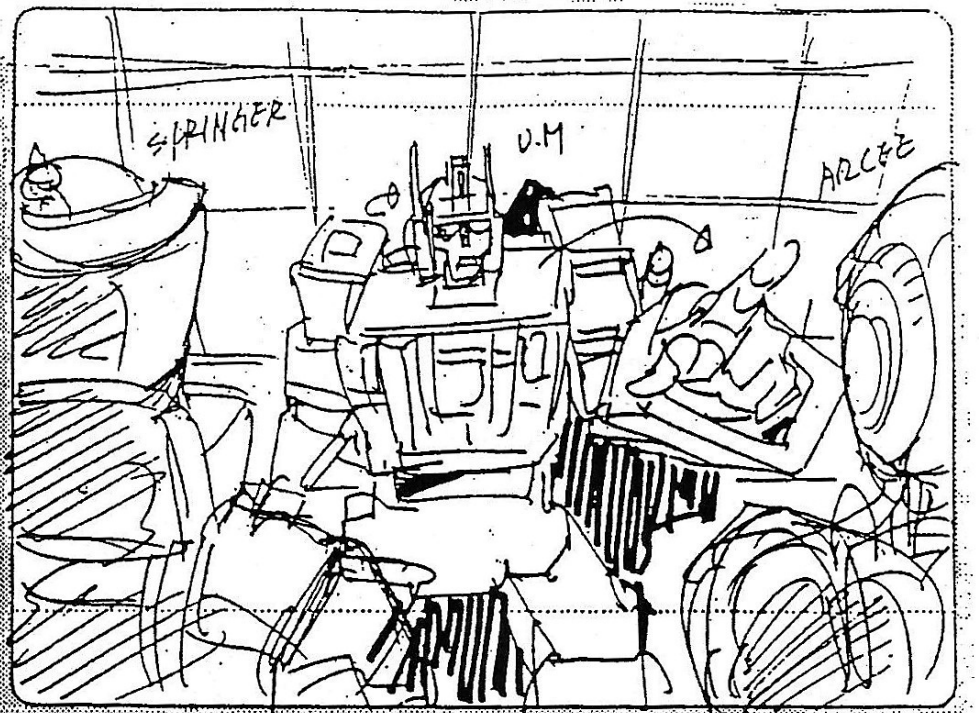


ACTION IT CLEARS. WE SEE ARCEE SPRINGER, PERCEPTOR AND ULTRA MAGNUS. ULTRA MAGNUS TURNS TO ARCEE, BLURR AND SPRINGER WHO RUN UP BEHIND HIM AND STOP. DECEPTICON JETS STREAK THROUGH THE SKY IN THE DISTANCE.

DIAL ULTRA MAGNUS Springer...

MUSIC/SFX

SC. 7-7G SEQ. 7 Page 4



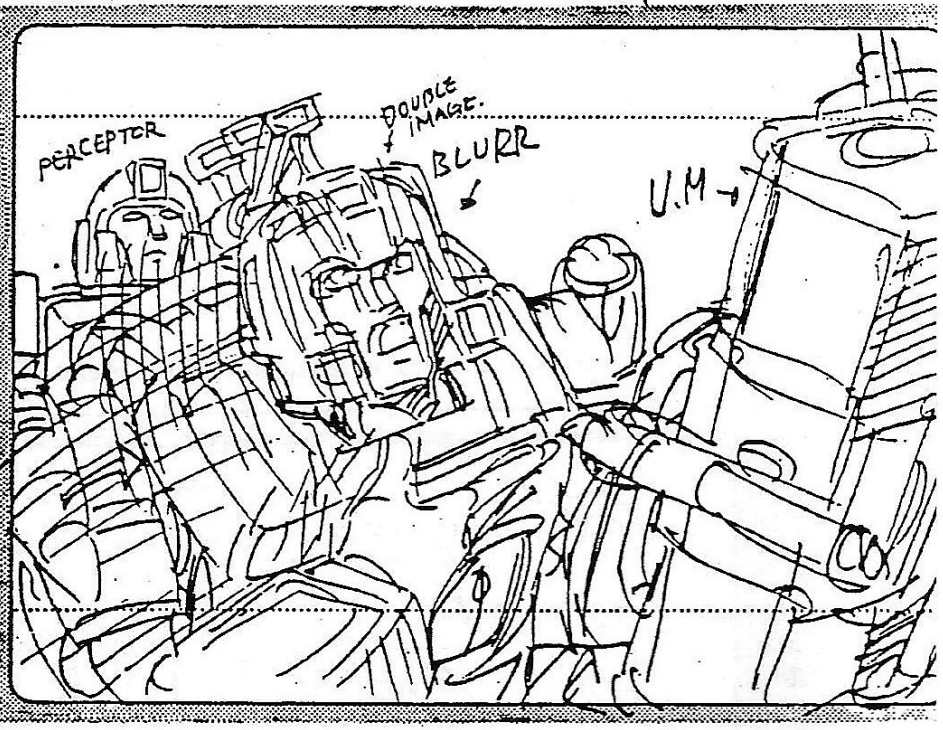
ACTION M.S. ULTRA MAGNUS, SPRINGER AND ARCEE ARE IN THE FOREGROUND. ULTRA MAGNUS GIVES THEM ORDERS.

DIAL ULTRA MAGNUS (CONT) ...you and Arcee, transform Autobot City!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-17 SC. 7-18 SEQ. 7 Page 15



ACTION L.S. SPRINGER, ARCEE, ULTRA MAGNUS, BLURR, PERCEPTOR. ULTRA MAGNUS TURNS AND ADDRESSES PERCEPTOR.

DIAL ULTRA MAGNUS (CONT) Perceptor... tell Blaster to radio Prime for reinforcements.

MUSIC/SFX

CAMERA

ACTION M.S. ULTRA MAGNUS AND PERCEPTOR. PERCEPTOR TURNS TO GO OUT AS BLURR PUSHES HIS WAY FORWARD TO SPEAK TO ULTRA MAGNUS.

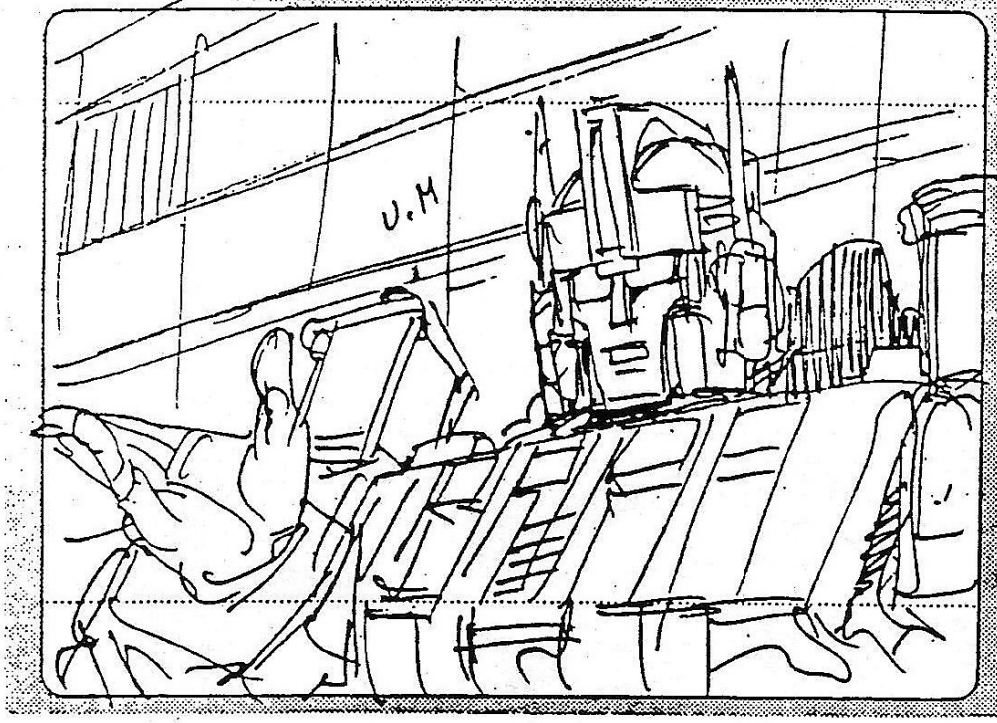
DIAL BLURR What about me, Magnus? What about me?

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-19



ACTION M.C.U. ULTRA MAGNUS. HE TELLS BLURR WHAT HE CAN DO.

DIAL ULTRA MAGNUS Blurr, you can help me alert the others.

MUSIC/SFX

SC. 7-20

SEQ. 7 Page 16

ACTION 2 SHOT BLURR AND ARCEE. BLURR IS HAPPY TO HAVE A JOB TO DO.

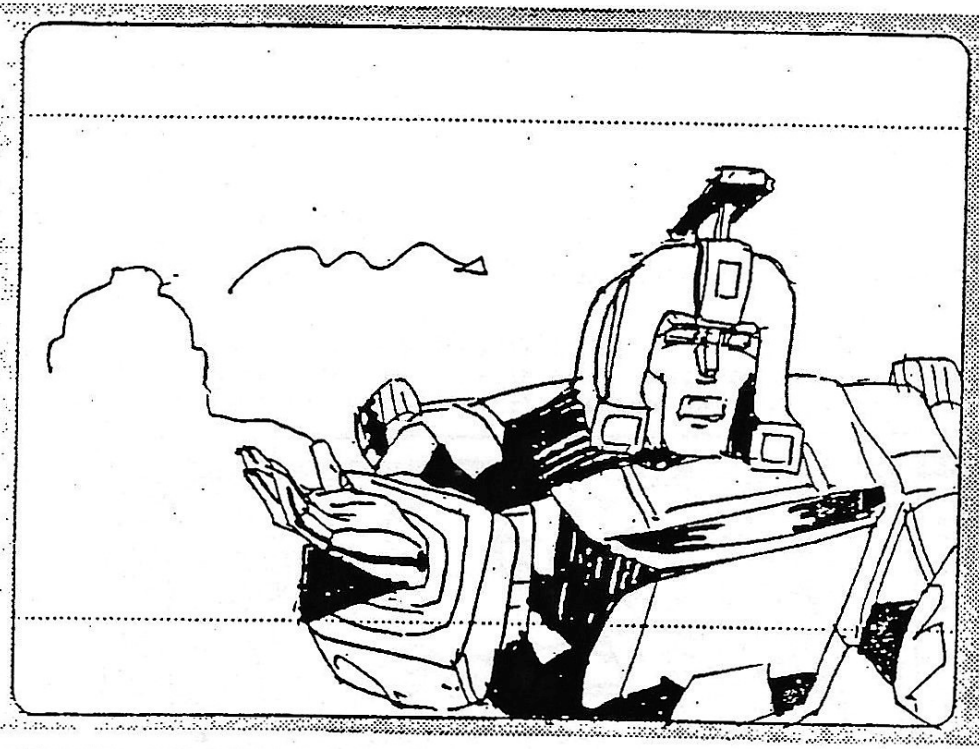
DIAL BLURR Absolutely, positively, definitely.

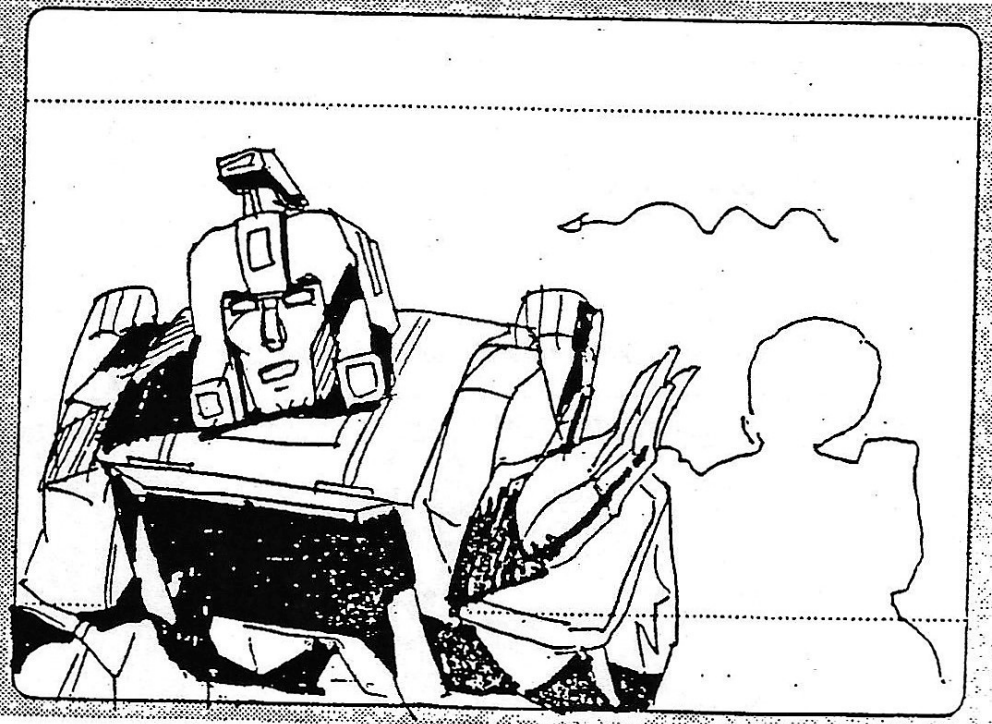
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-20

SC. CONT





ACTION

DIAL BLURR (CONT)...Nobody can get the job done faster than I can....

MUSIC/SFX

CAMERA

ACTION

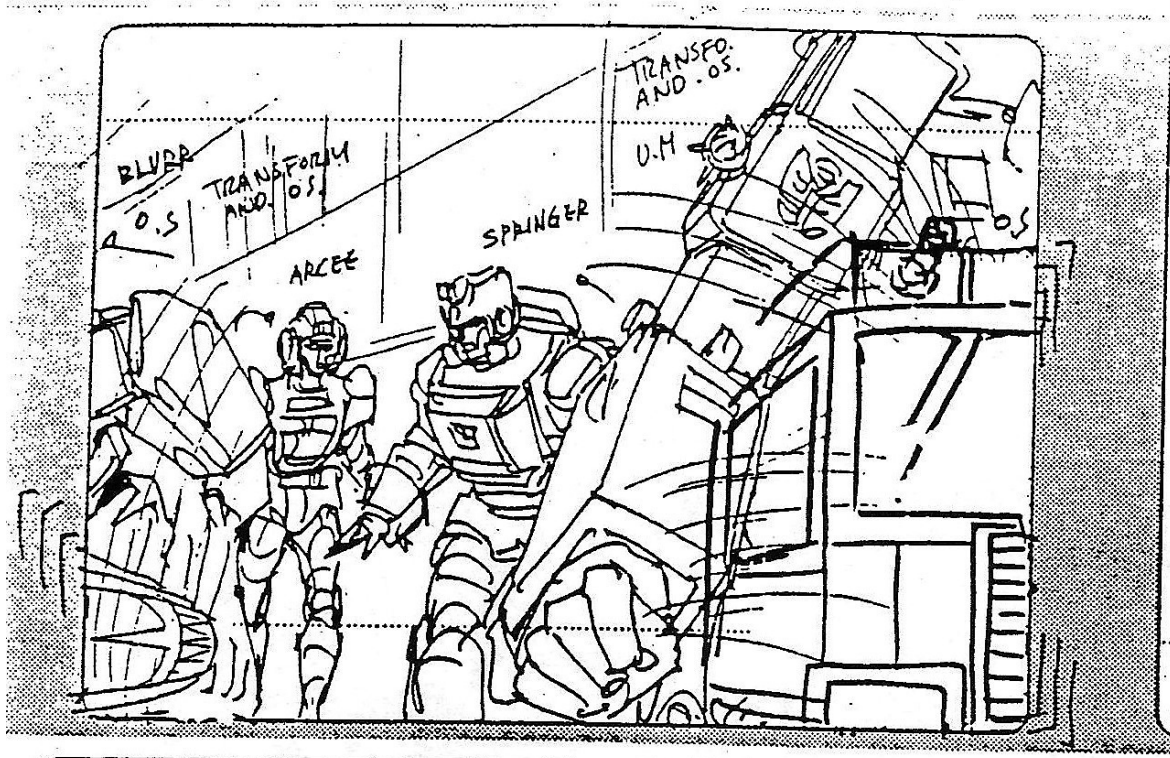
DIAL BLURR (CONT) ....Nobody. Nobody. Nobody....

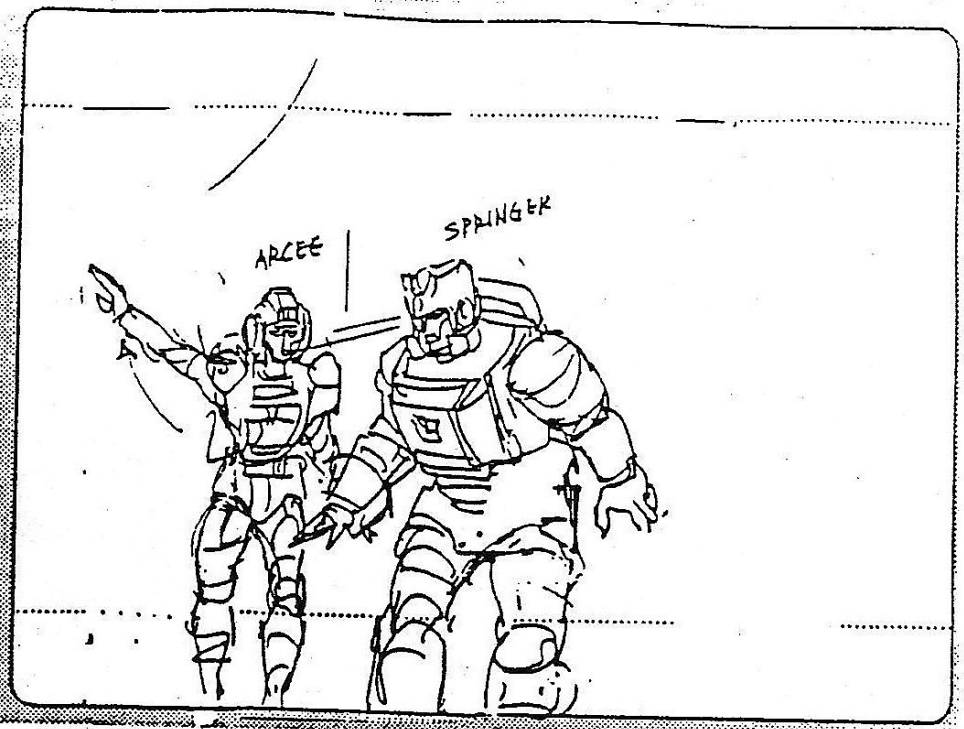
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC 7-21 SC. CONT. SEQ. 7 Page 7





ACTION M.L.S. BLURR, ARCEE, SPRINGER AND ULTRA MAGNUS. BLURR AND ULTRA MAGNUS MOVE O.S. SPRINGER CALLS TO ARCEE. SHE IS AT FIRST RELUCTANT TO GO,

DIAL SPRINGER Come on, Arcee. Let's go.

MUSIC/SFX

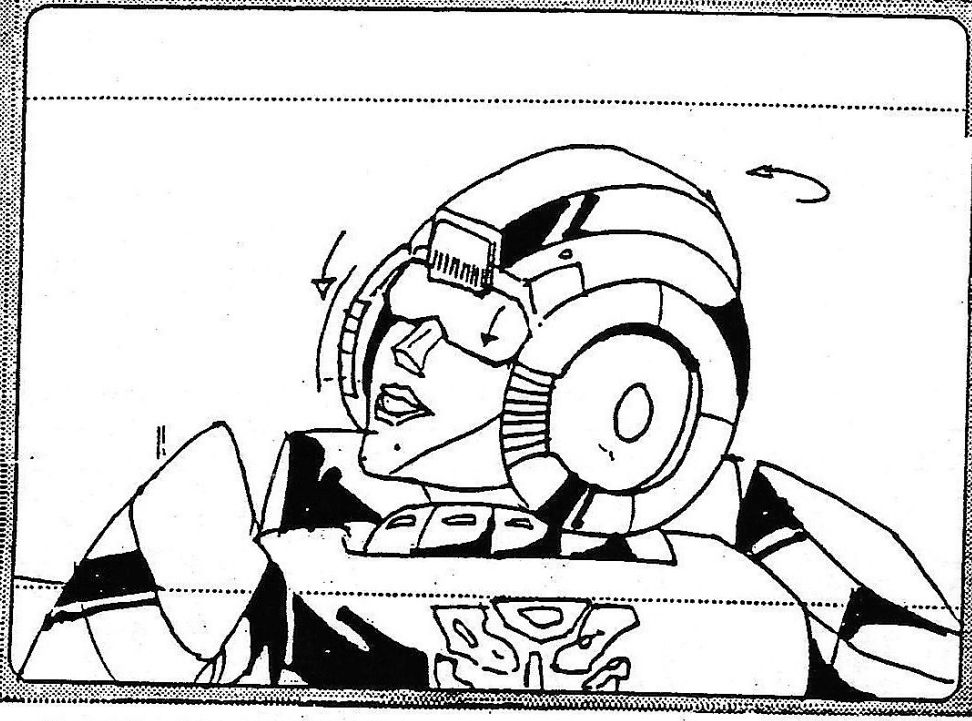
ACTION SHE POINTS UP TO SOMETHING SHE HAS SEEN O.S.

DIAL ARCEE But, Hot Rod and ...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-22



ACTION M.C.U. ARCEE. SHE SPEAKS TO SPRINGER, THEN LOWERS HER BINOCULAR GOGGLES AND LOOKS UP.

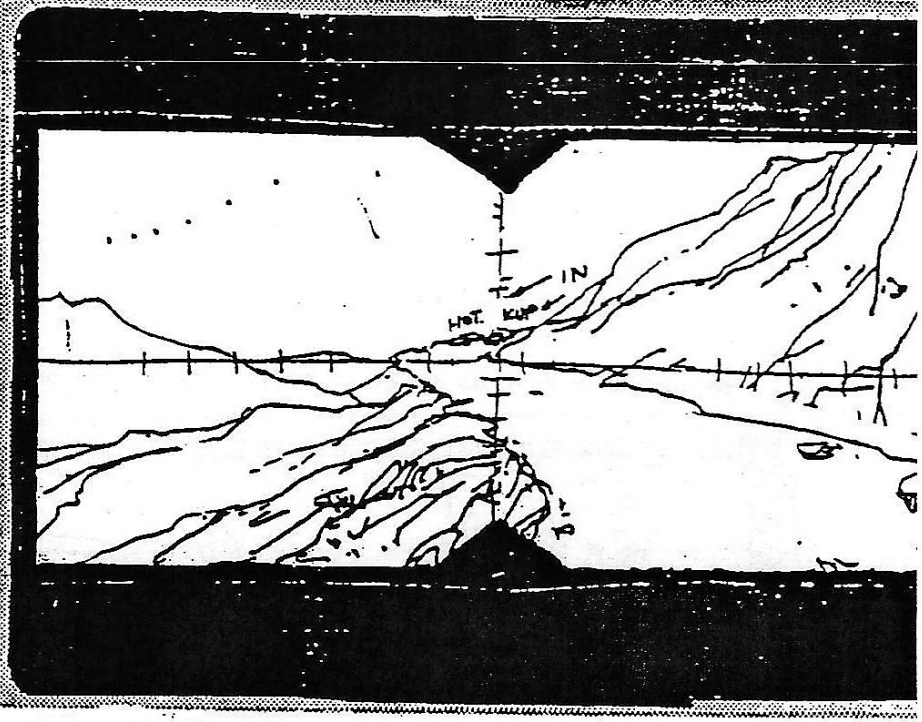
DIAL ARCEE (CONT) ... Kup are still outside the city.

MUSIC/SFX

CAMERA

SC. 7-22A

Page 17A



ACTION ARCEE'S P.O.V. THROUGH HER BINOCULARS. SHE SEES AN X.L.S. O HOT ROD AND KUP IN AUTO MODE SPEEDING ALONG A MOUNTAIN ROAD.

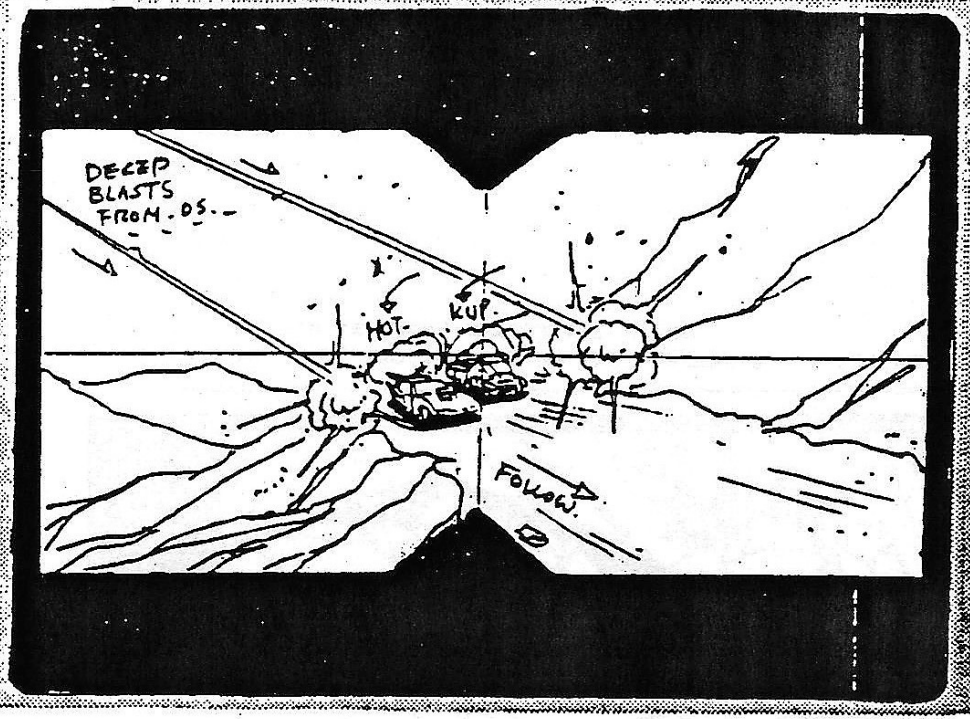
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-22B

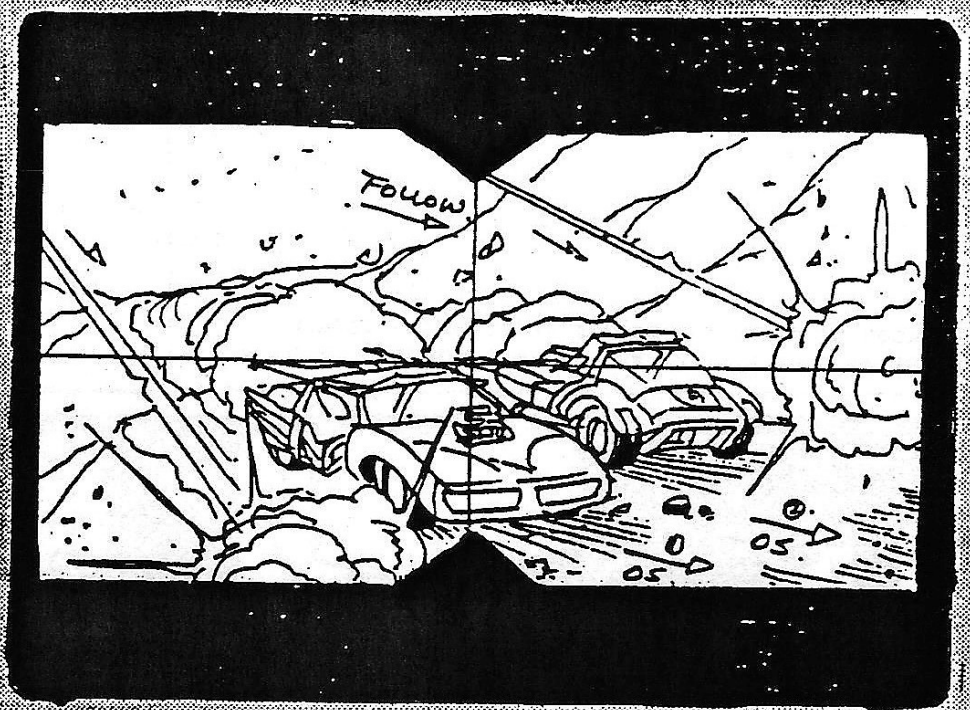


ACTION THE VIEW CLICKS TO A CLOSER SCENE OF THE TWO AUTOBOTS AS DECEPTICON BLASTS EXPLODE AROUND THEM.

DIAL

MUSIC/SFX

SC. 7-22C



NEXT PAGE 17C

ACTION THE VIEW CLICKS CLOSER AGAIN AS HOT ROD AND KUP SPEED ON OUT MANEUVERING THE DECEPTICON FIRE.

DIAL

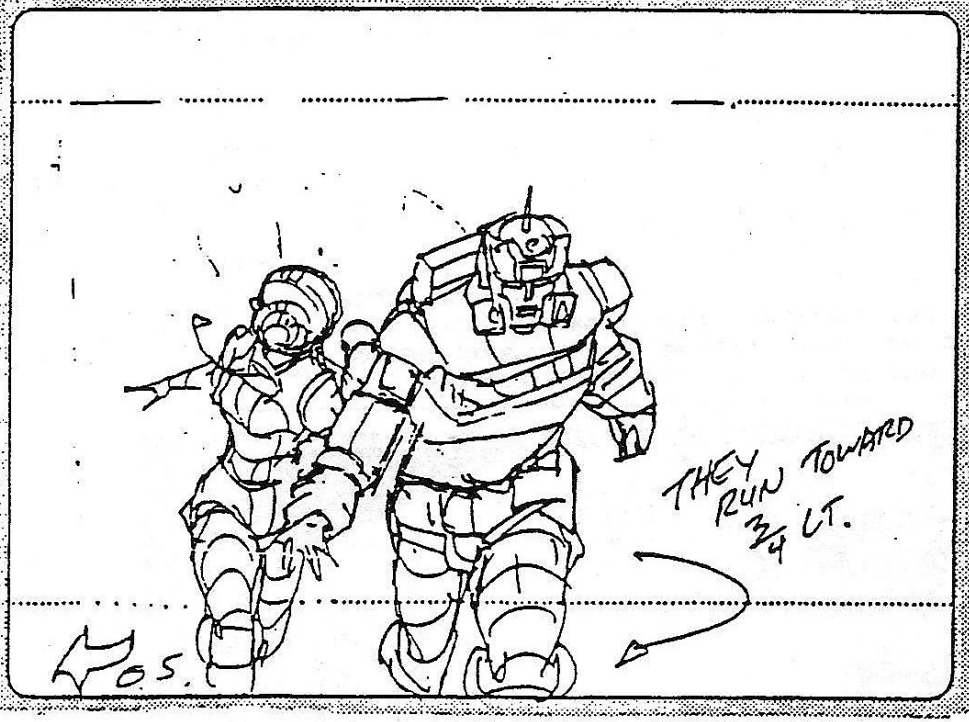
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-22D

SC.

Page 17C



NEXT PAGE 18

ACTION M.S. ARCEE AND SPRINGER. THEY BOTH TURN AND RUN O.S.

DIAL SPRINGER We can't wait. They'll have to take care of themselves. Come on!

MUSIC/SFX

CAMERA

ACTION

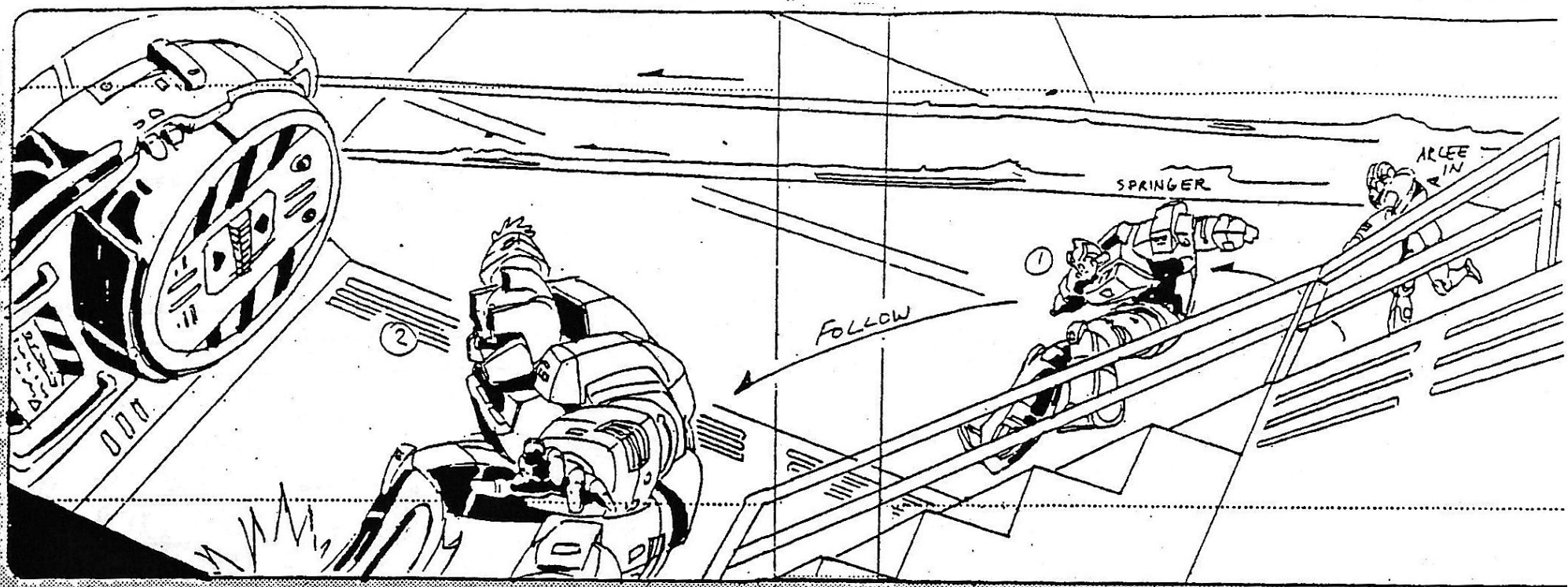
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

START SEQ. 7 Page ____



ACTION L.S. SPRINGER AND ARCEE. WE PAN WITH THEM AS THEY RUN, DODGING DECEPTICON LASER FIRE. THEY COME TO A FLIGHT OF STAIRS. SPRINGER LEAPS DOWN, AND LANDS ON THE FLOOR BELOW.

DIAL

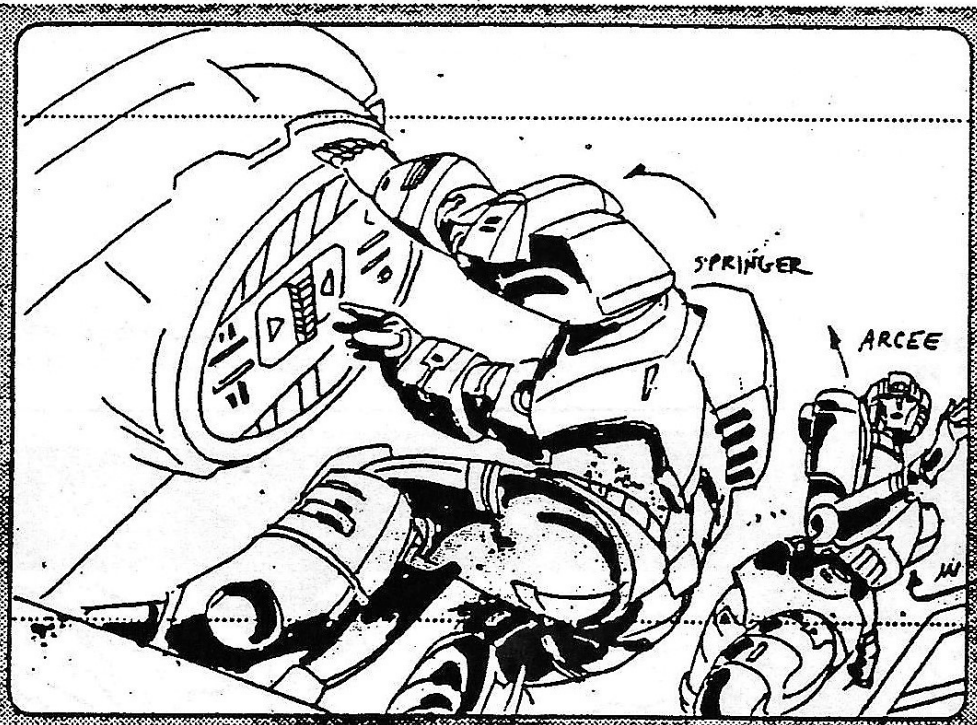
MUSIC/SFX

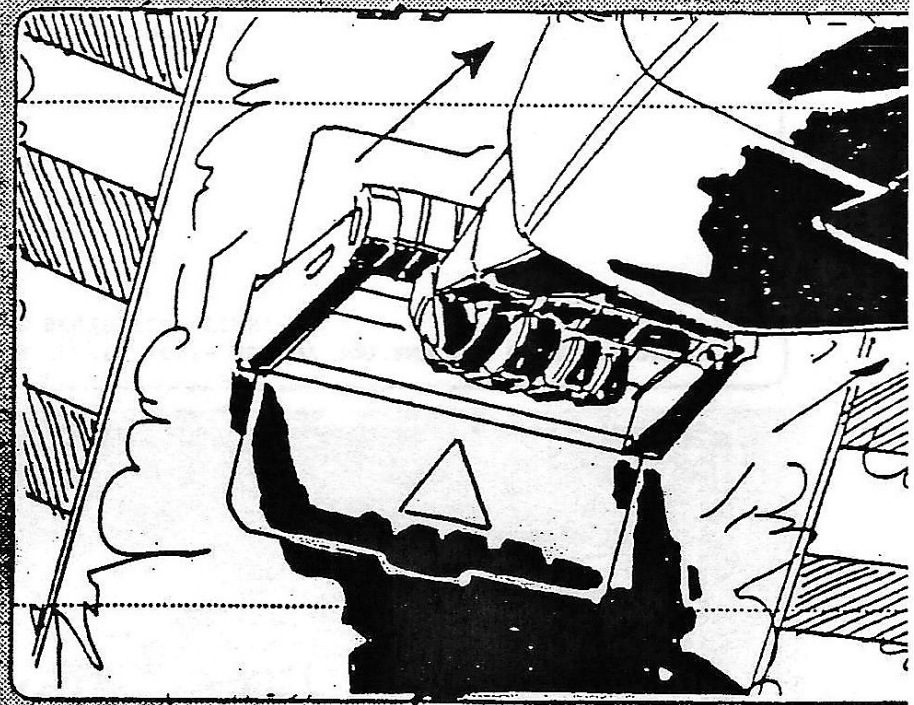
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...HE STRAIGHTENS UP AND REACHES FOR A DEVICE IN FRONT OF HIM AS ARCEE ENTERS THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. SPRINGER'S HAND. HE TAKES A HOLD OF THE HANDLE ON TH DEVICE AND PULLS IT SLOWLY OUT UNTIL IT LOCKS IN POSITION.

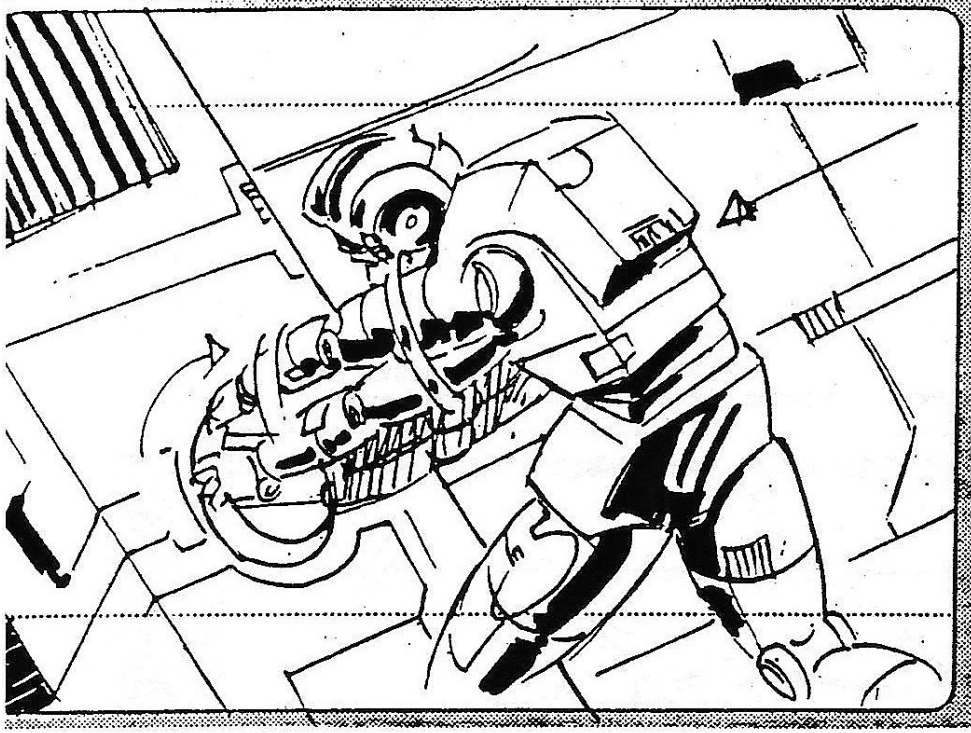
DIAL

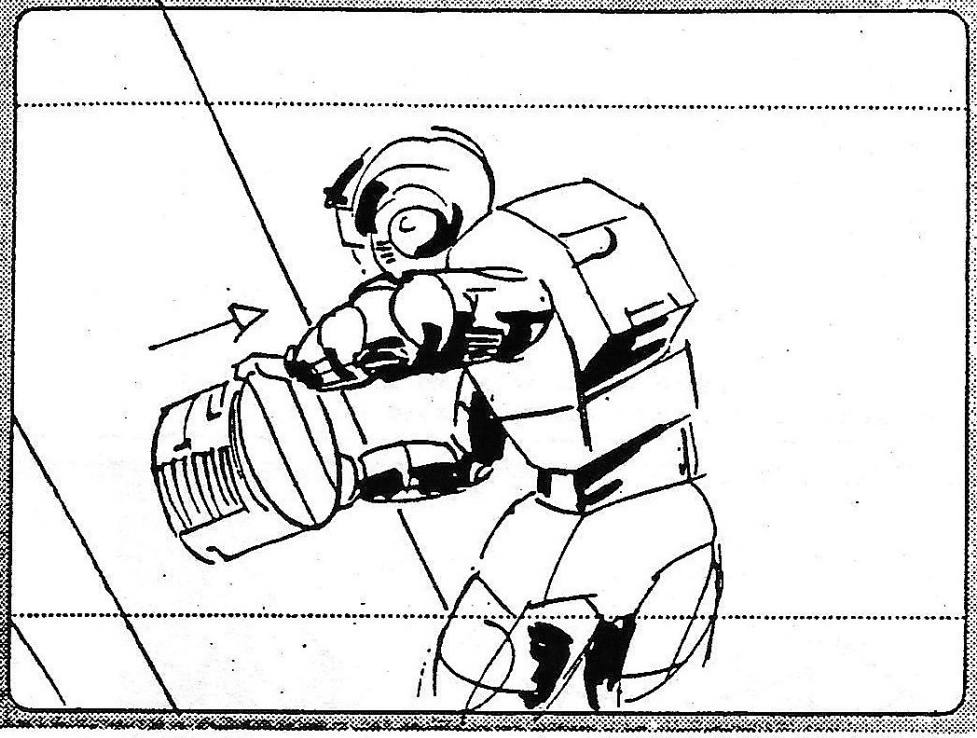
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-24A SC. CONT SEQ. 7 Page 19A





ON M.S. ARCEE. SHE RUNS IN AND TAKES A HOLD OF A RELEASE MECHANISM WHICH SHE UNSCREWS...

C/SFX

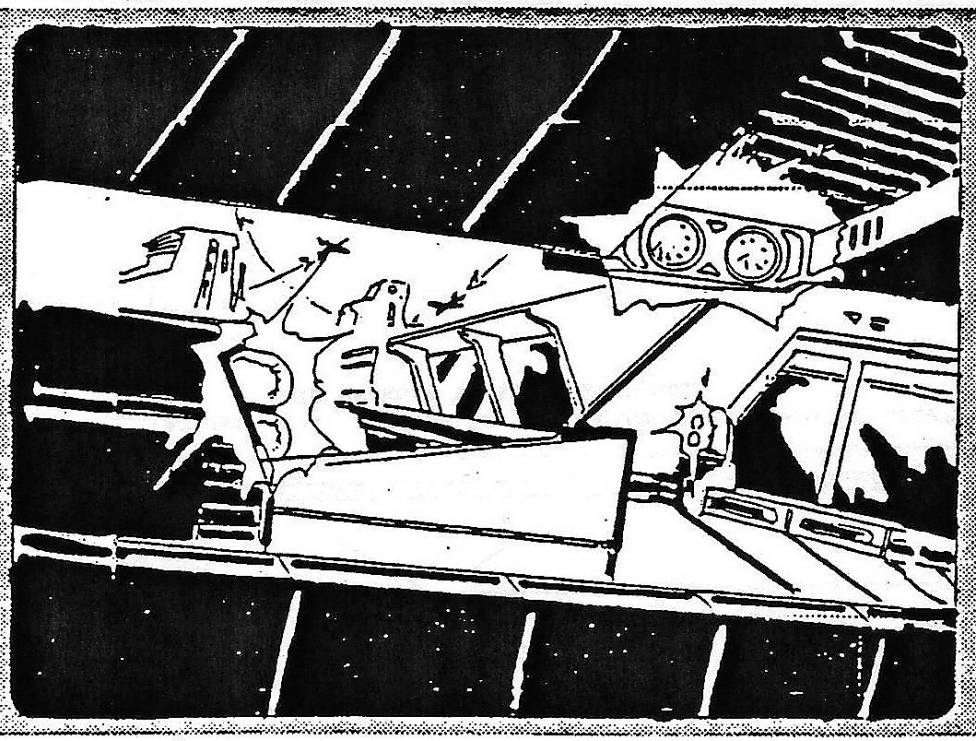
ACTION ...AND PULLS IT OUT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-25



ACTIOI

L.S. A VIEW OF A SECTION OF AUTOBOT CITY. DECEPTICON JETS DIVE AND BOMB IN THE DISTANCE AS WARNING LIGHTS FLASH AND SIRENS BLARE.

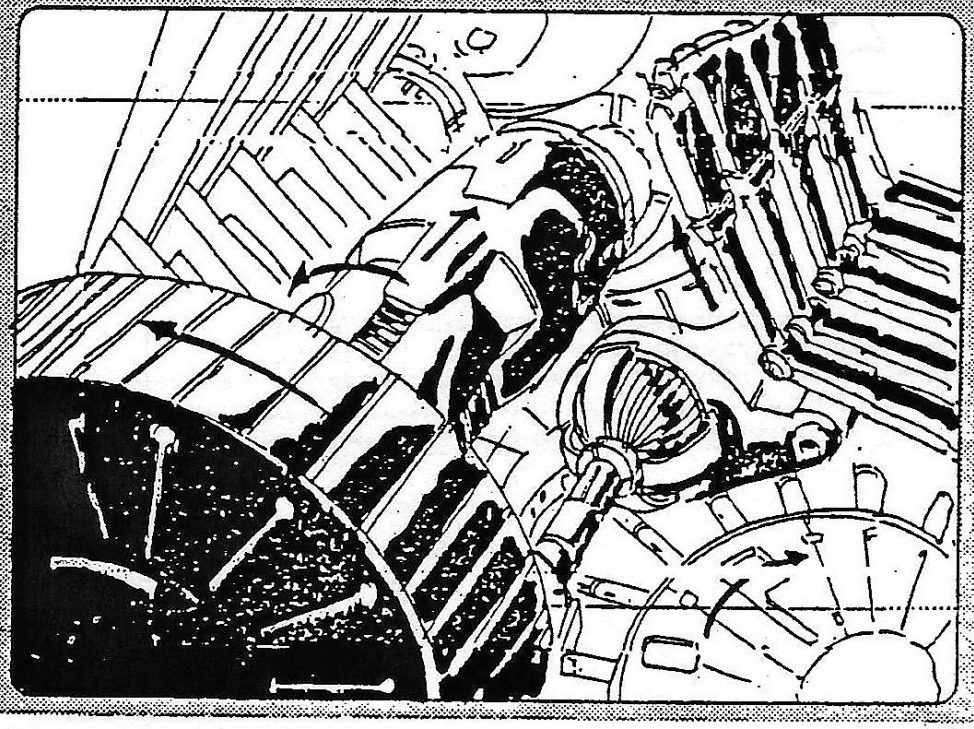
DIAL

MUSIC/SFX

CAMERA

SC. 7-26

SEQ. 7 Page 20



ACTION M.S. THE GIGANTIC TRANSFORMING MECHANISM OF AUTOBOT CITY. GEARS MESH AND TURN, SHAFTS SPIN, AND ARMS BEND AND PULL.

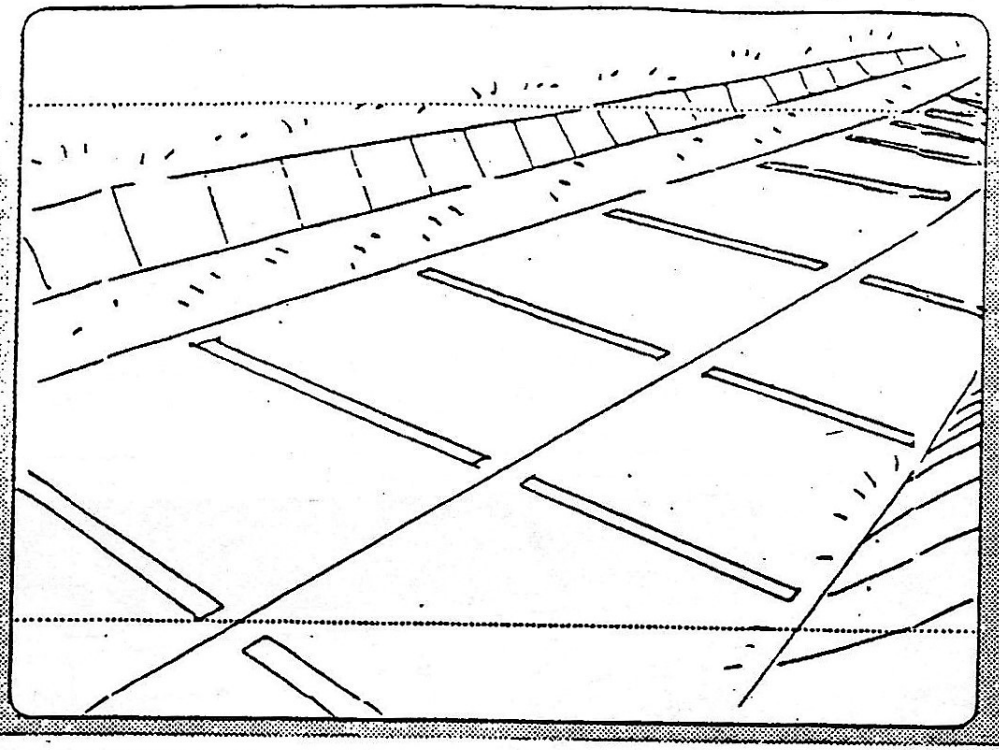
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-1



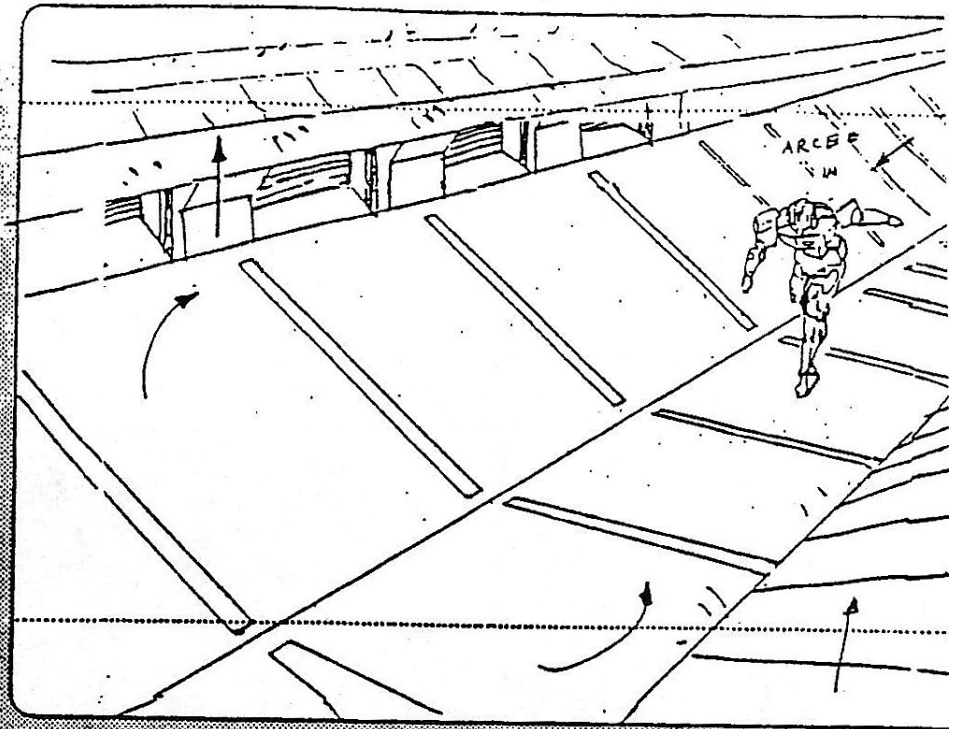
ACTION L.S. A SIDEWALK IN AUTOBOT CITY. WARNING LIGHTS THAT EDGE THE WALKWAY FLASH IN SEQUENCE.

DIAL

MUSIC/SFX

SC. CONT

SEQ. 7 Page —

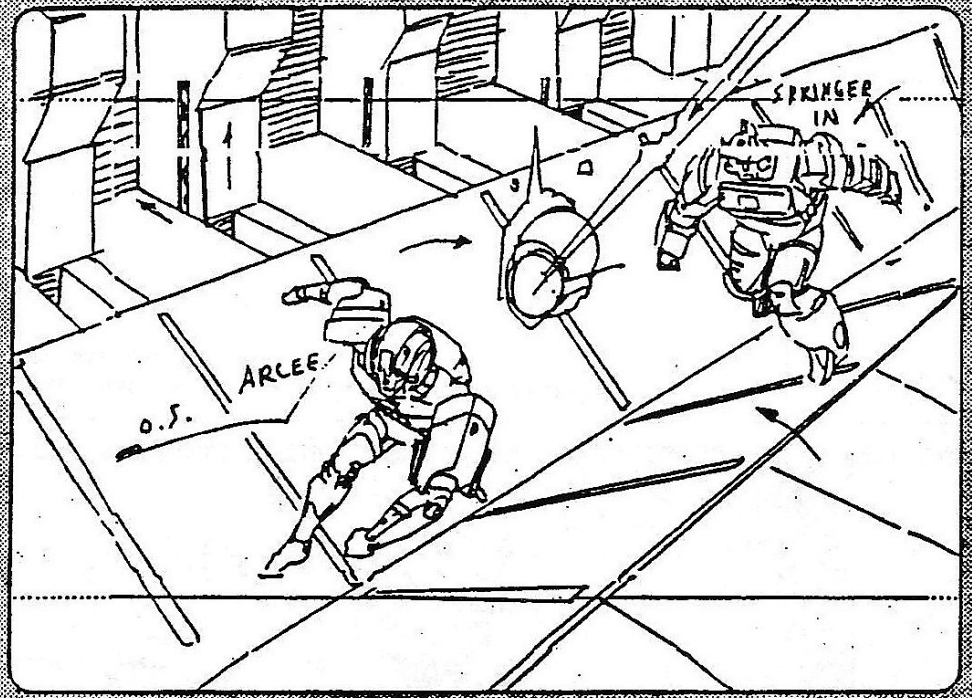


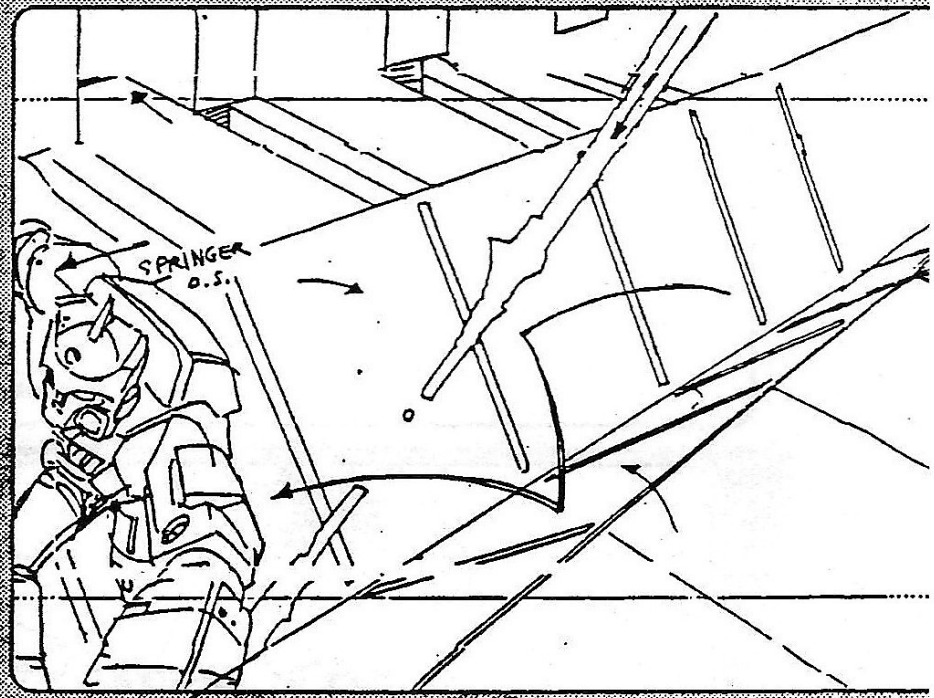
ACTION AS ARCEE RUNS INTO THE SCENE ALONG THE SIDEWALK IT BEGINS TO TRANSFORM. THE SIDE WITH THE WARNING LIGHTS START TO RISE AS THE WALKWAY ITSELF STARTS TO FOLD IN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...ARCEE RACES ON, FOLLOWED BY SPRINGER. BLASTS FROM (O.S.) STARSCREAM EXPLODE AROUND THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE WALKWAY CLOSES IN ON ITSELF CAUSING SPRINGER TO HAVE T HOP FROM ONE SIDE TO THE OTHER.

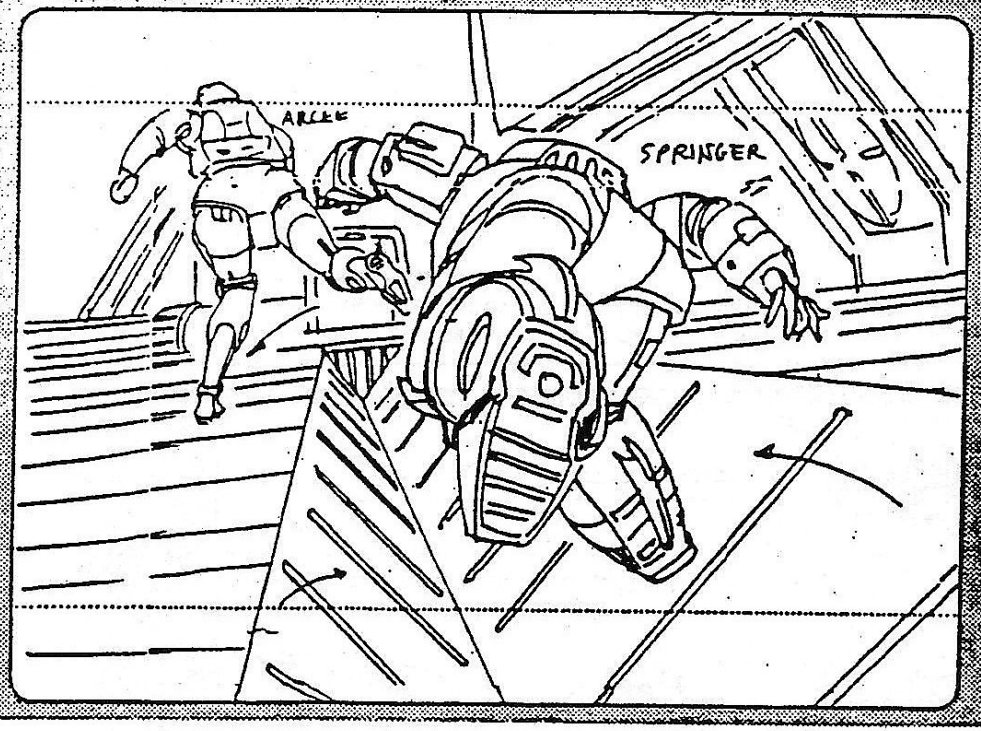
DIAL

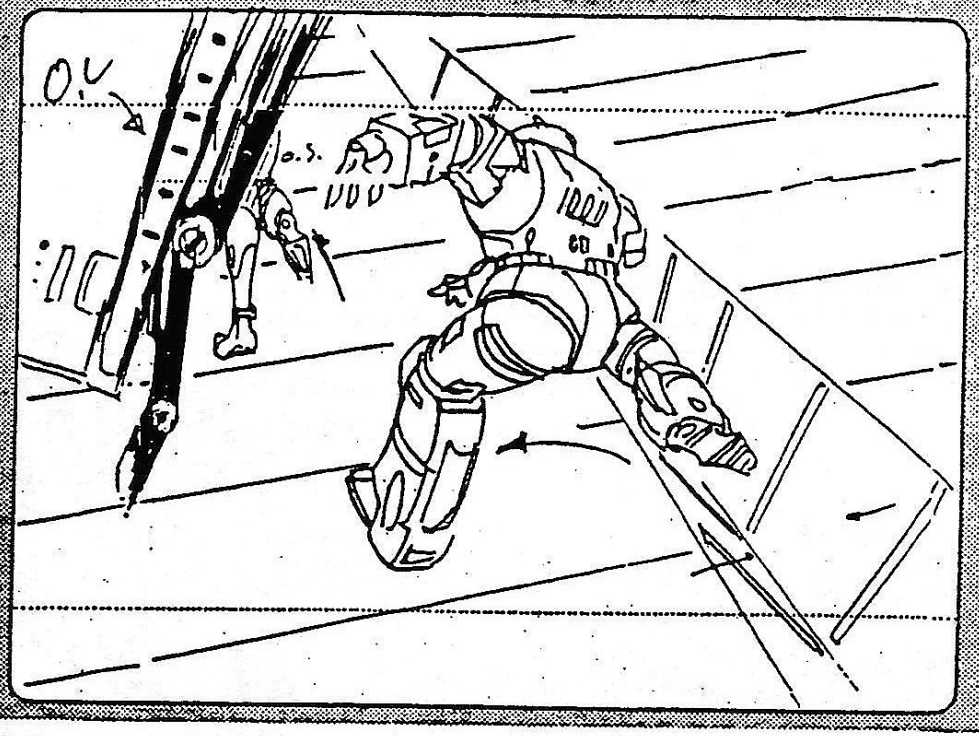
MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-28 ANIMATE BG. SC. CONT SEQ 7 Page 23





ACTION M.L.S. ARCEE AND SPRINGER. THE WALKWAY NARROWS CAUSING ARCEE TO JUMP TO A SAFE LEDGE AS SHE AND SPRINGER CONTINUE TO RUN FROM STARSCREAM'S FIRE.

DIAL

MUSIC/SFX

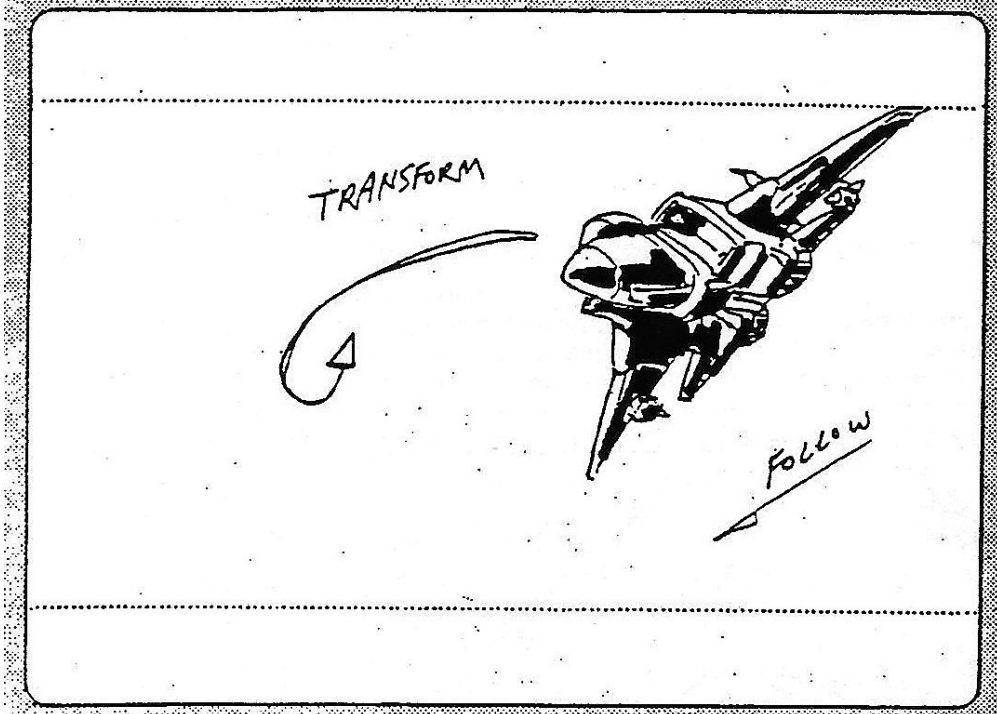
ACTION SPRINGER FOLLOWS ARCEE AND JUMPS TO THE SAFETY OF THE LEDGE AS THE WALKWAY SHUTS IN UPON ITSELF.

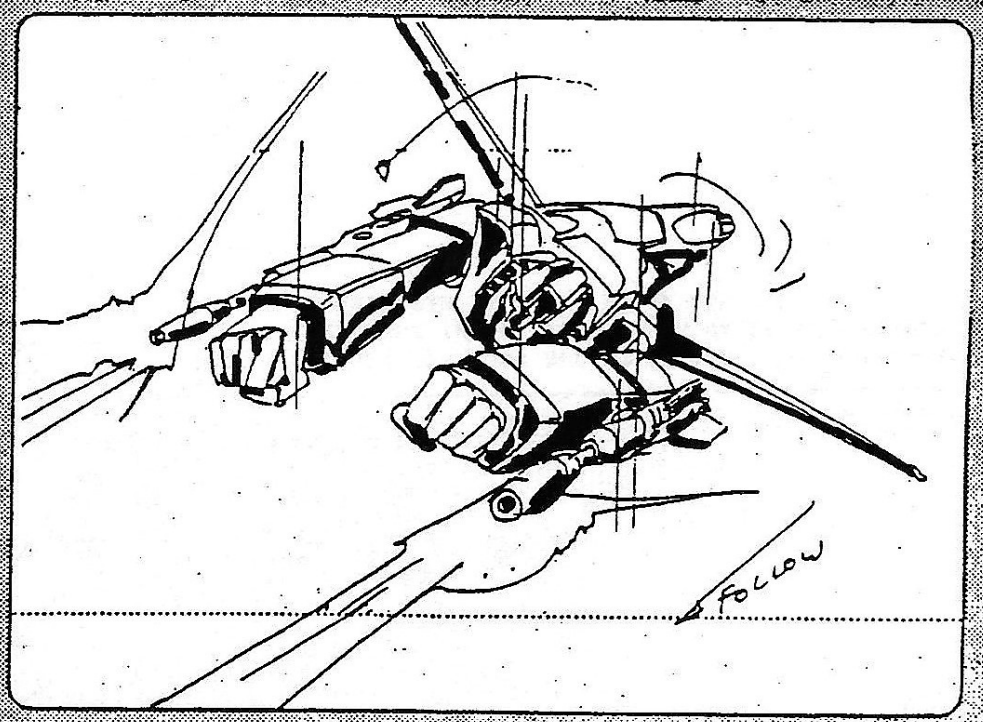
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-29 SC. CONT SEQ. 7 Page 24





CTION L.S. STARSCREAM. WE FOLLOW ALONG WITH HIM AS HE TRANSFORMS.

IAL

USIC/SFX

AMERA

ACTION ...FROM JET MODE TO ROBOT MODE. AFTER DIALOGUE HE FIRES AT THE O.S. AUTOBOTS.

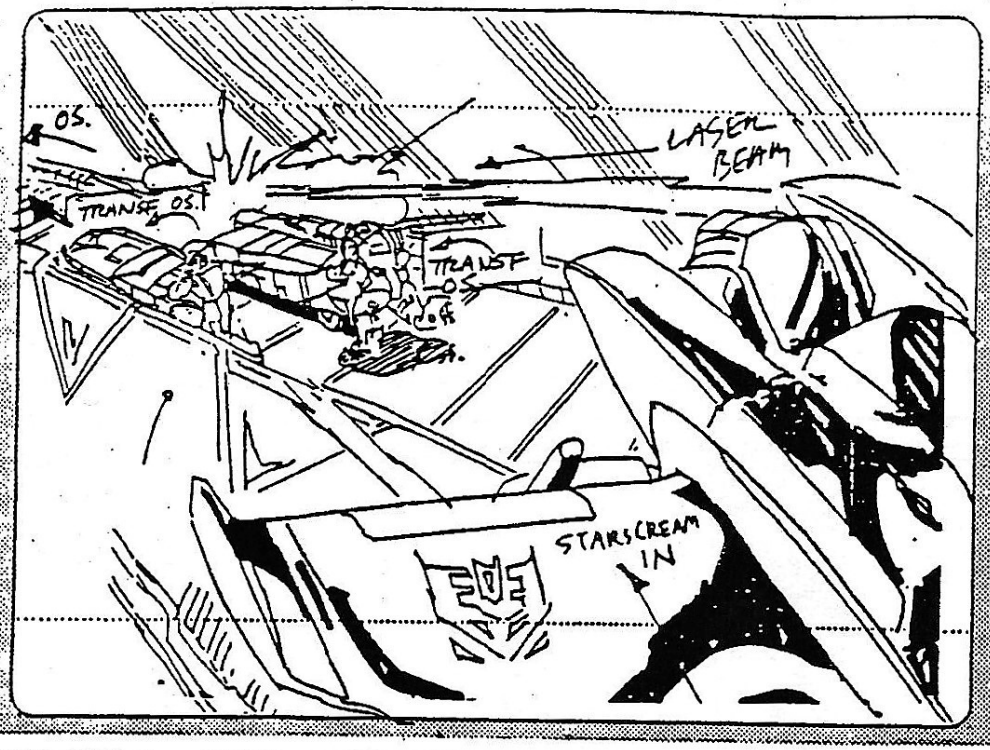
DIAL STARSCREAM Pathetic fools.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-20

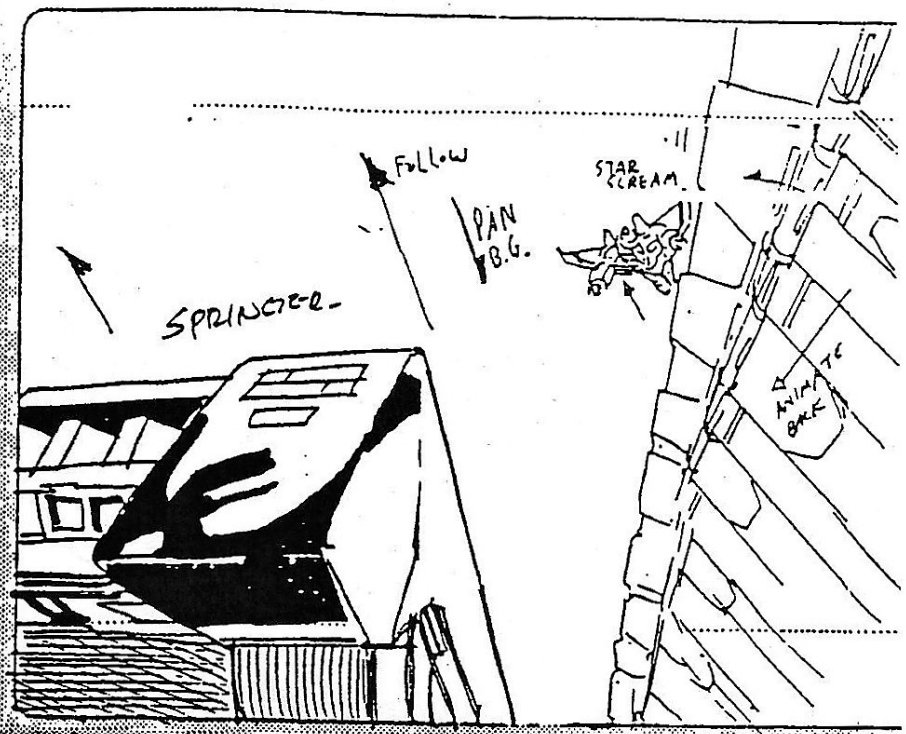


ACTION M.L.S. ARCEE AND SPRINGER RUN ALONG A GANGWAY IN AUTOBOT CITY. AS IT IS TRANSFORMING (WALLS ARE MOVING UP TO ENCLOSE IT) STARSCREAM FLIES INTO SCENE. ARCEE AND SPRINGER BOTH TRANSFORM.

DIAL STARSCREAM (CONT) There's no escape.

MUSIC/SFX

SC. 7-21 SEQ. Page



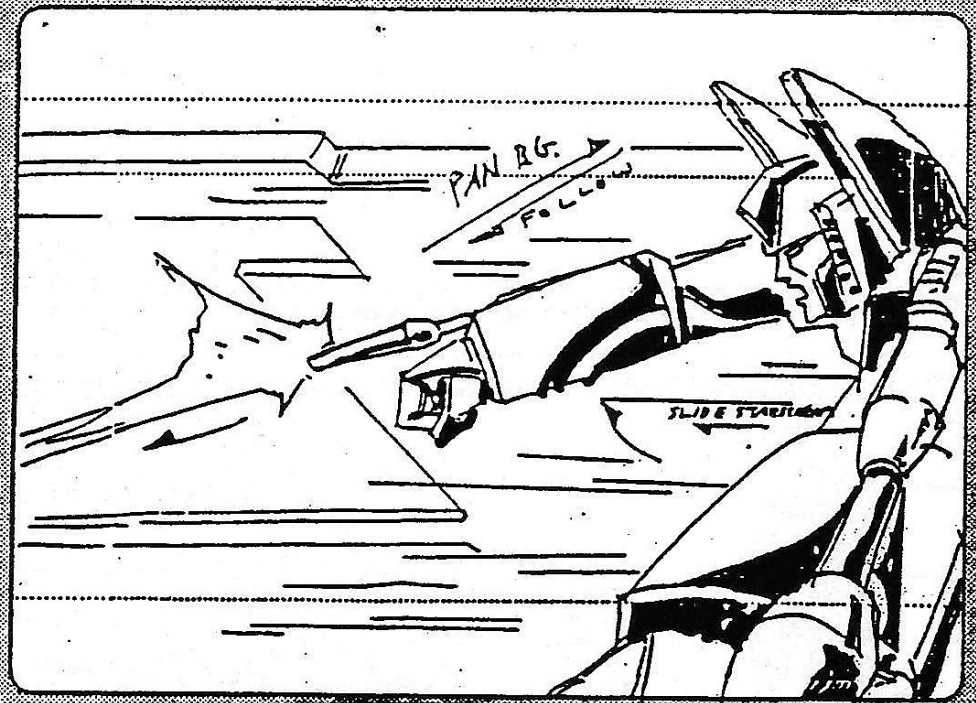
ACTION UPSHOT SPRINGER AND STARSCREAM. WE FOLLOW ALONG WITH SPRINGER IN CAR MODE. THE WALLS MOVE HIGHER AND HIGHER. STARSCREAM FLIES IN AFTER HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-32



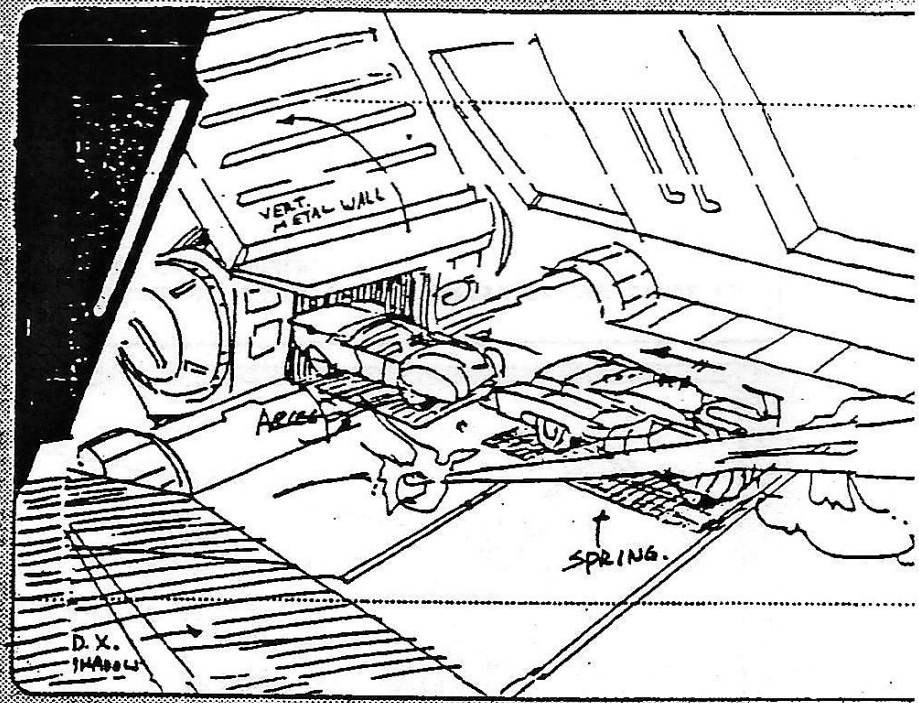
ACTION M.S. STARSCREAM. WE FOLLOW ALONG WITH HIM AS HE FLIES DOWN TOWARD SPRINGER AND ARCEE (O.S.). HE TAKES AIM AND FIRES HIS LASER WEAPON.

DIAL

MUSIC/SFX

CAMERA

SC. 7-33



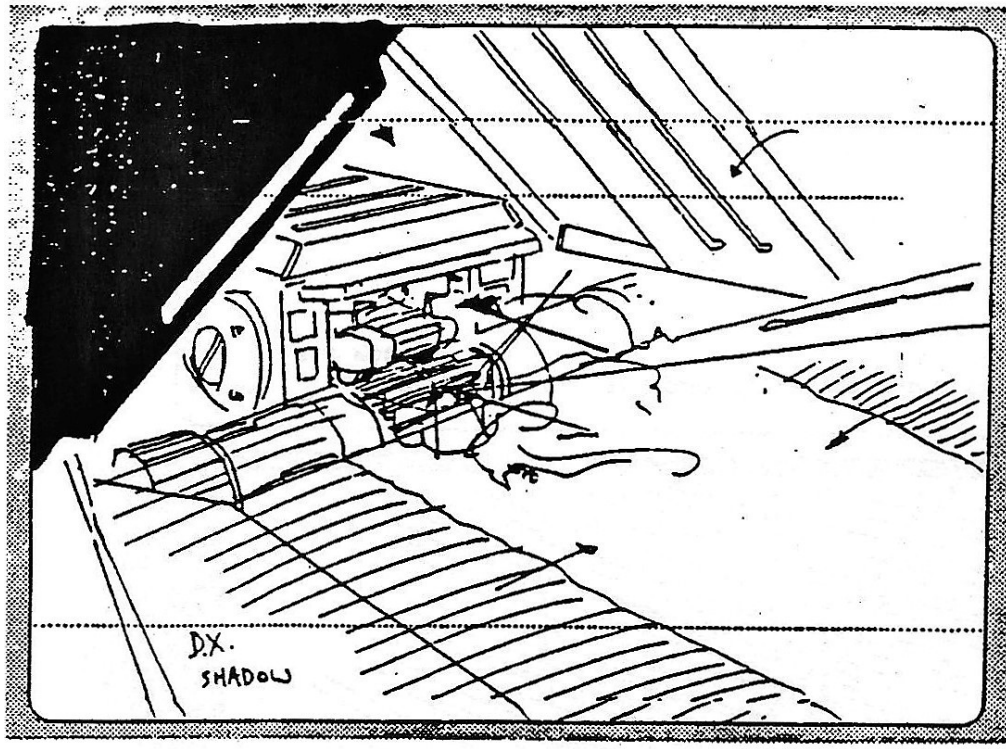
ACTION HIGH DOWN SHOT ARCEE AND SPRINGER. ARCEE SPEEDS INTO AN OPEN TRANSFORMING HATCH. SPRINGER IS RIGHT BEHIND HER, BLASTS BURST AROUND THEM.

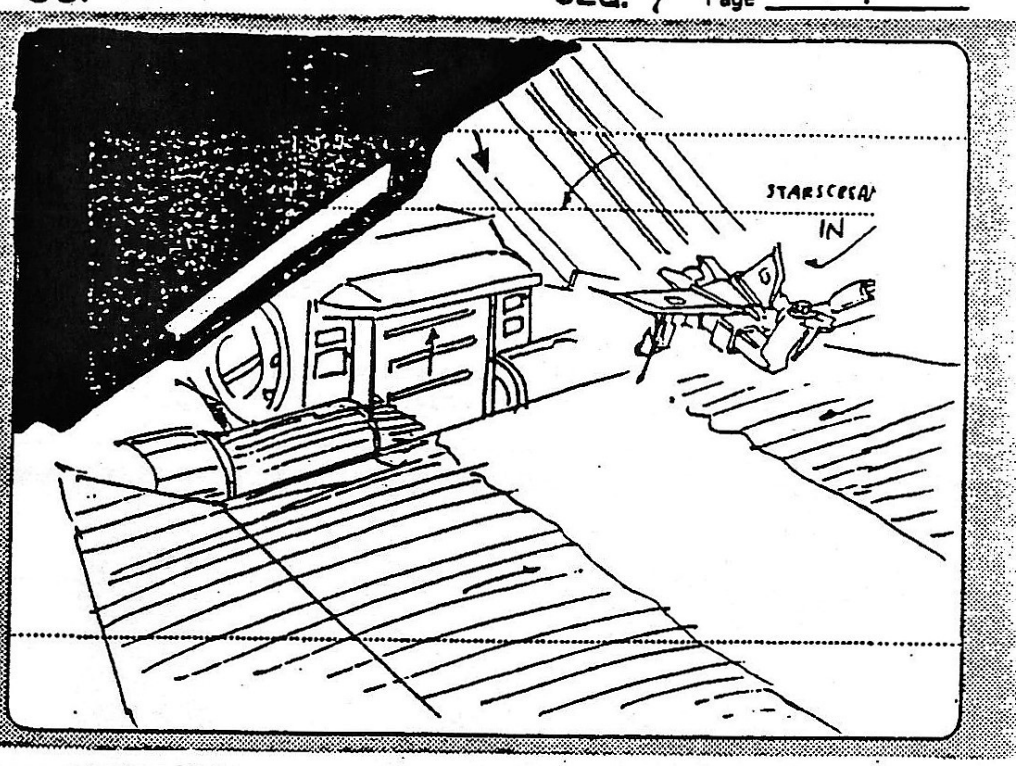
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION SPRINGER JUMPS AND JUST MAKES IT INSIDE AS LASER BLAST HITS BEHIND HIM...

IAL

USIC/SFX

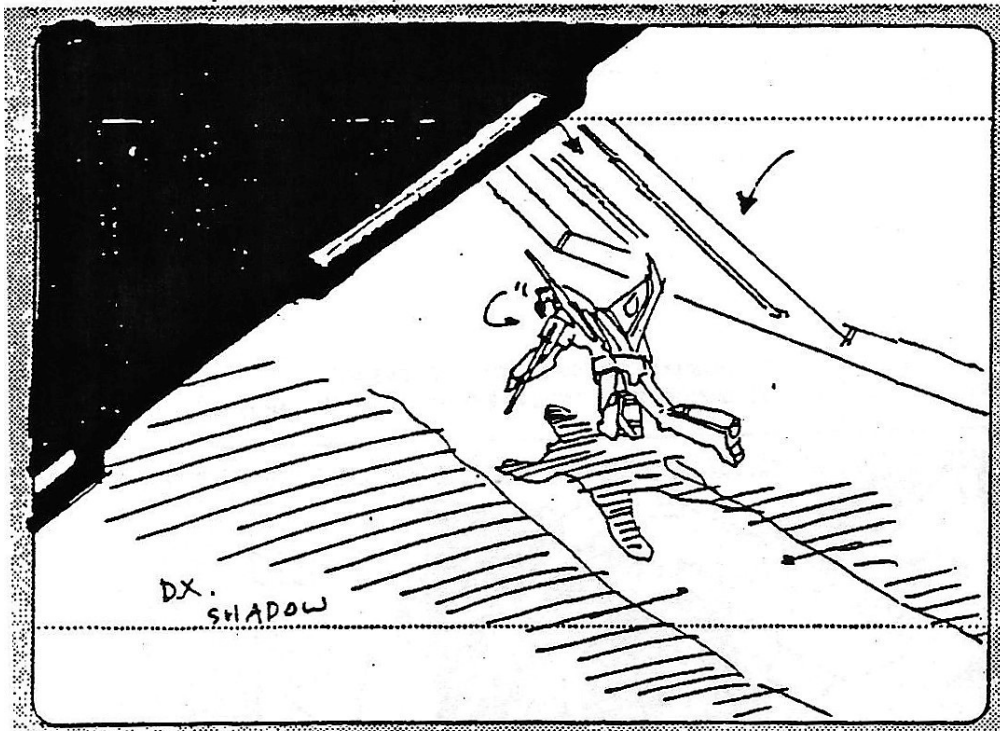
ACTION ...THE HATCHWAY CLOSES AS STARSCREAM ENTERS THE SCENE. HE FLIES DOWN TO THE CLOSED HATCHWAY.

DIAL

MUSIC/SFX

IFRAW
From Generation 1 to Beast Hunters and Beyond!

SC. CONT 7-33 SC. SEQ. 7 Page 28



CTION ...THEN LOOKS BACK TO SEE THE WALLS AND FLOOR CLOSING IN AROUND HIM.

AL

USIC.SFX

MERA

ACTION

DIAL

MUSIC/SFX

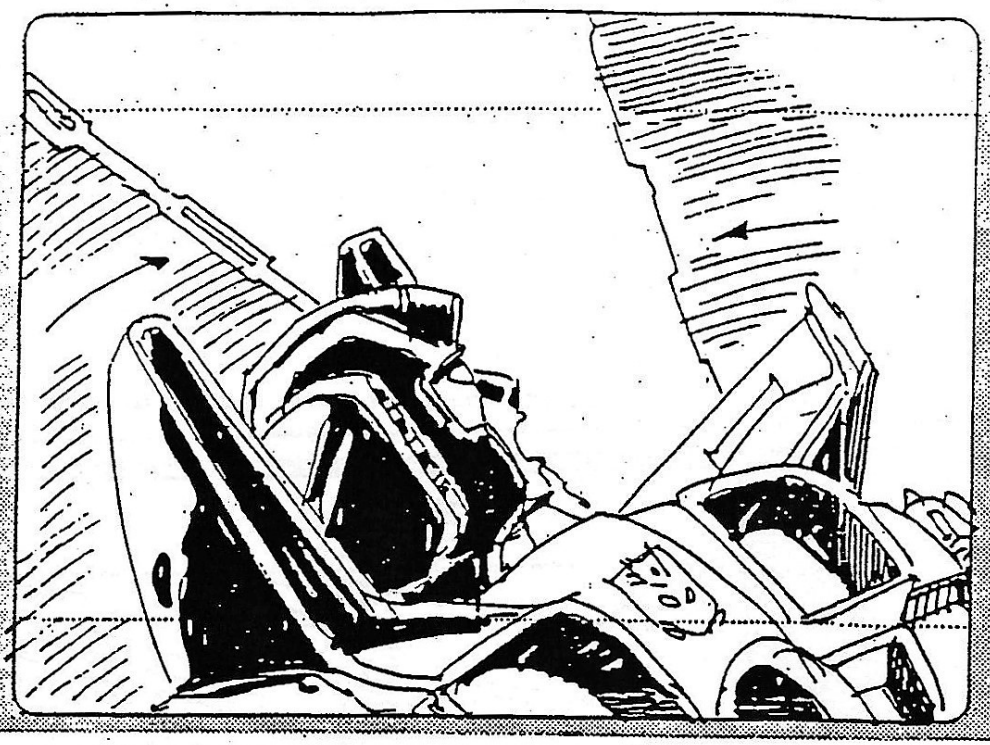
CAMERA

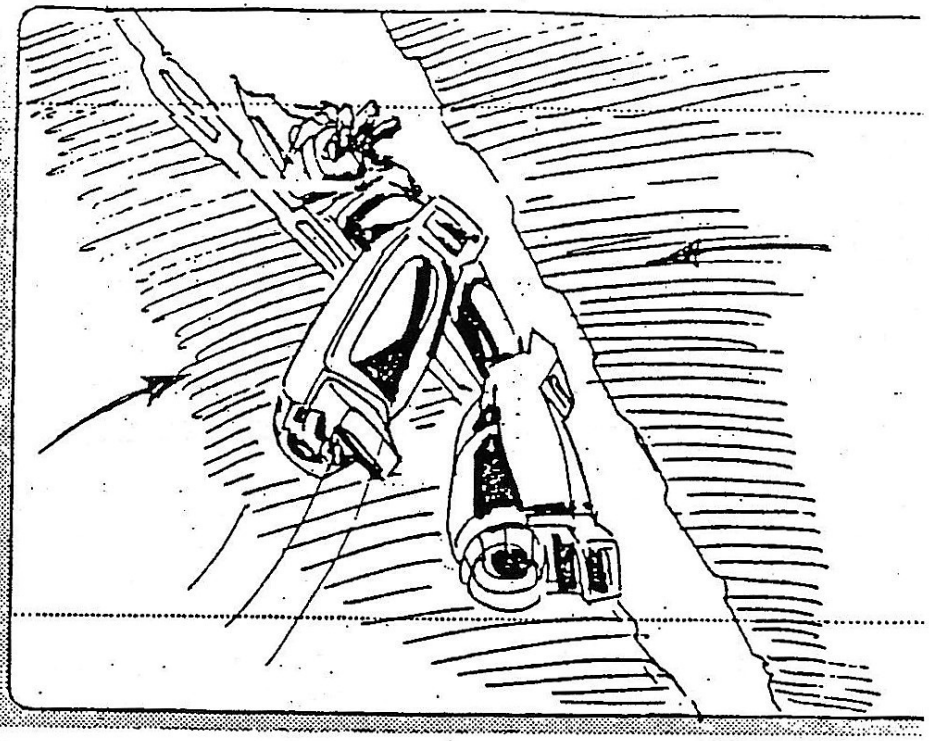
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-9T

SC. CONT

SEQ. 7 Page





ACTION M.C.U. STARSCREAM. HE LOOKS UP AND BACK TO SEE THE WALLS MOVING UP AND CLOSING OVERHEAD.

DIAL

MUSIC/SFX

ACTION ...HE QUICKLY RESPONDS, FLIES UP AND THROUGH THE NARROWIN OPENING...

DIAL

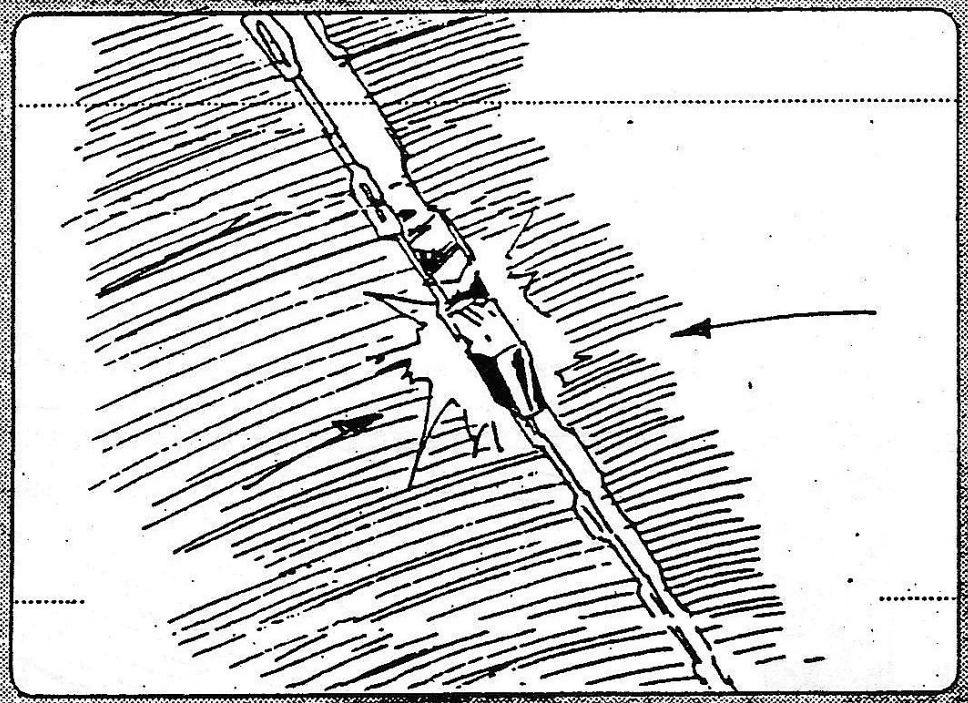
MUSIC/SFX

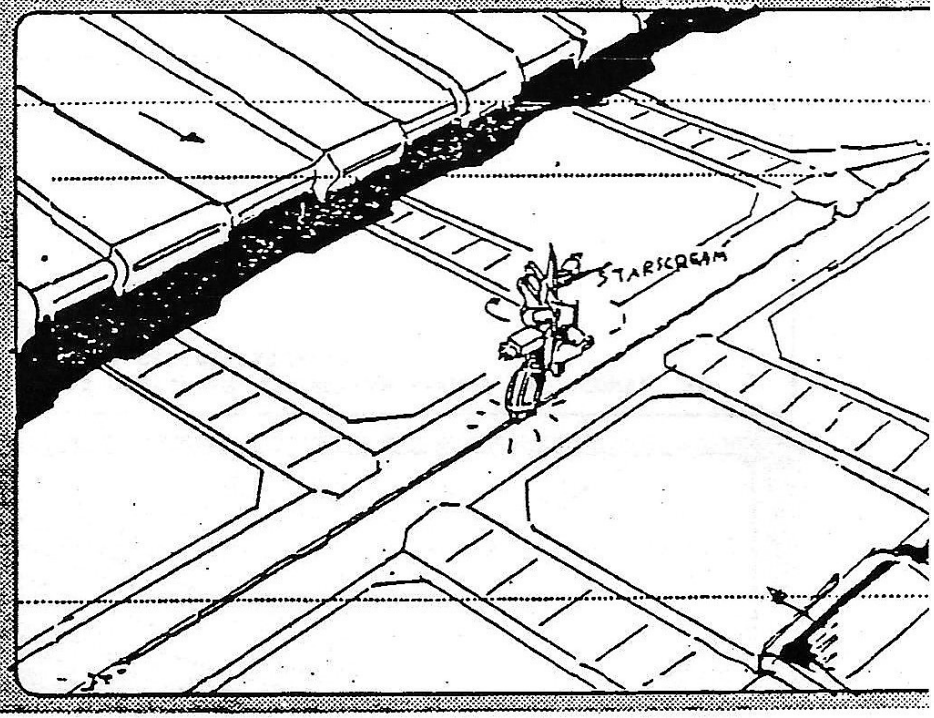
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-34

SC. 7-35

SEQ. 7 Page 30





ACTION ...BUT BEFORE HE CAN GET COMPLETELY OUT THE SLIT CLOSES IN ON HIS FOOT.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. STARSCREAM. THE SLIT CLOSES CATCHING STARSCREAM'S FOOT IN ITS GRASP. HE YELLS!

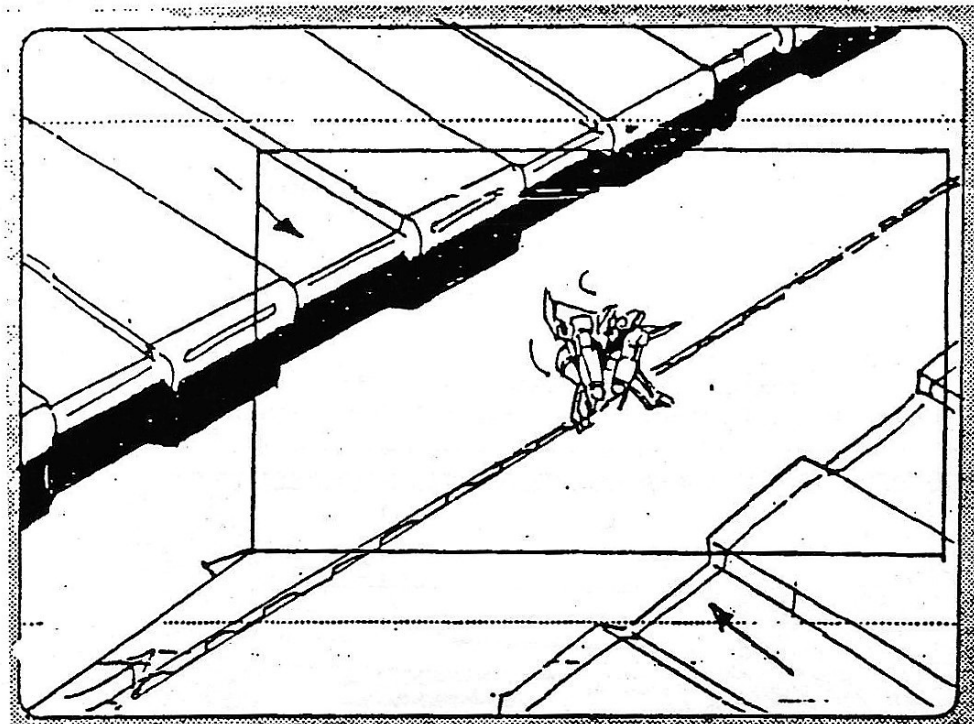
DIAL STARSCREAM (CONT) Aaaaah!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-35



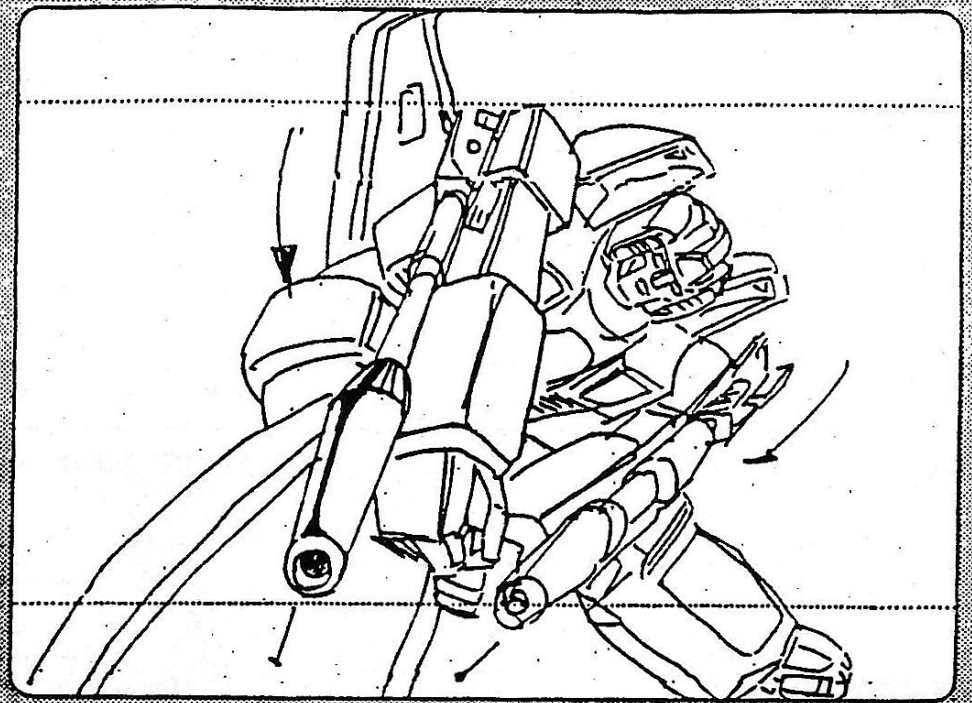
TION ...THEN PULLS ON HIS LEG TRYING TO PULL HIS FOOT FREE.

AL

SIC/SFX

SC. 7-36

SEQ. 7 Page 31



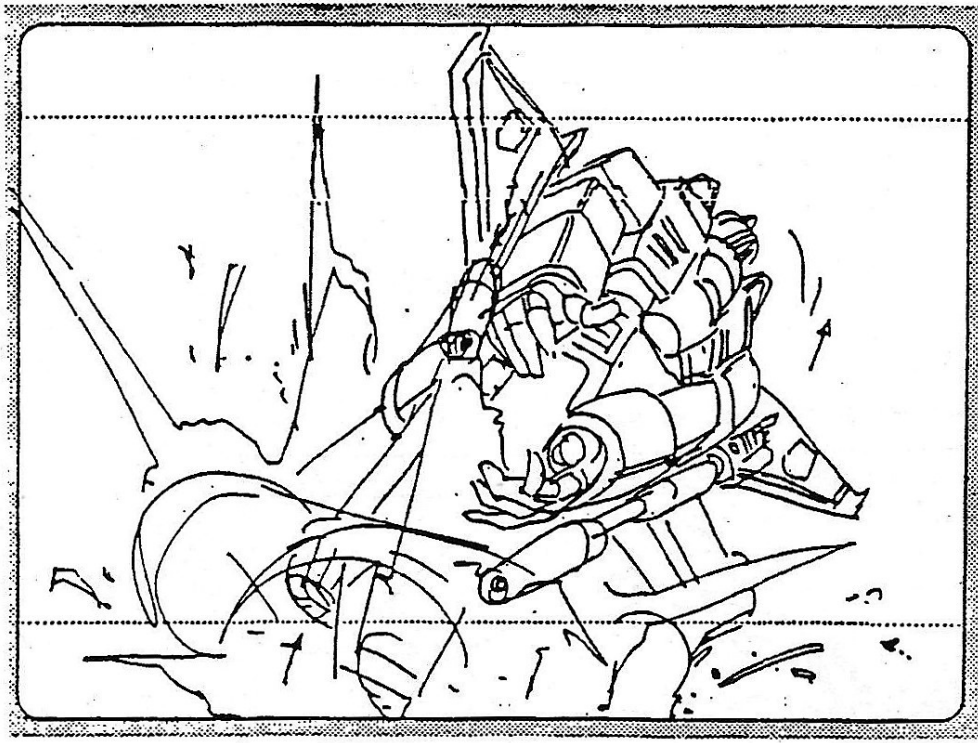
ACTION M.S. STARSCREAM. HE TAKES AIM WITH BOTH OF HIS LASER WEAPONS. AND...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-37



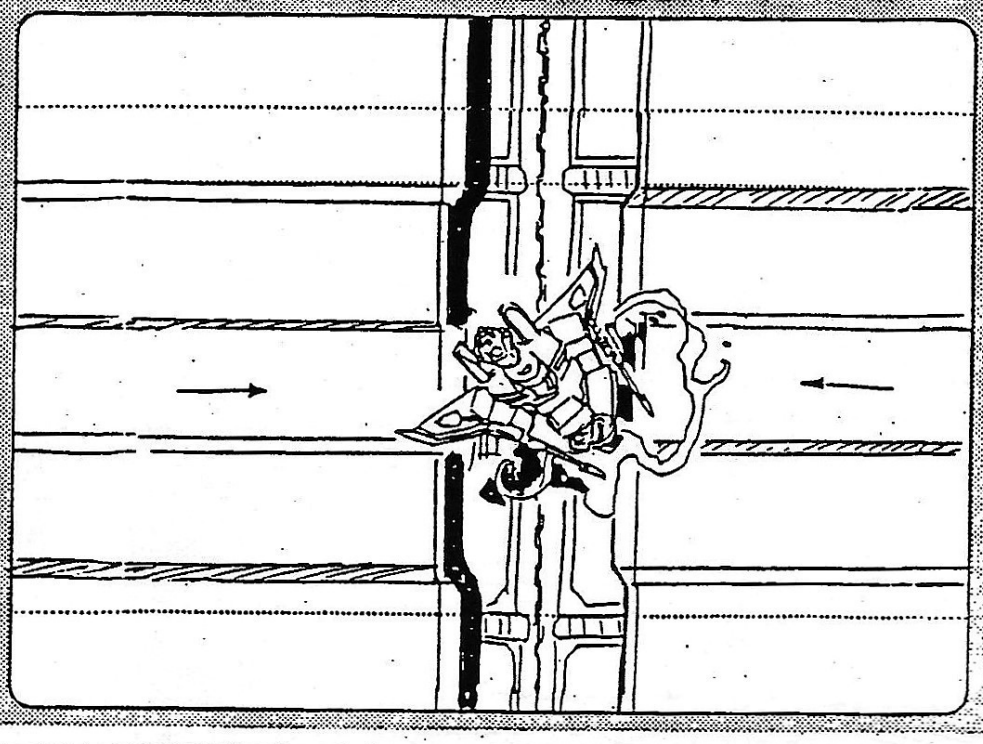
TION ...BLASTS AT THE SECTION THAT ENTRAPS HIS FOOT.

IL

SIC/SFX

ERA

SC. 7-38 SEQ. 7 Page 32



ACTION DOWN SHOT. STARSCREAM. HE BREAKS FREE AND FLIES UP AS OTHER SECTIONS OF THE TRANSFORMING AUTOBOT CITY CLOSE IN.

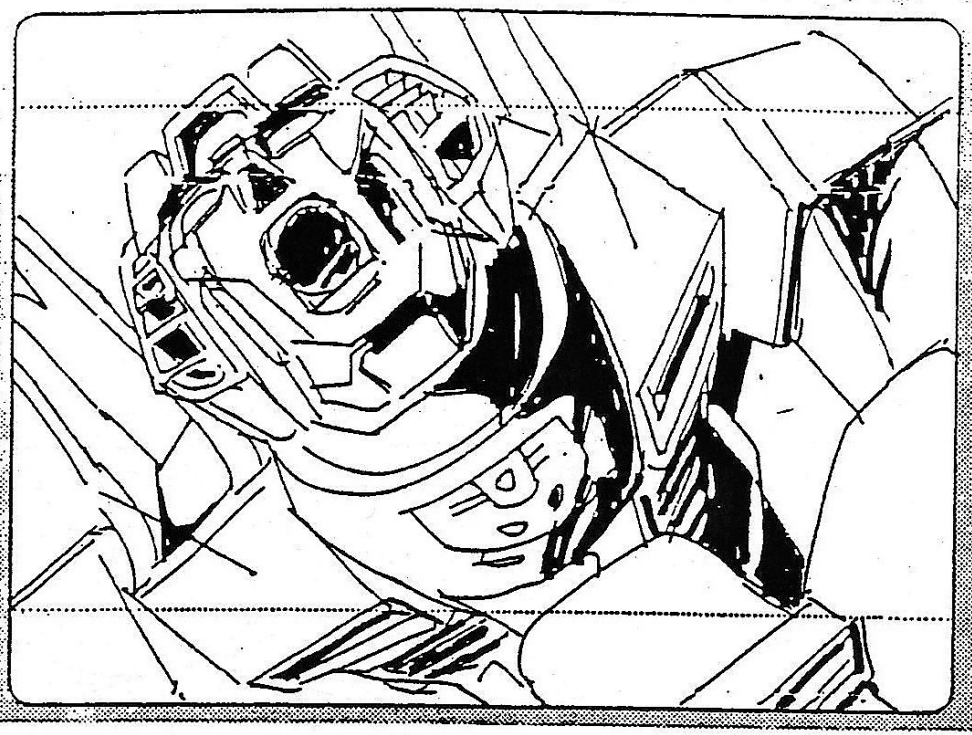
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 1-55

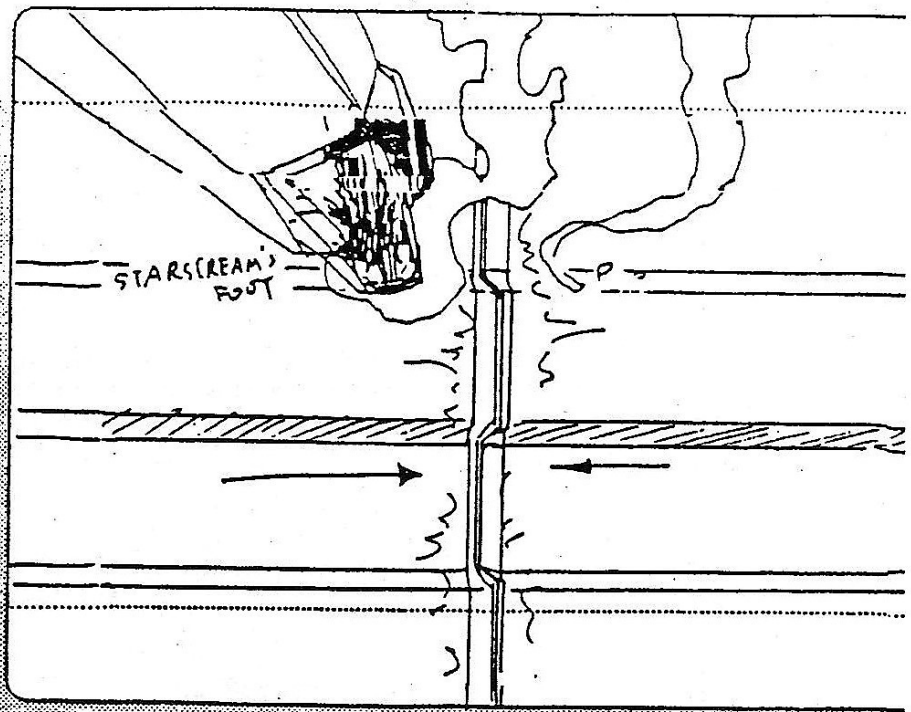


ACTION ...HE SCREAMS IN PAIN AS HE FLIES UP AND PASSES

DIAL STARSCREAM Oh, my foot!

MUSIC/SFX

SC. CONT SEQ. 7 Page 55

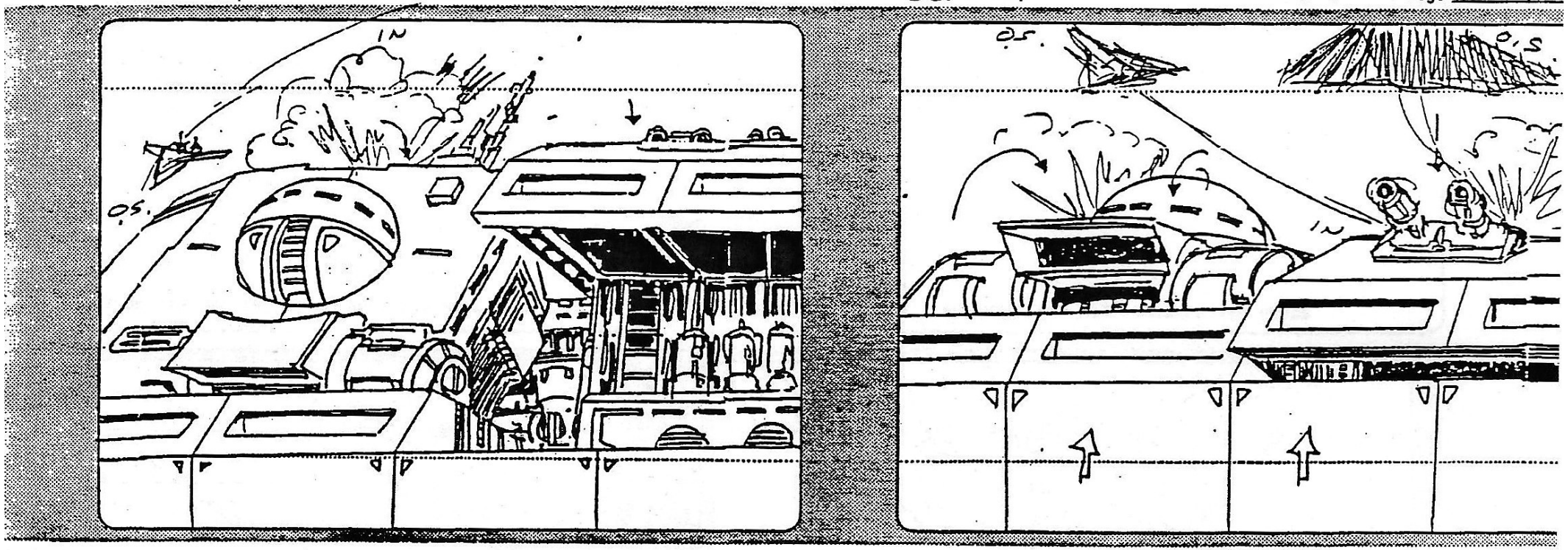


ACTION ...OUT OF SCENE. WE SEE HIS CHARRED FOOT. BELOW THE SECTIONS OF THE CITY CLANG SHUT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. AUTOBOT CITY TRANSFORMING AS ONE AFTER ANOTHER DECEPTICON JETS ZOOM BY OVERHEAD.

DIAL

MUSIC/SFX

CAMERA

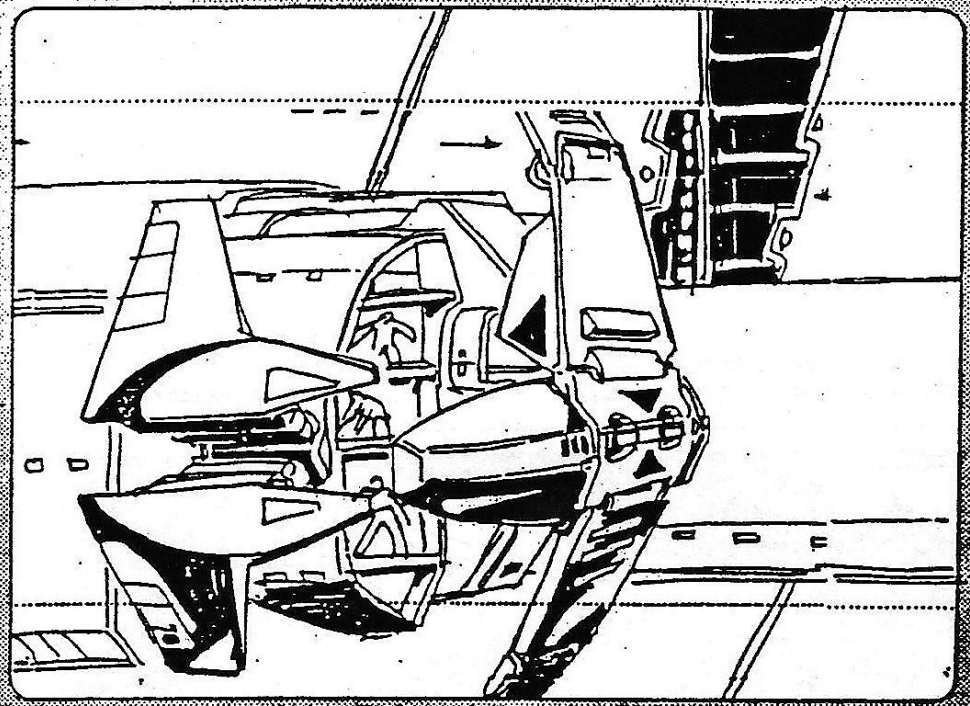
ACTION ...BLASTING THE CITY WITH ONE ROUND OF FIRE AFTER ANOTHER.

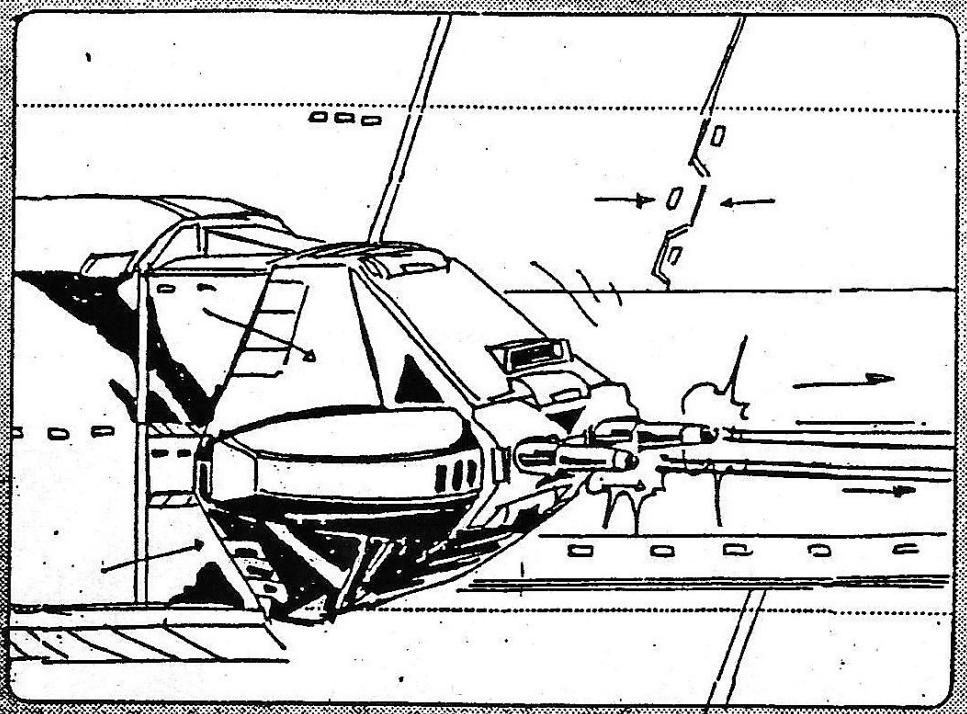
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. ANOTHER SECTION OF AUTOBOT CITY. VARIOUS AUTOBOTS MOVE LEVERS AND OPERATE CONTROLS AS PORTIONS OF THE CITY MOVE AROUND THEM.

DIAL

MUSIC/SFX

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND CLOSE IN FORMING A HUGE GUN TURRET.

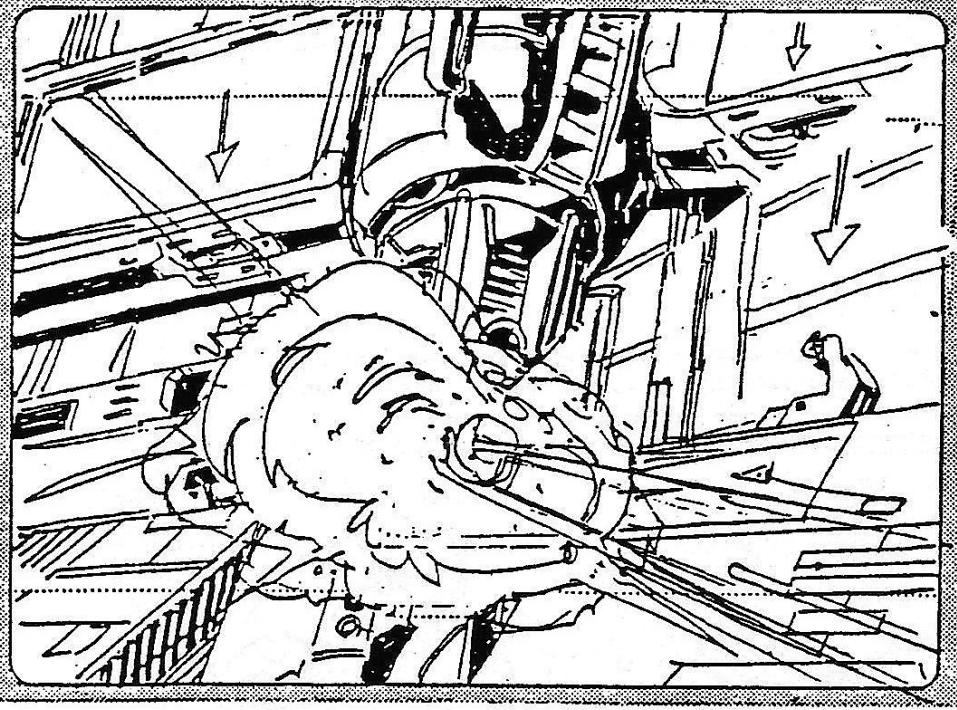
DIAL

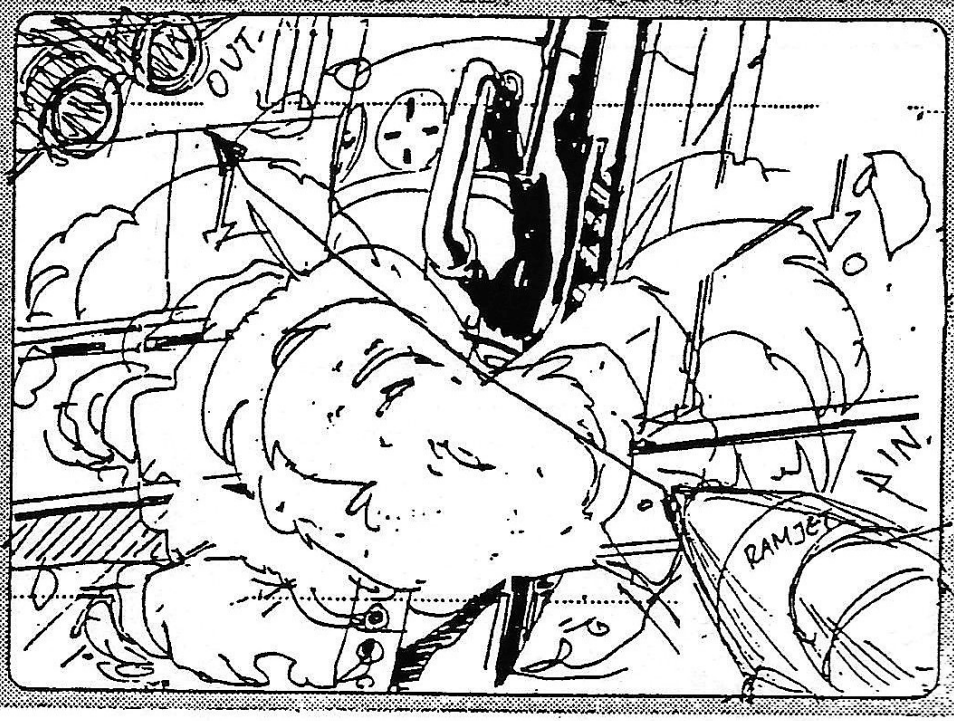
MUSIC/SFX

SC. 7-41

SC. CONT

SEQ. 7 Page: 36





ACTION A WALL OF AUTOBOT CITY AS IT IS TRANSFORMING. A DECEPTICON JET FLIES IN...

DIAL

MUSIC/SFX

CAMERA

ACTION ...LAUNCHES A CHARGE AT THE WALL. THE CHARGE EXPLODES AS THE JET FLIES O.S.

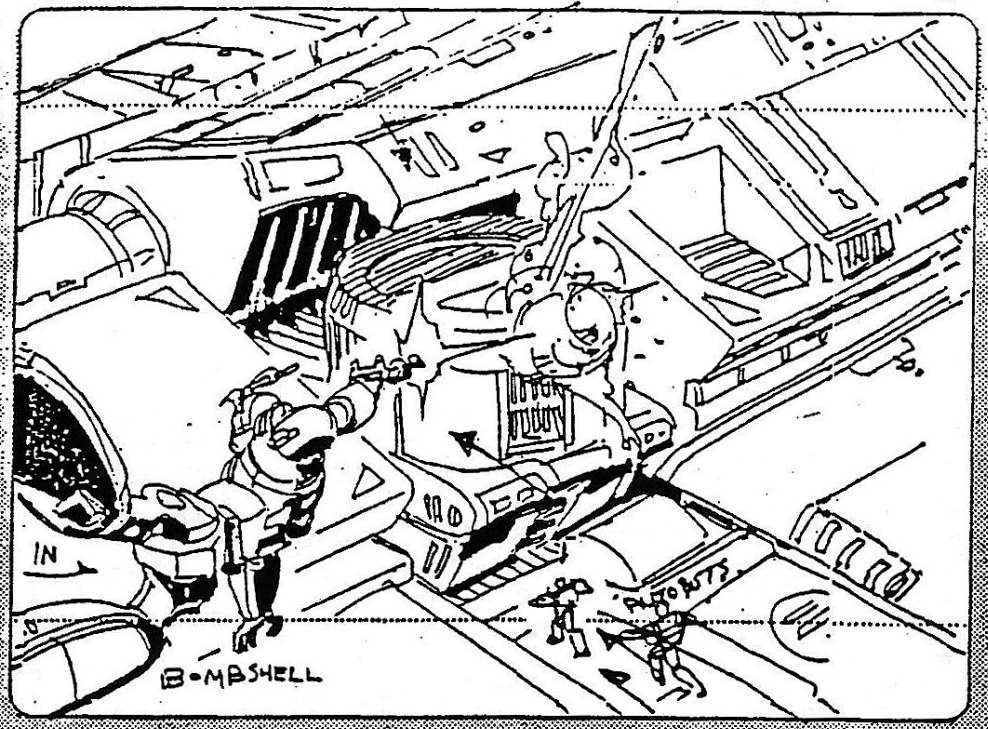
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-7



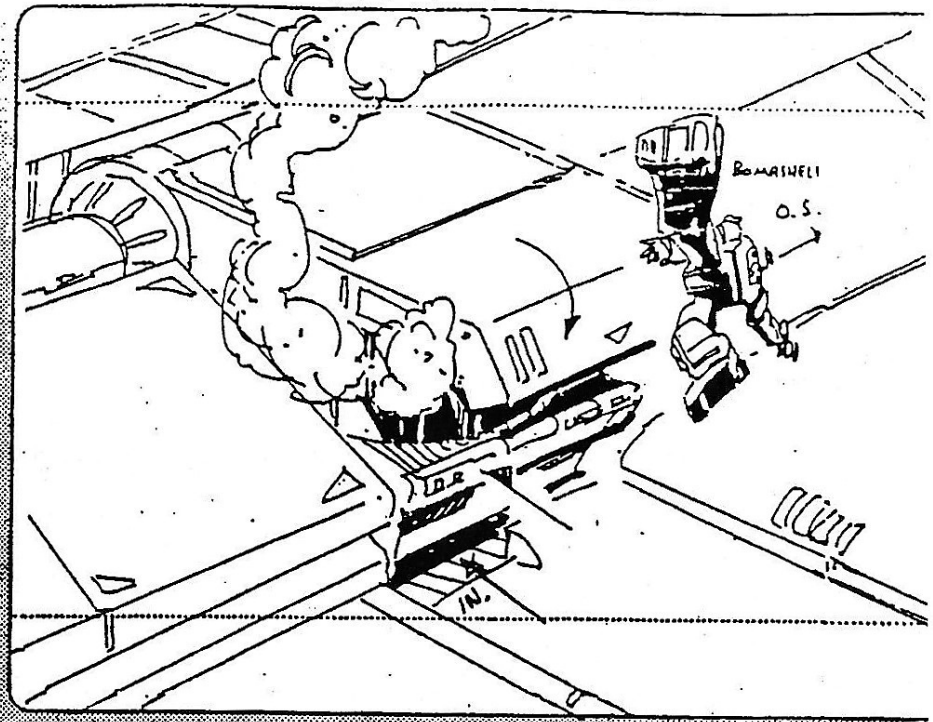
ACTION HIGH DOWNSHOT AUTOBOT CITY. THE AUTOBOTS RUN FOR PROTECTION INTO THE TRANSFORMING CITY AS BOMBSHELL ENTERS AND . . .

DIAL

MUSIC/SFX

SC. CONT

SEQ. 7 PAGE 31



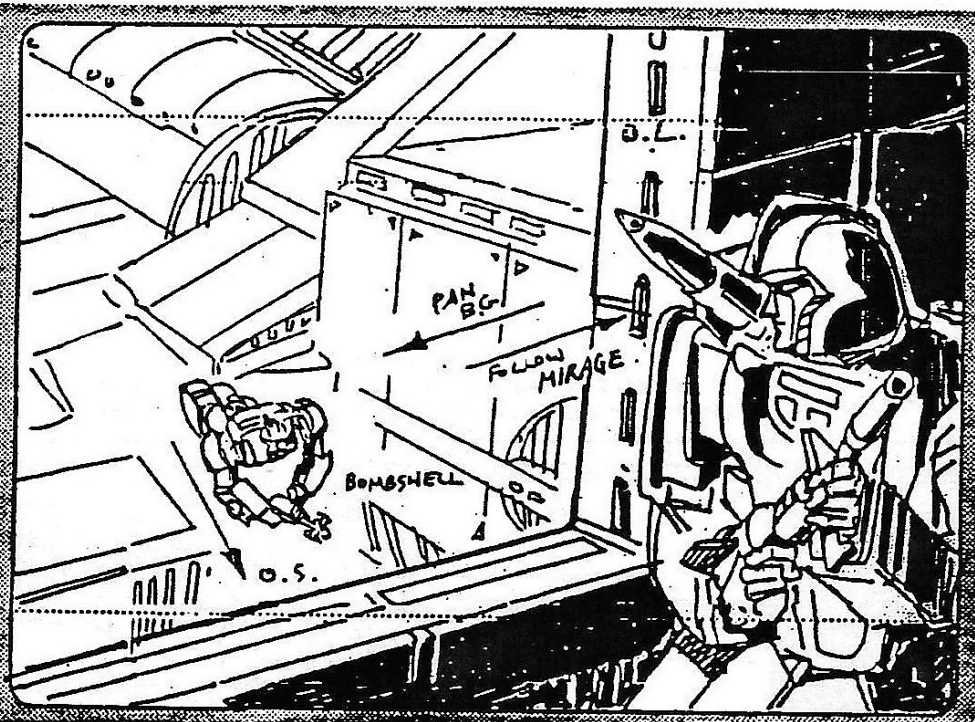
ACTION . . . FLIES THROUGH THE SCENE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-43



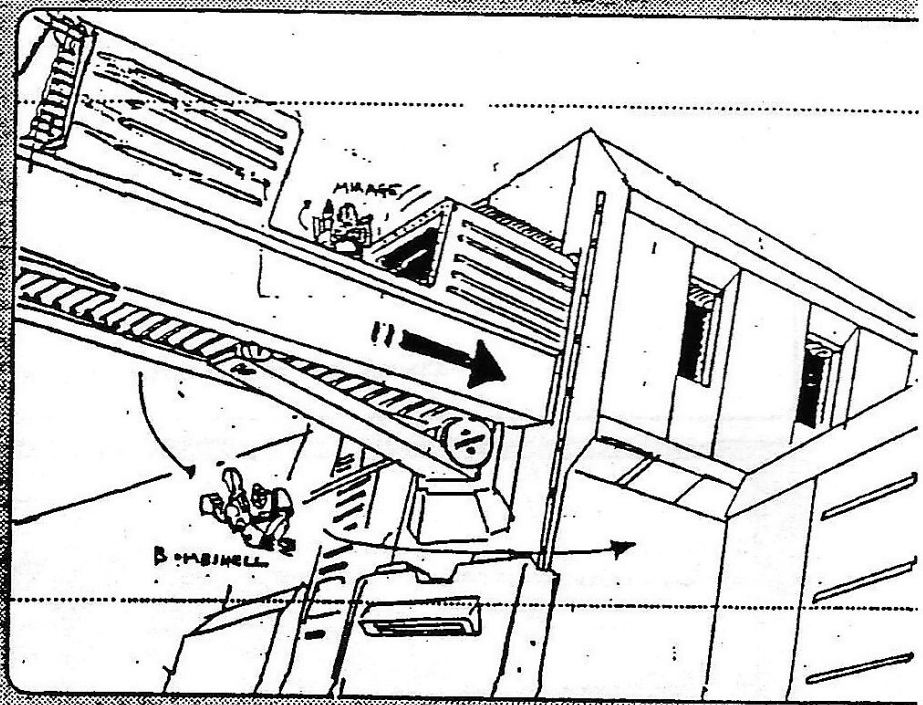
ACTION M.S. MIRAGE. HE IS INSIDE AUTOBOT CITY, STANDING BEHIND A WALL, OUT OF THE VIEW OF BOMBSHELL WHO FLIES THROUGH BELOW.

DIAL

MUSIC/SFX

CAMERA

SC. 7-44



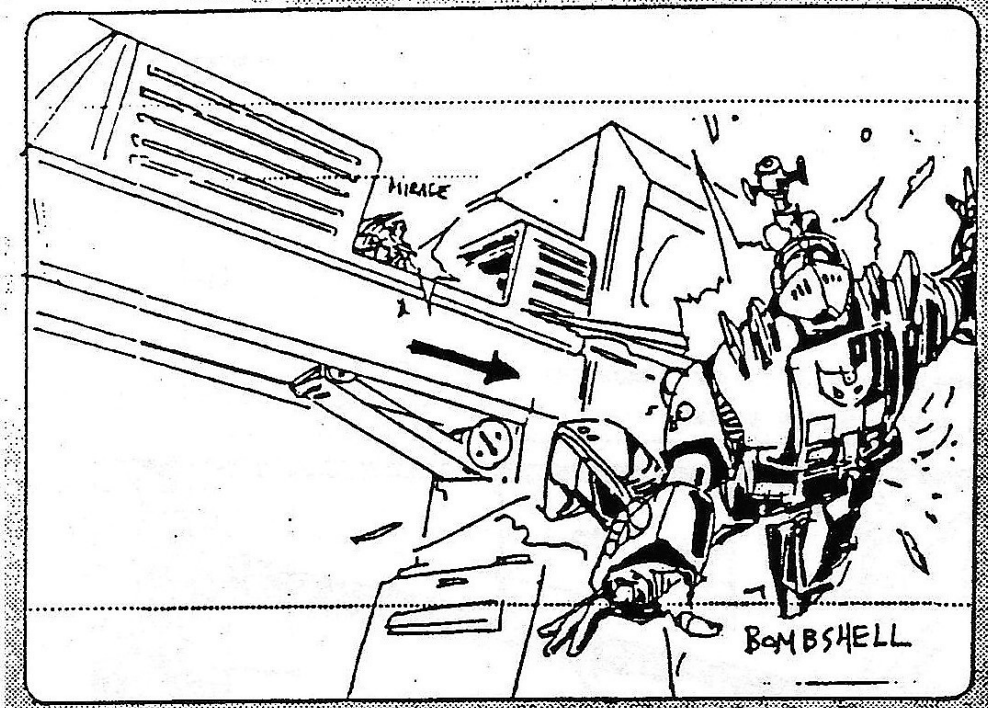
ACTION X.L.S. MIRAGE AND BOMBSHELL. AS AUTOBOT CITY TRANSFORMS, BOMBSHELL DIVES BELOW THE DRAWBRIDGE AS IT RETRACTS INTO THE CITY. MIRAGE STEPS OUT OF HIDING...

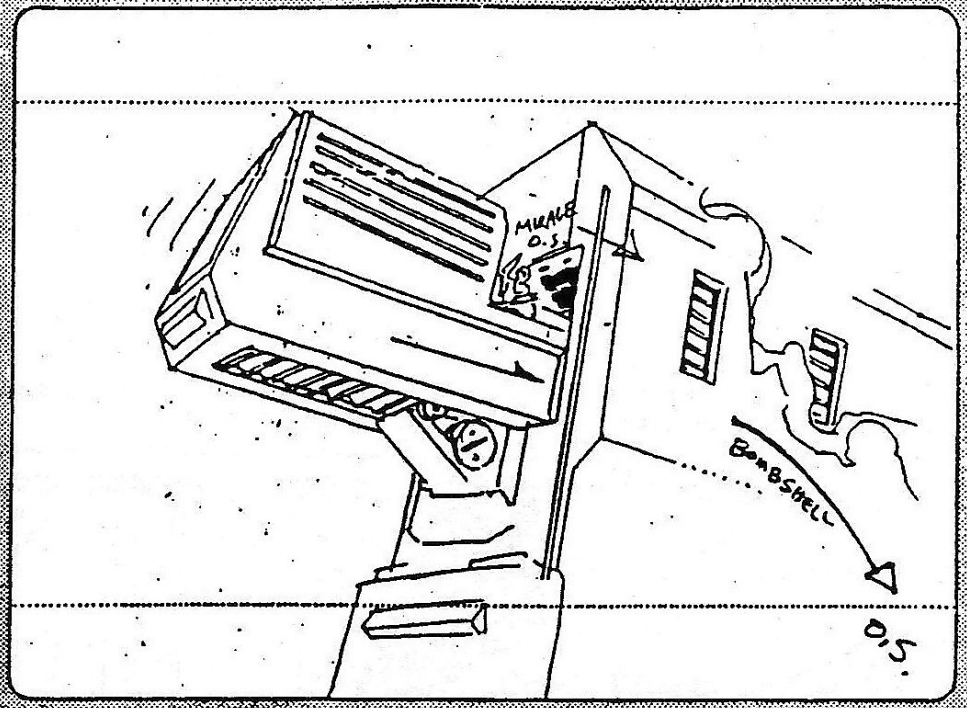
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION ...TAKES AIM AND BLASTS BOMBSHELL...

IAL

USIC/SFX

AMERA

ACTION ...WHO FALLS O.S.

DIAL

MUSIC/SFX

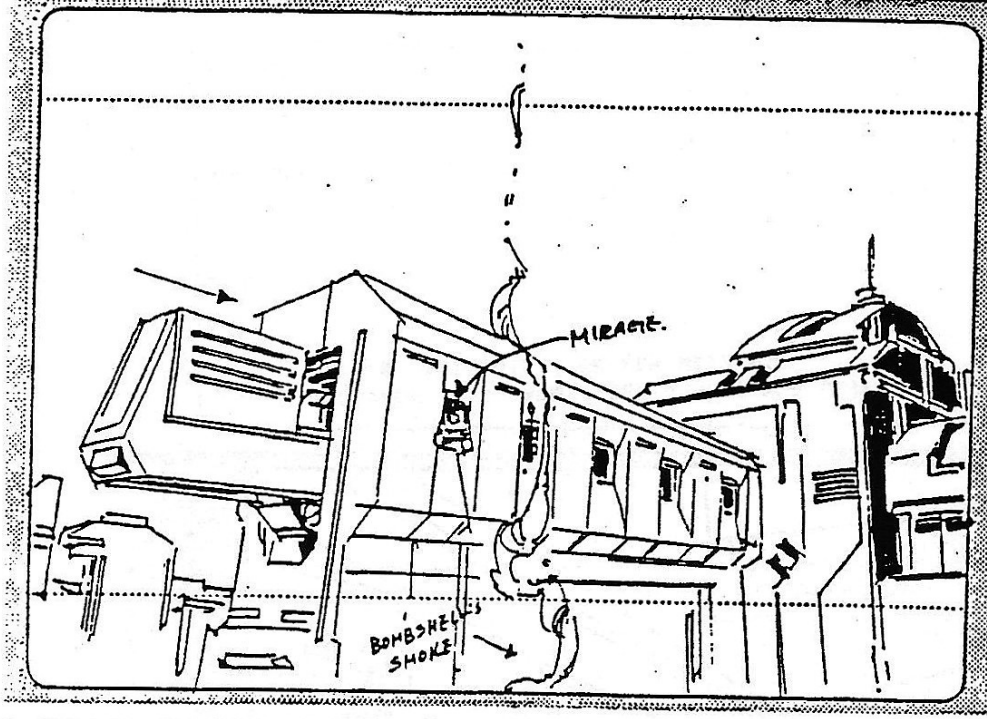
CAMERA

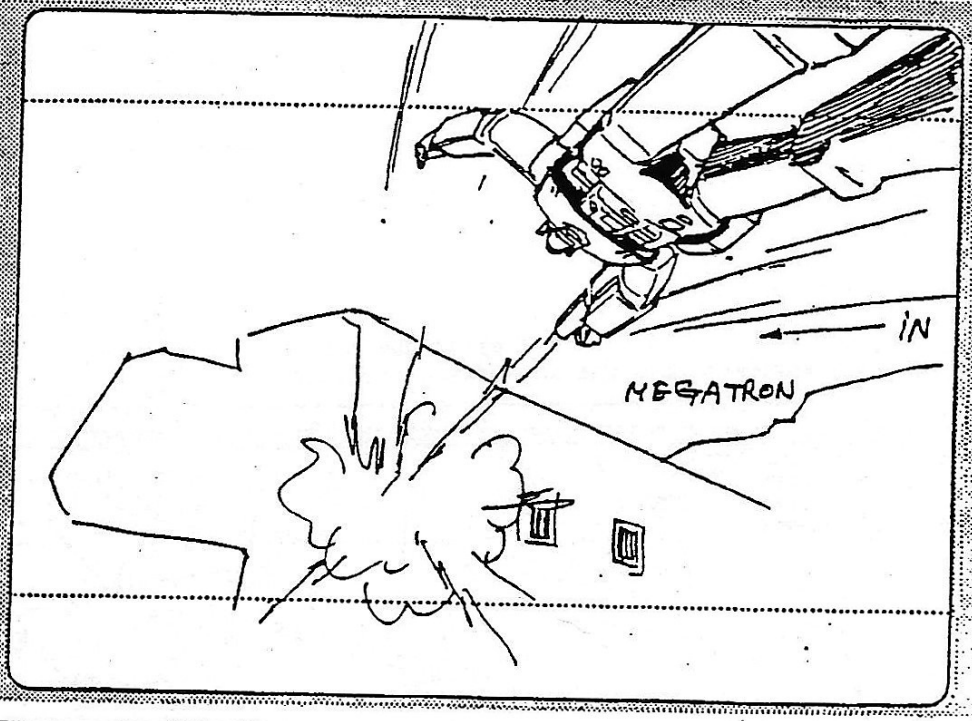
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-44A

SC. CONT

SEQ 7 Page 40





ACTION L.S. AUTOBOT CITY. THE DRAWBRIDGE AS IT FINISHES RETRACTING. MIRAGE APPEARS IN ONE OF THE CITY WINDOWS...

DIAL

MUSIC/SFX

CAMERA

ACTION MEGATRON FLIES INTO SCENE AND FIRES AT MIRAGE.

DIAL

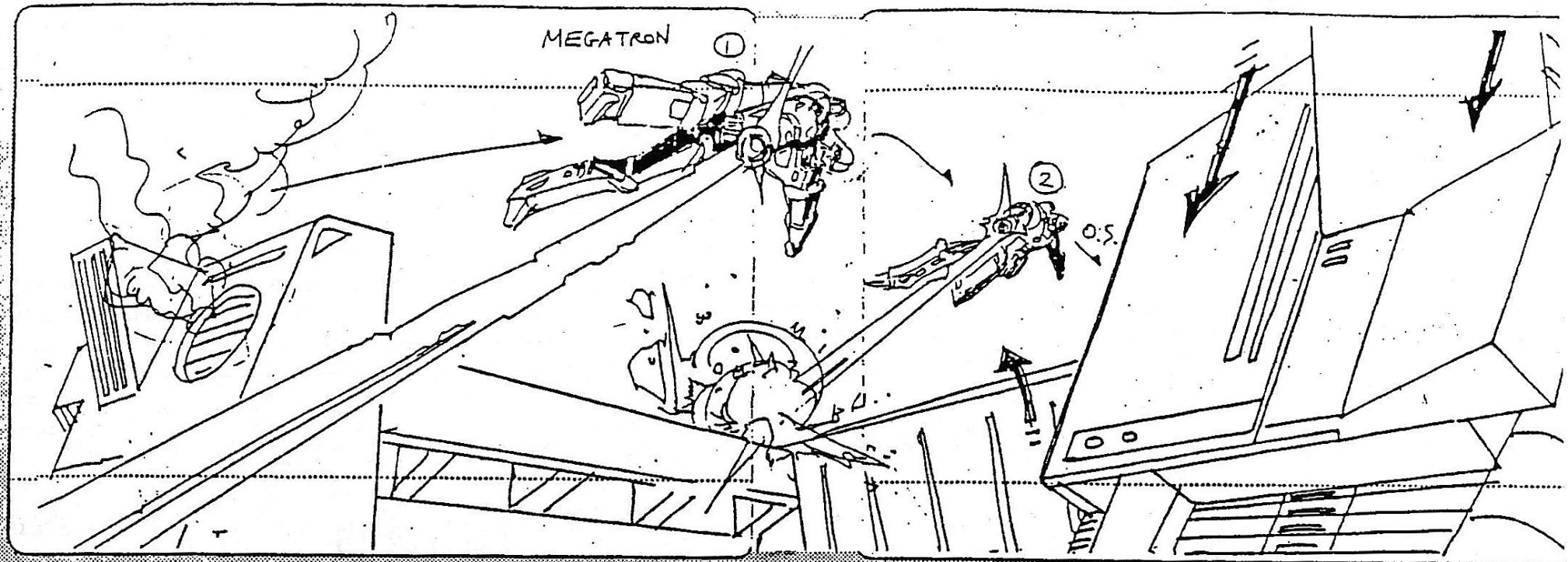
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. ... START

STOP SEQ. 7



ACTION MEGATRON TURNS AND FLIES ACROSS THE CITY, FIRING BLASTS AT O.S. AUTOBOTS. WE PAN WITH HIM...

DIAL

MUSIC/SFX

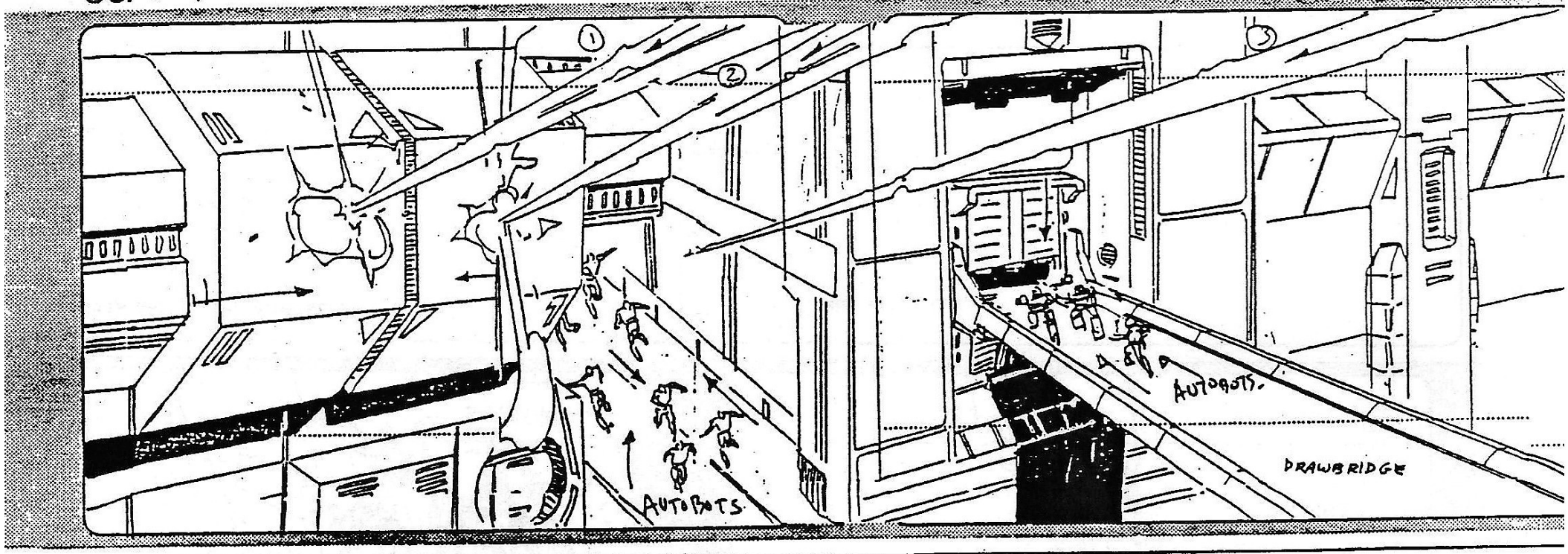
ACTION ...TO SEE PORTION OF THE CITY TRANSFORMING. HE FIRES A SHOT AND FLIES O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-45 START PAN STOP SEQ. 7 Page 42



ACTION DOWN SHOT AUTOBOT CITY. VARIOUS AUTOBOTS RUN FOR COVER. AS BLASTS ENTER THE SCENE AND EXPLODE ALL AROUND THEM. WE PAN...

DIAL

MUSIC/SFX

CAMERA

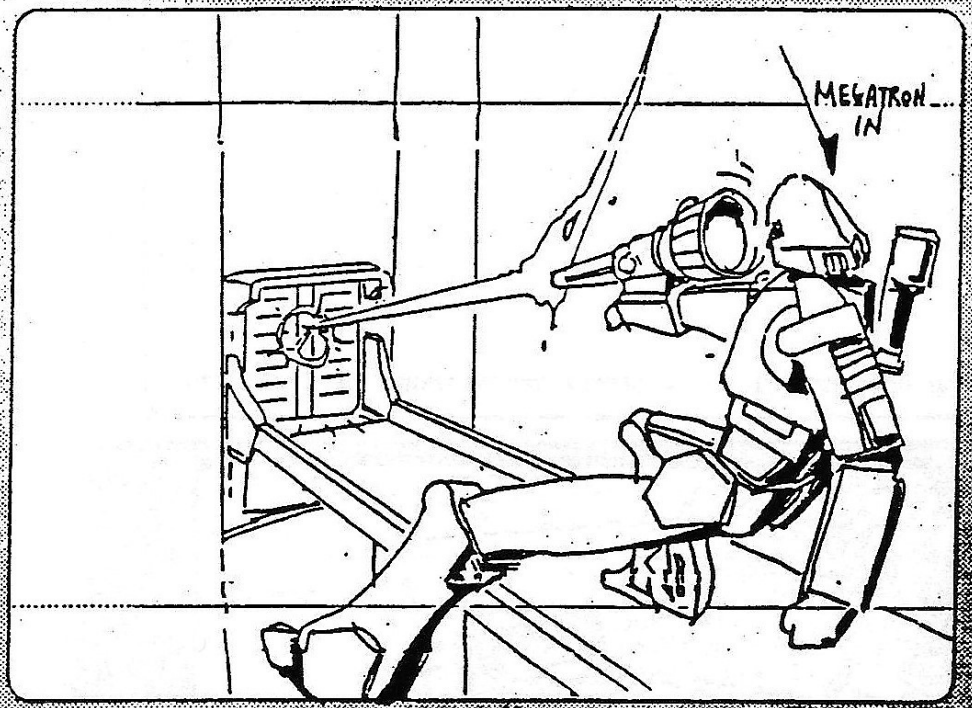
ACTION ...TO SEE OTHER AUTOBOTS HEADING FOR THE GATE TO THE CITY. IT IS CLOSING IN FRONT OF THEM.

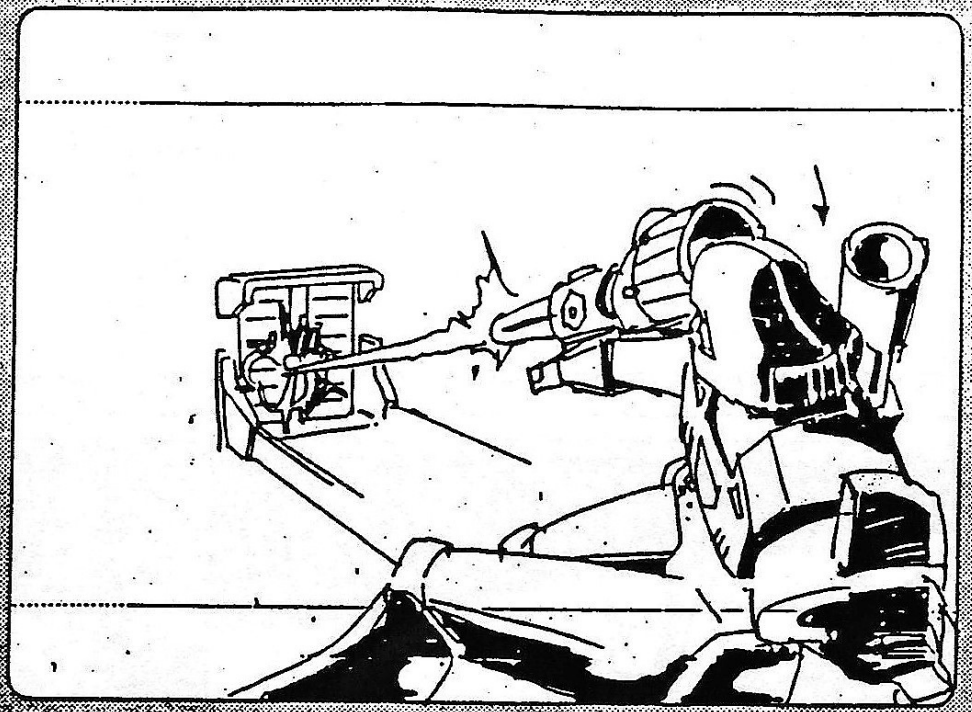
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION MEGATRON FLIES INTO SCENE
...AND FIRES AT THE DOOR...

DIAL

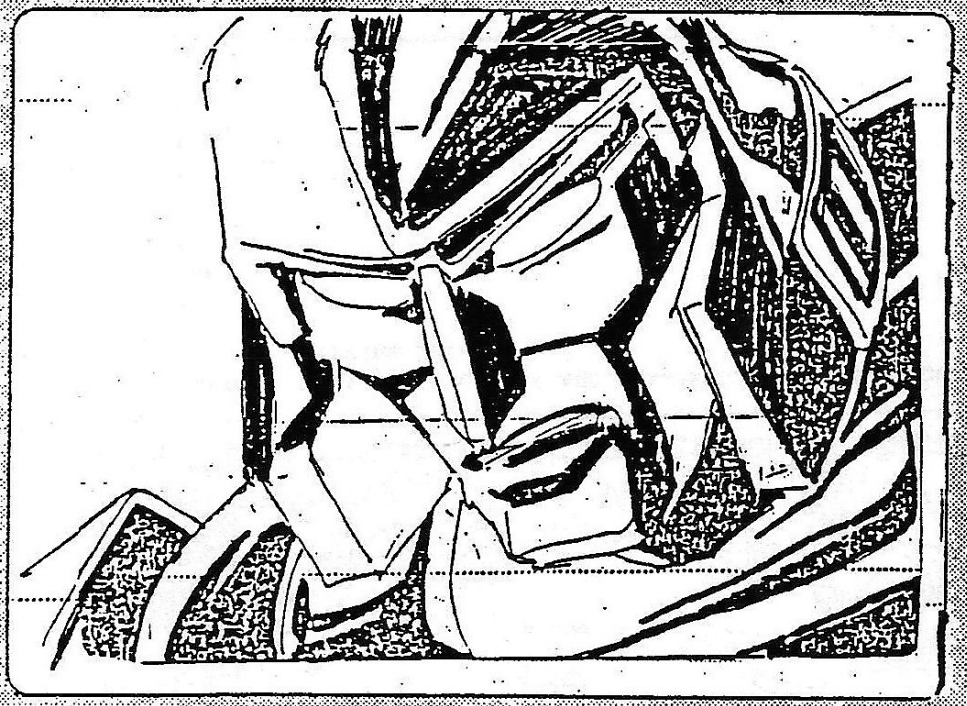
MUSIC/SFX

ACTION THE DOOR IS DAMAGED BUT HOLDS. MEGATRON FIRES AT IT AGAIN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.C.U. MEGATRON. HE HOVERS ABOVE AUTOBOT CITY. ANGERED THAT THE DOOR IS STILL HOLDING HE TURNS . . .

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND CALLS OUT!

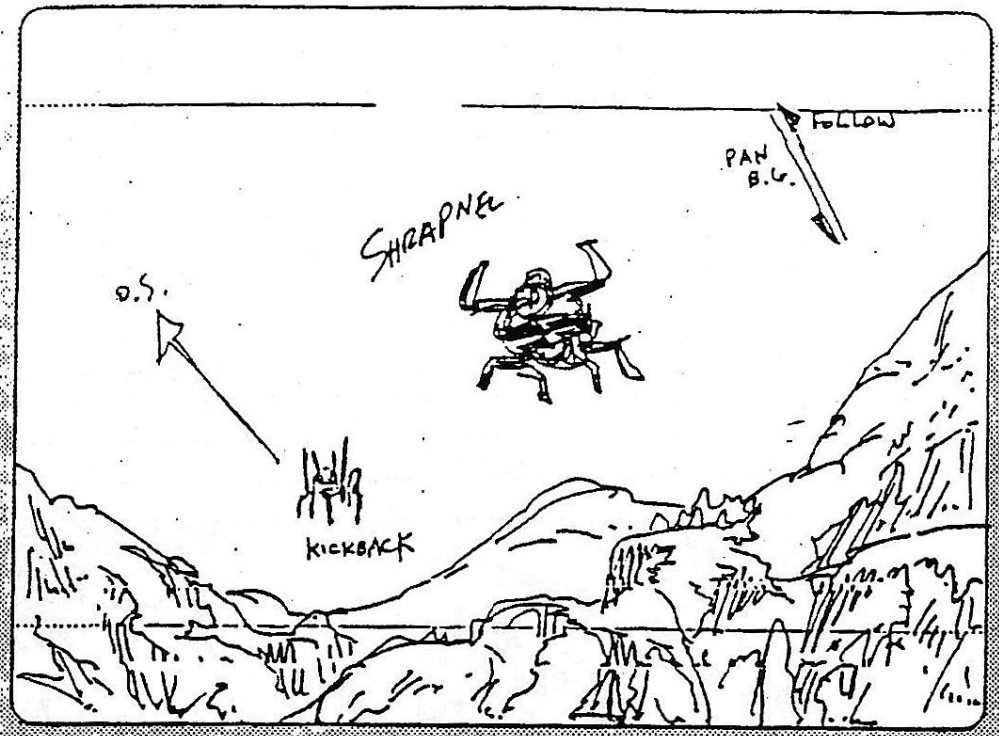
DIAL MEGATRON Breach their defenses!

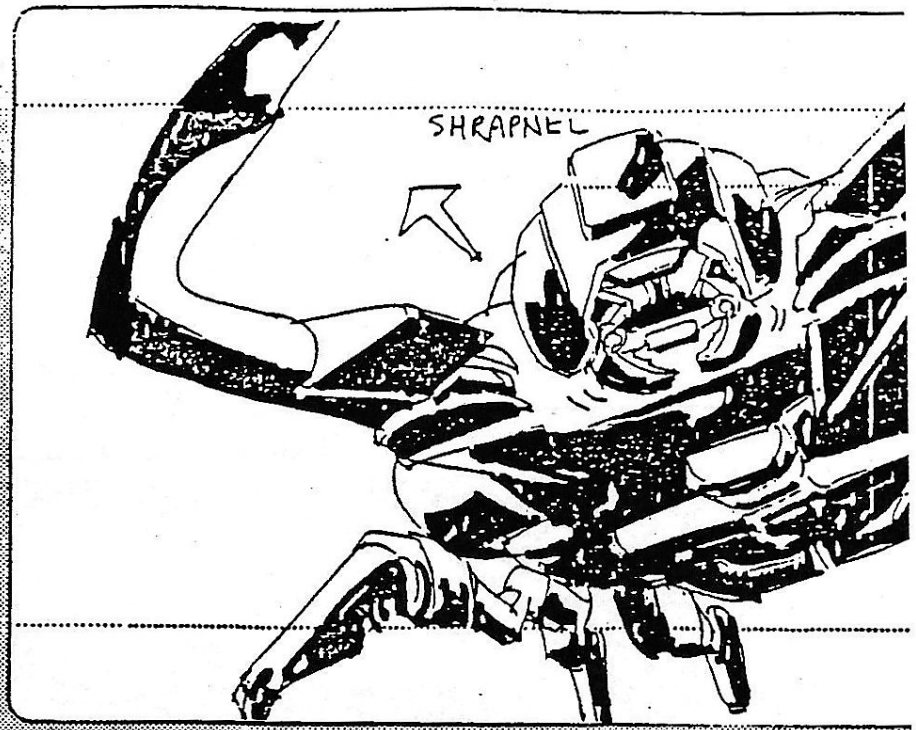
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. SEQ. 7 PAGE





ACTION X.L.S. KICKBACK AND SHRAPNEL. FROM THE MOUNTAINS THEY COME FLYING IN.

DIAL

MUSIC/SFX

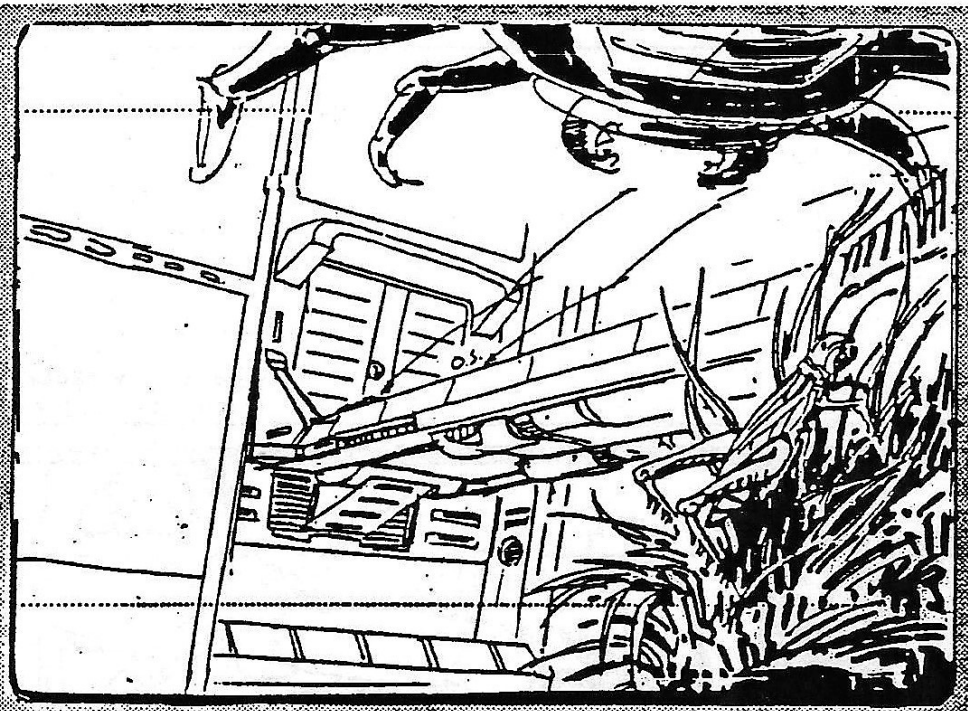
ACTION ...SHRAPNEL FLIES DIRECTLY TOWARDS US, FILLING THE SCREEN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-48



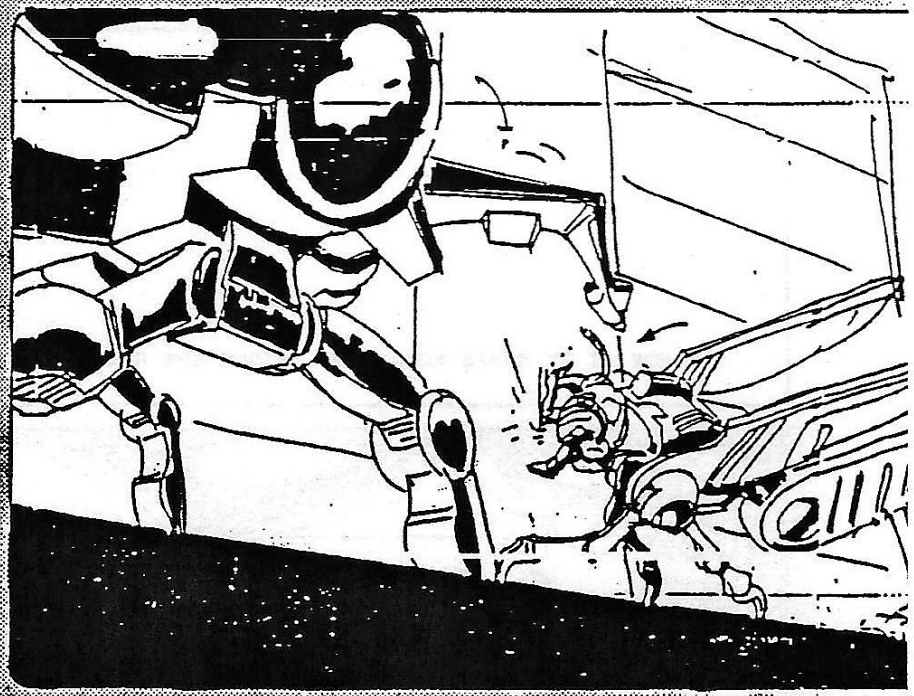
ACTION X.L.S. SHRAPNEL AND KICKBACK FLY IN AND LAND ON THE DRAWBRIDGE.

DIAL

MUSIC/SFX

CAMERA

SC. 7-49



ACTION M.S. SHRAPNEL AND KICKBACK STARTING CHEWING ON THE DOOR.

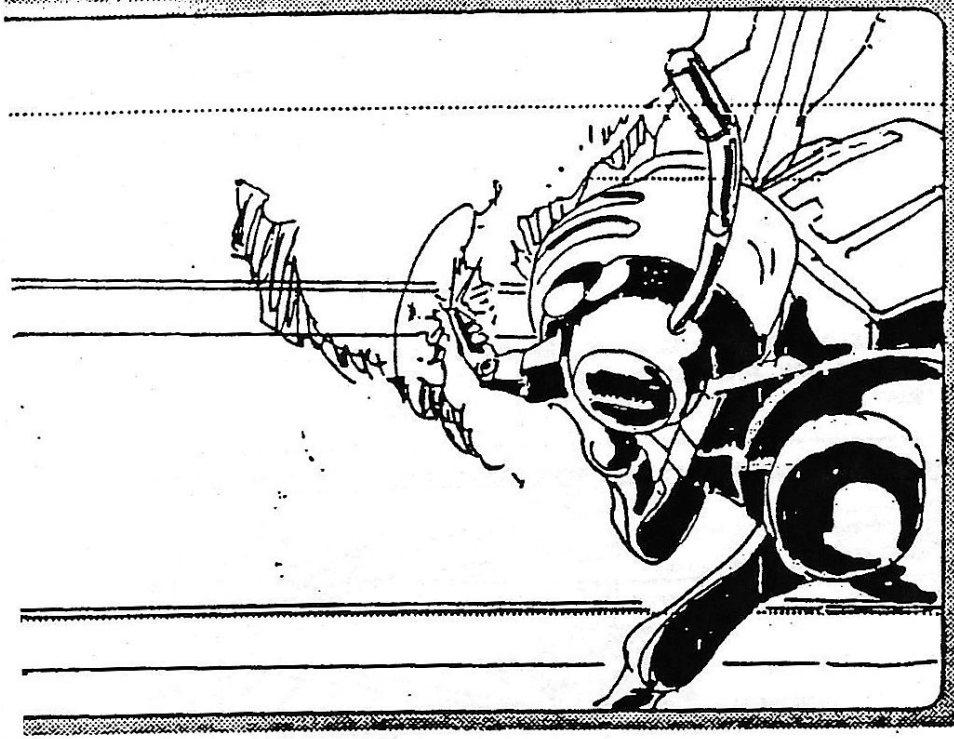
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-50



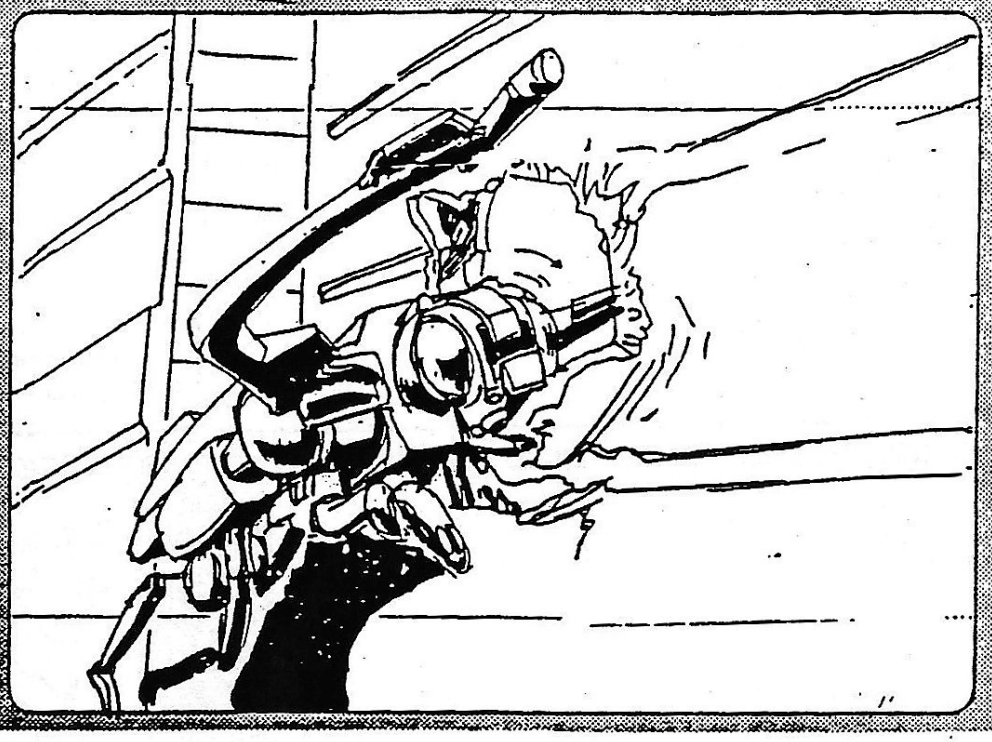
C.U. KICKBACK. HE EATS A SECTION OUT OF THE GATE...

KICKBACK (CHEWING ON JAMB OF DOORWAY NEAR BRIDGE)

Delicious, eh Schrapnel?

FX

SC. 7-51



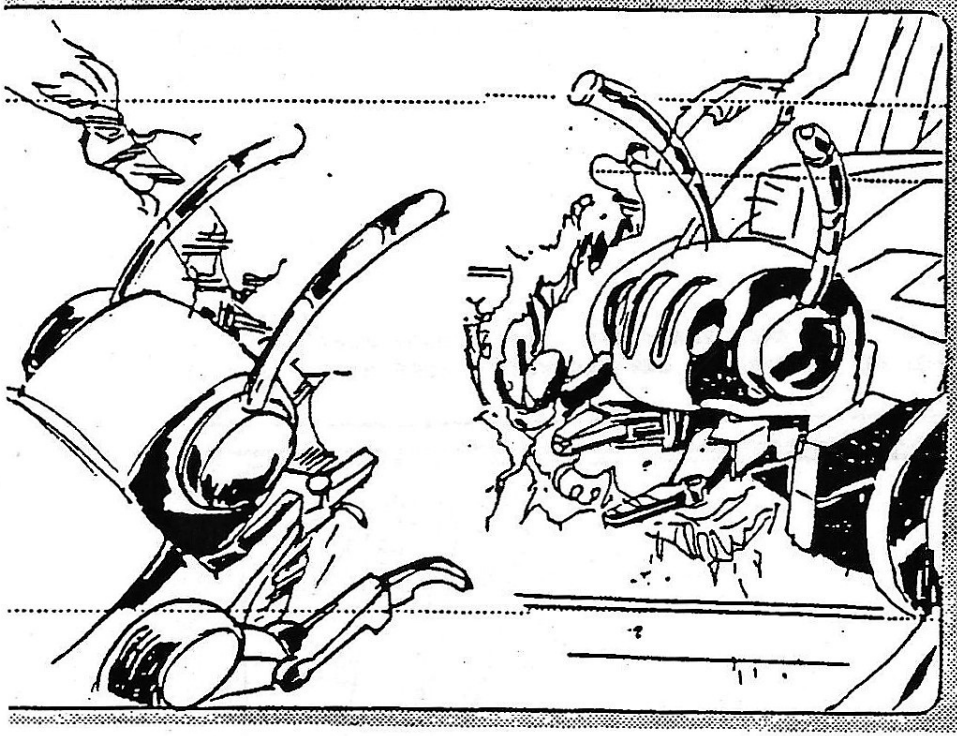
ACTION M.S. SHRAPNEL. HE TEARS INTO THE DOOR WITH HIS BEAKS.

DIAL SHRAPNEL (CHEWING ON DRAW-BRIDGE TO CITY)

A little heavy on the Electrons...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



N M.S. SHRAPNEL AND KICKBACK EAT AWAY AT THE DOOR.

SHRAPNEL (CONT) ...electrons.

SFX

A

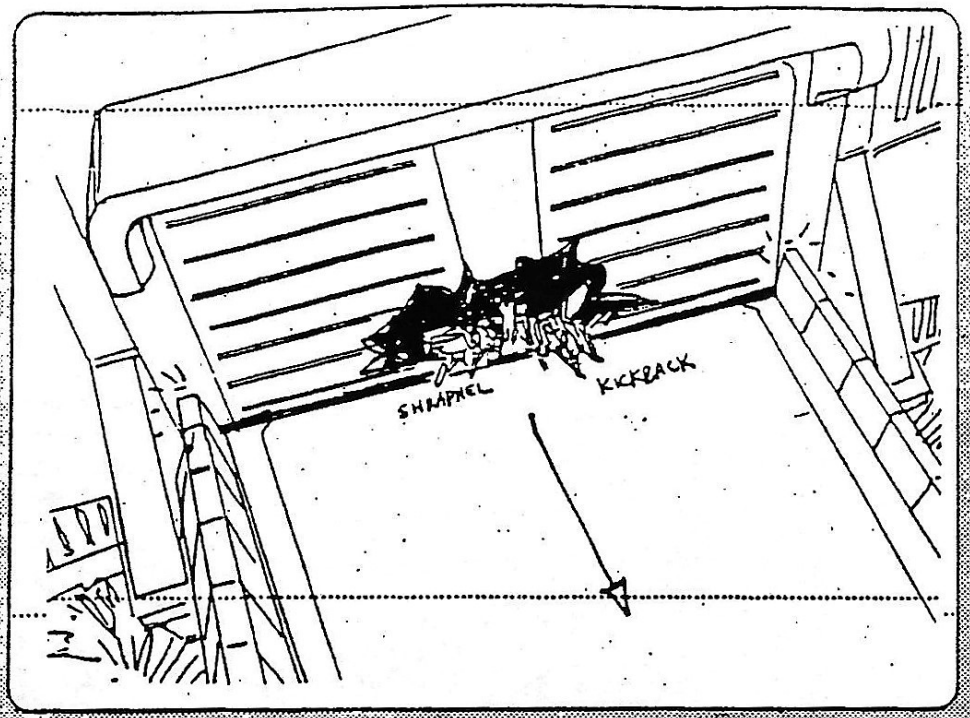
ACTION

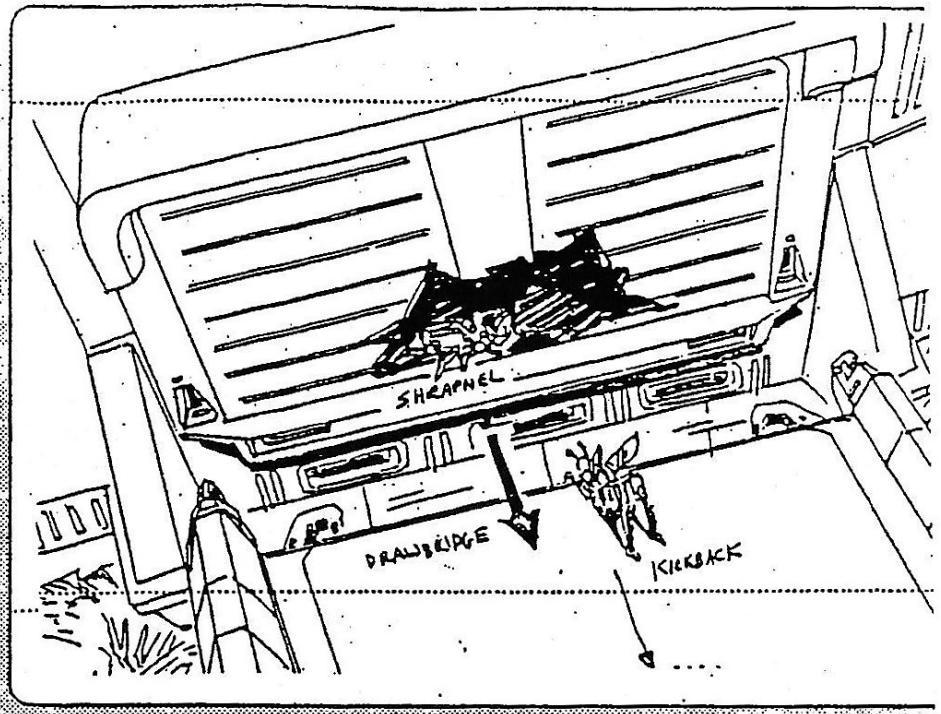
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION DOWN SHOT. SHRAPNEL AND KICKBACK. THE DRAWBRIDGE SEPARATES FROM AUTOBOT CITY AND MOVES AWAY.

DIAL

MUSIC/SFX

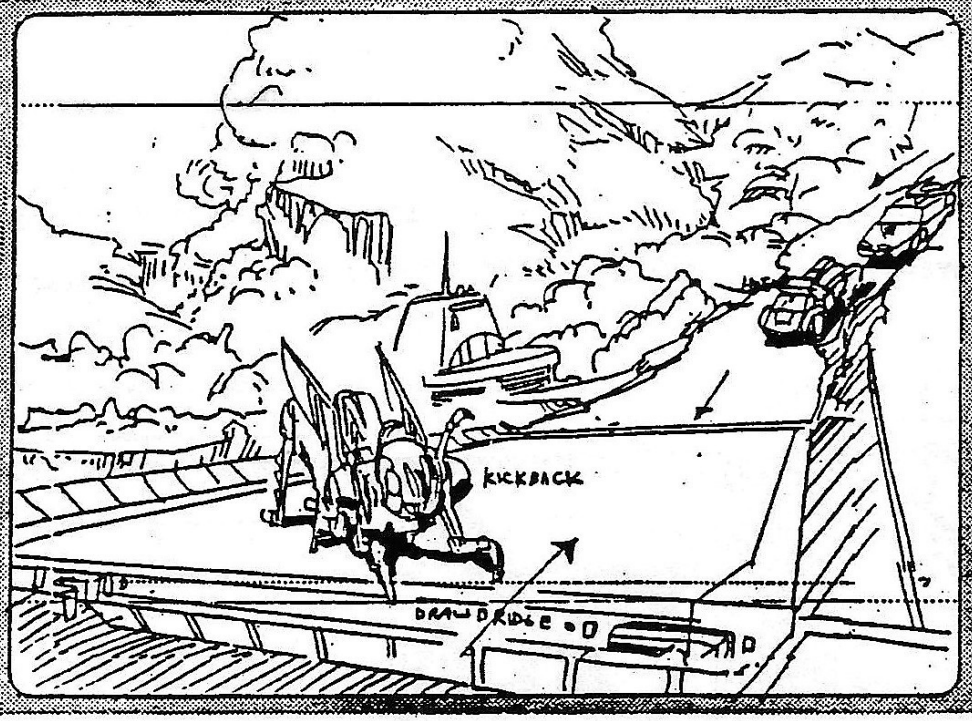
ACTION KICKBACK ALMOST FALLING INTO THE MOAT HOLDS ON TO THE DRAWBRI SHRAPNEL CLINGS TO THE HOLE IN THE DOOR.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-53 SC. SEQ. 7 Page 50



ACTION L.S. KICKBACK. AS THE DRAWBRIDGE MOVES BACK, KICKBACK STANDS ON TOP. IN THE FAR DISTANCE, HOT ROD AND KUP COME BARRELING INTO SCENE ALONG THE ROAD TO AUTOBOT CITY. BACK

DIAL

MUSIC/SFX

CAMERA

ACTION

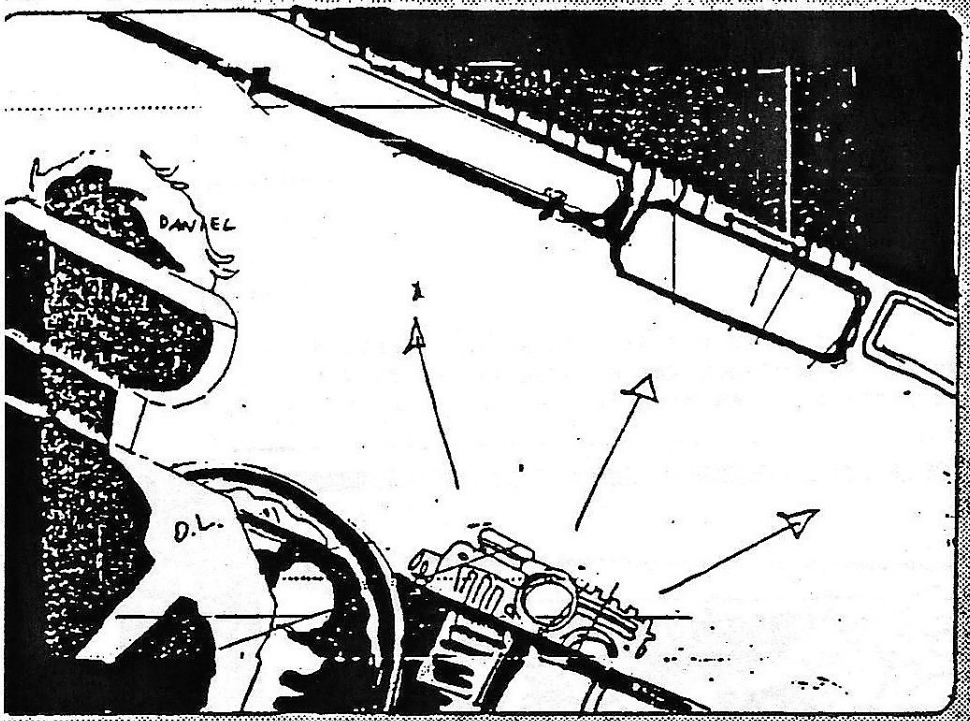
DIAL

MUSIC/SFX

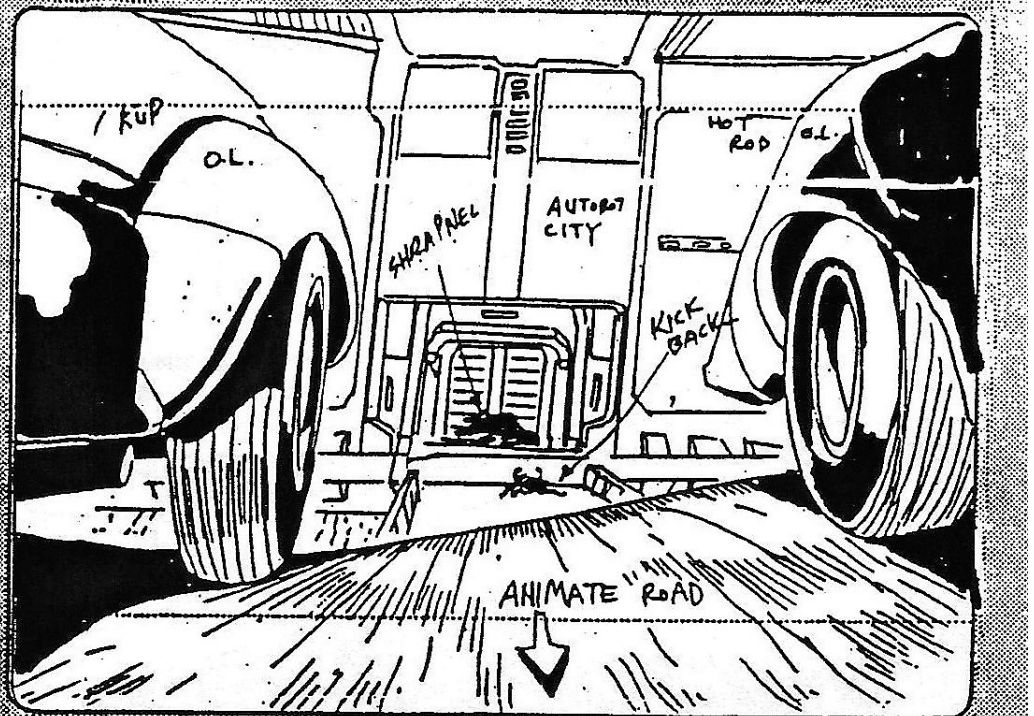
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-54



SC. 7-55 SEQ. 7 Page 51



ON C.U. INTERIOR OF HOT ROD'S CAR INCLUDING DANIEL. WE SEE THROUGH HOT ROD'S WINDSHIELD THE GATE TO AUTOBOT CITY, KICKBACK AND SHRAPNEL.

C/SFX

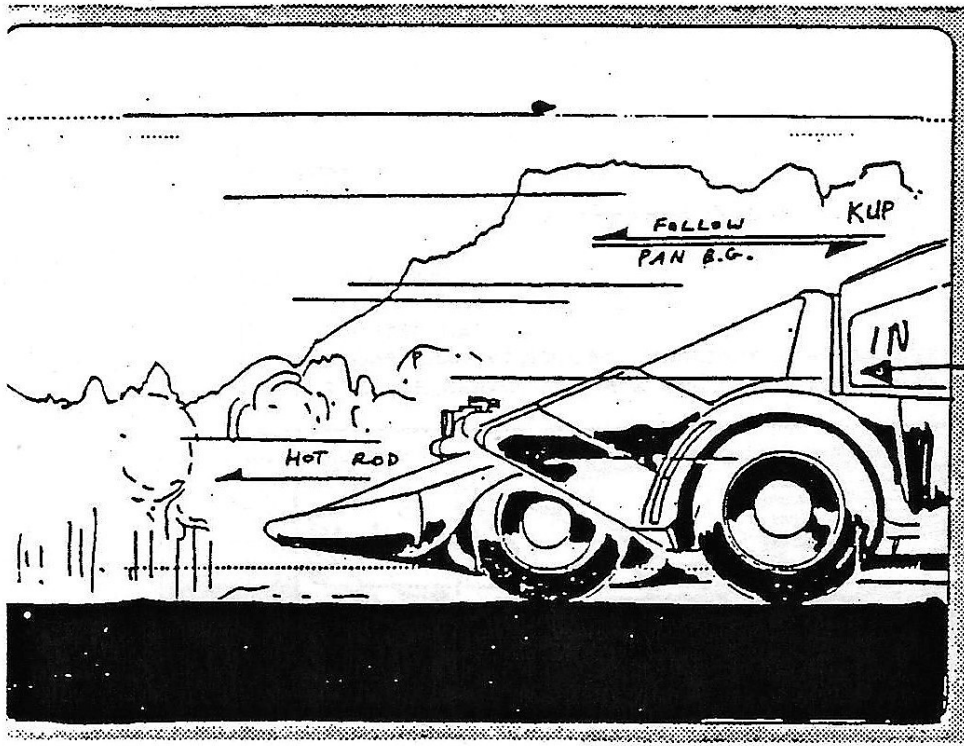
ACTION L.S. THE GATE TO AUTOBOT CITY. IN THE FOREGROUND ARE HOT ROD AND KUP. WE TRAVEL ALONG WITH THEM AS THEY RACE TOWARD AUTOBOT CITY.

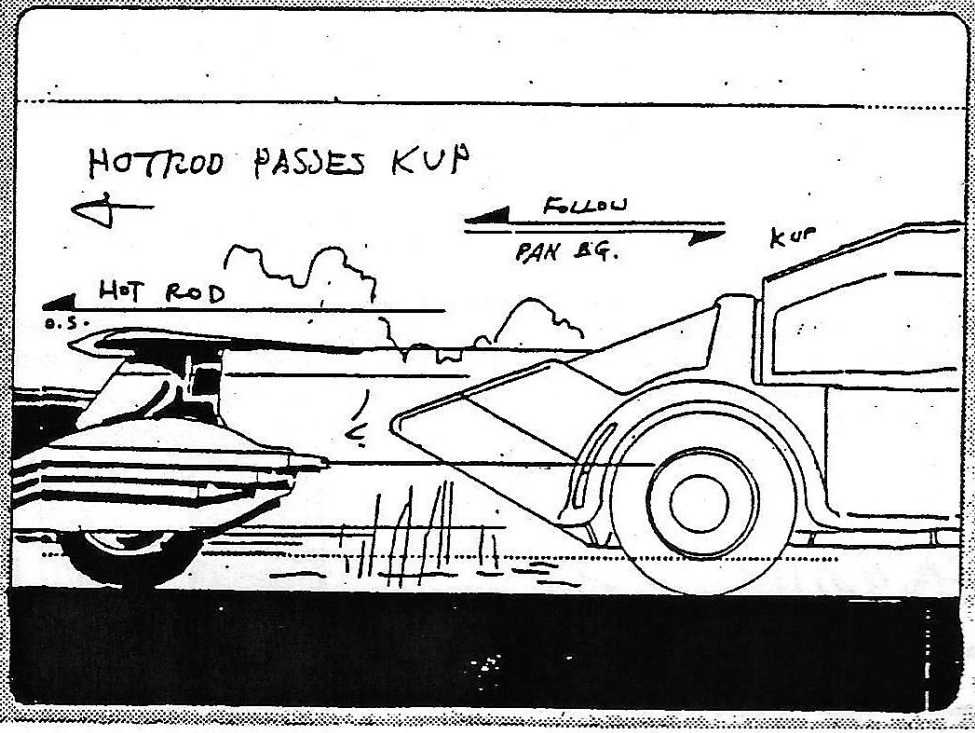
DIAL

KUP: The Insecticons are in our way.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ION M.S. KUP AND ROT ROD. THEY SPEED ALONG THE ROAD...

HOT ROD Wrong! They're our way in!

C SFX

RA

ACTION ...HOT ROD PULLS OUT IN FRONT OF KUP.

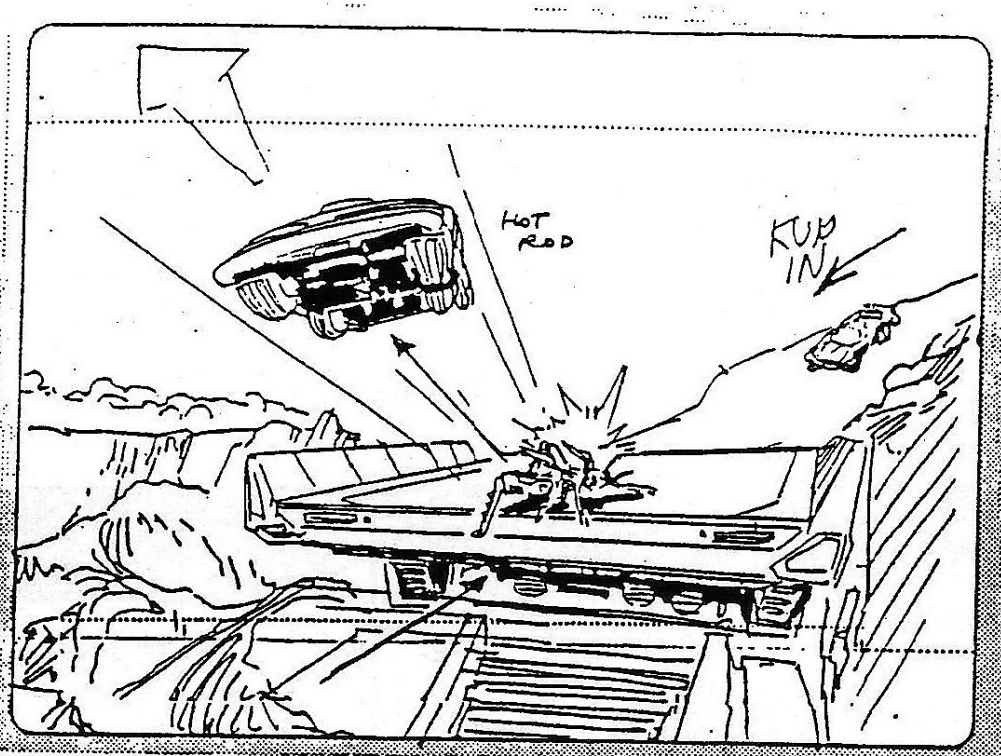
DIAL

MUSIC/SFX

CAMERA

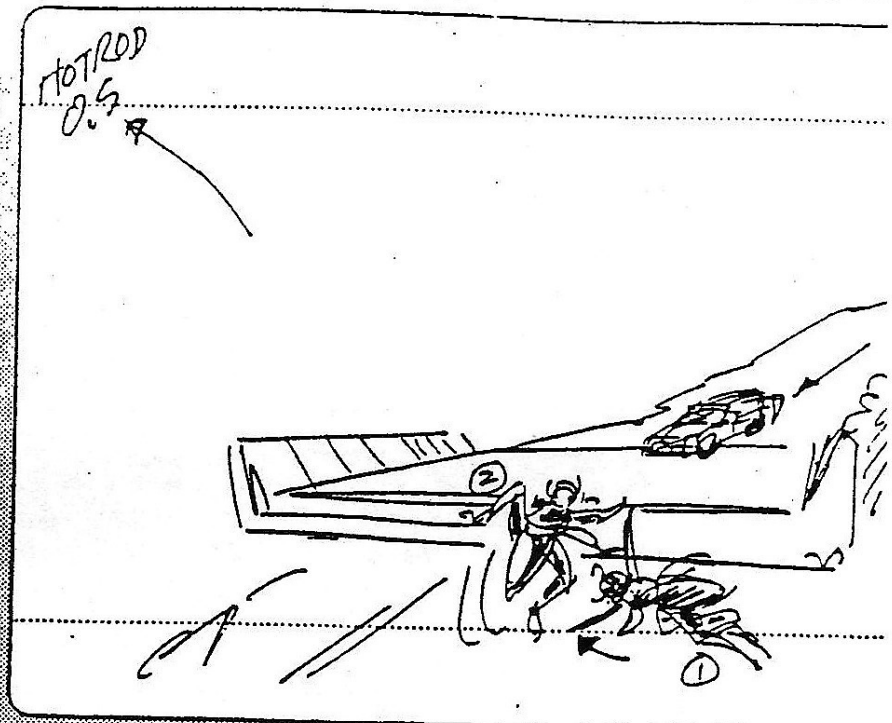
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-27



SC. CONT.

SEQ. 7



ACTION L.S. KICKBACK AND HOT ROD. HOT ROD COMES SAILING DOWN THE ROAD PLOWS INTO KICKBACK...KNOCKING HIM OFF THE BRIDGE. HOT ROD BOUNCES UP...

DIAL HOT ROD

Yaaaaaaay-hah!

MUSIC/SFX

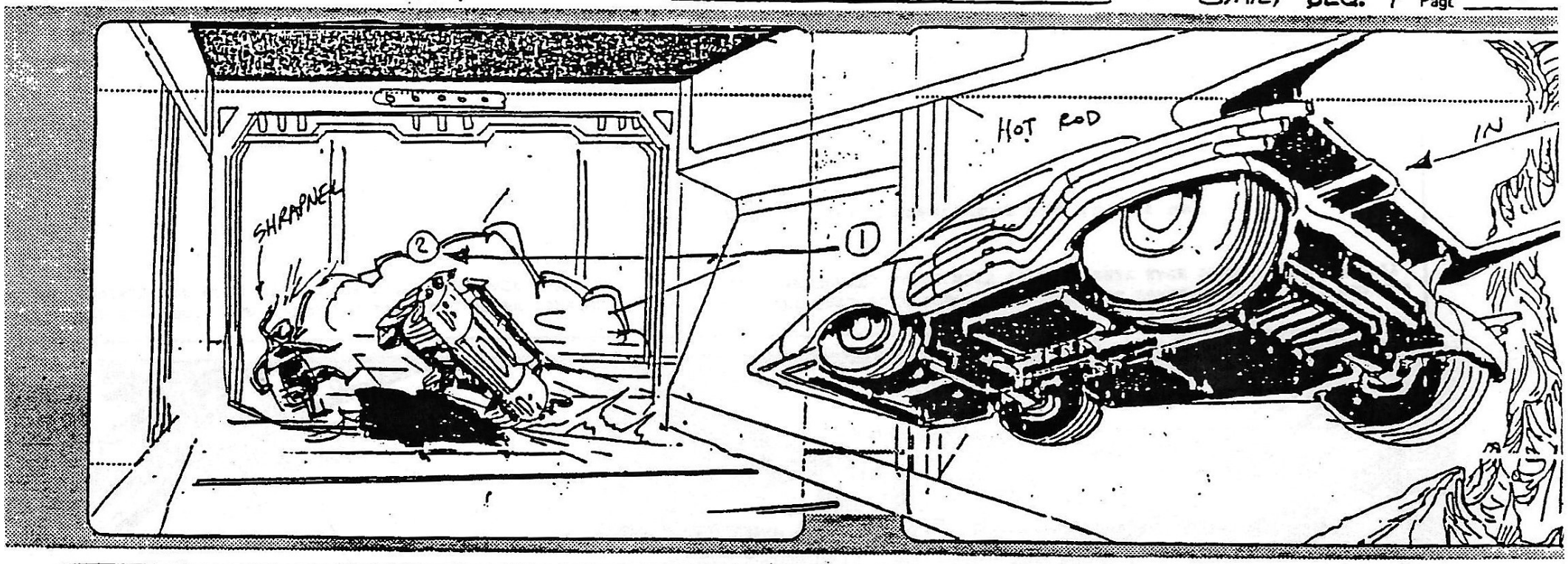
ACTION ...FLIES OUT INTO THE AIR, OFF OF THE EDGE OF THE BRIDGE. HANGS ON TO THE EDGE OF THE BRIDGE. AND KUP ENTERS THE SCI THE DISTANCE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-58 STOP FOLLOW PAN START SEQ. 7 Page 54



ACTION L.S. HOT ROD. WE PAN WITH HIM. HE FLIES THROUGH SPACE, LANDS SAFELY IN THE HOLE IN THE DOOR AND ENTERS AUTOBOT CITY. SHRAPNEL SCURRIES OUT OF THE WAY FOR SAFETY.

DIAL

MUSIC/SFX

CAMERA

ACTION

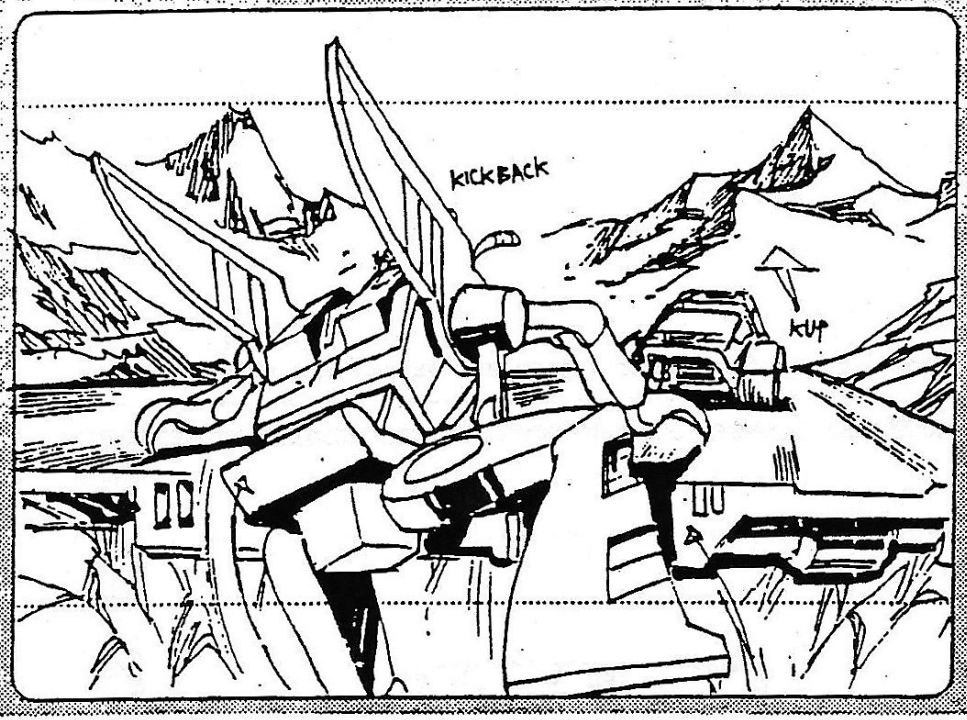
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-59



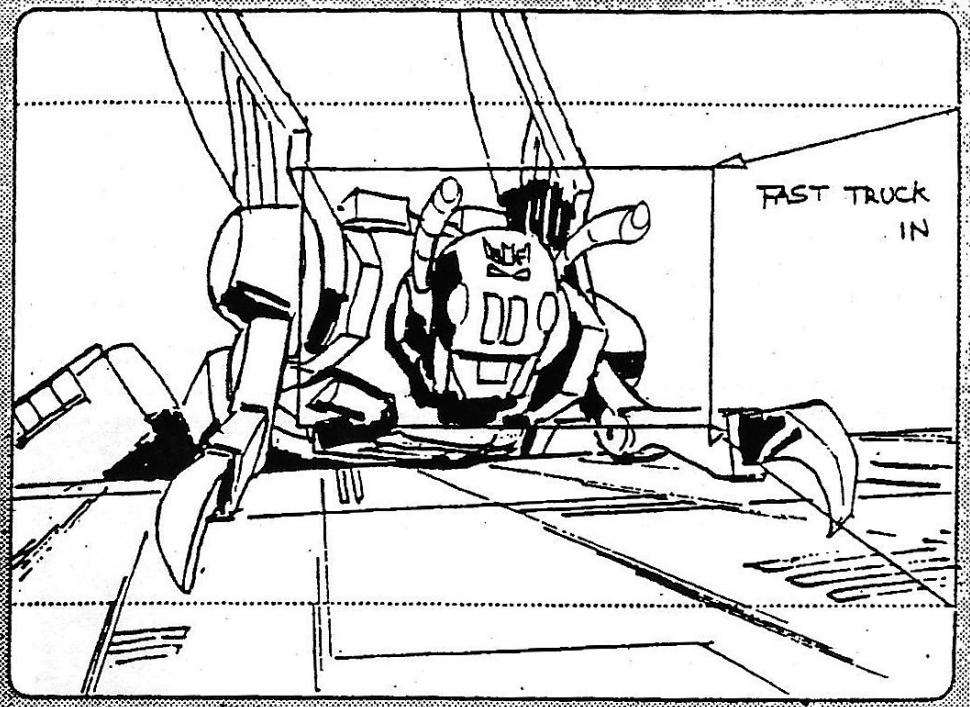
ACTION L.S. KICKBACK AND KUP. KICKBACK IS CLIMBING BACK ONTO THE DRAWBRIDGE AS KUP SPEEDS STRAIGHT AT HIM.

DIAL

MUSIC/SFX

SC. 7-60

SEQ. 7 Page 55



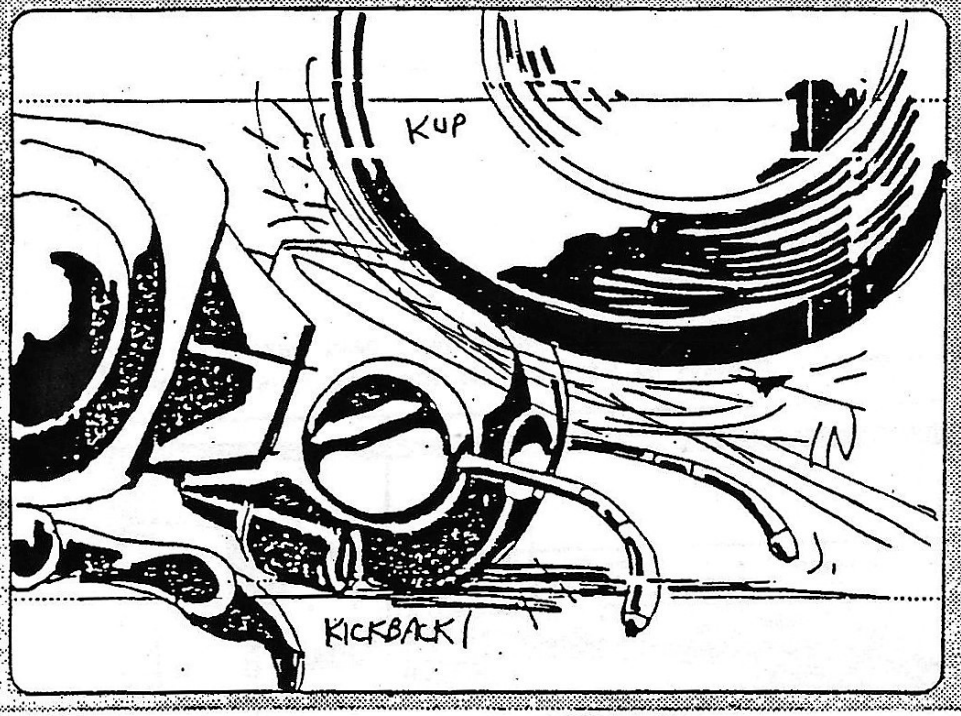
ACTION M.L.S. KICKBACK. A FAST TRUCK IN ON HIS REACTION TO SEEING KUP : SPEED TOWARD HIM.

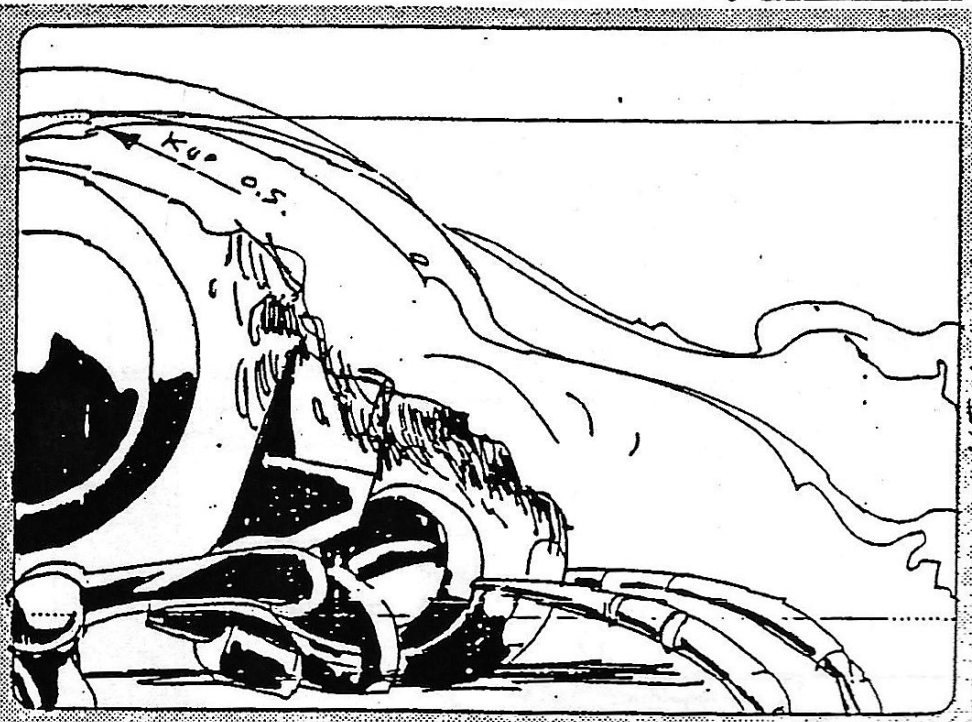
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-60A SC. CONT SEQ. 7 Page 56





NEXT 56A PAGE

ACTION C.U. KICKBACK. AS KUP'S TIRE BANGS INTO HIS HEAD

DIAL

MUSIC/SFX

CAMERA

ACTION ...KNOCKING HIM DOWN AND DENTING IN THE BACK OF HIS HEAD.

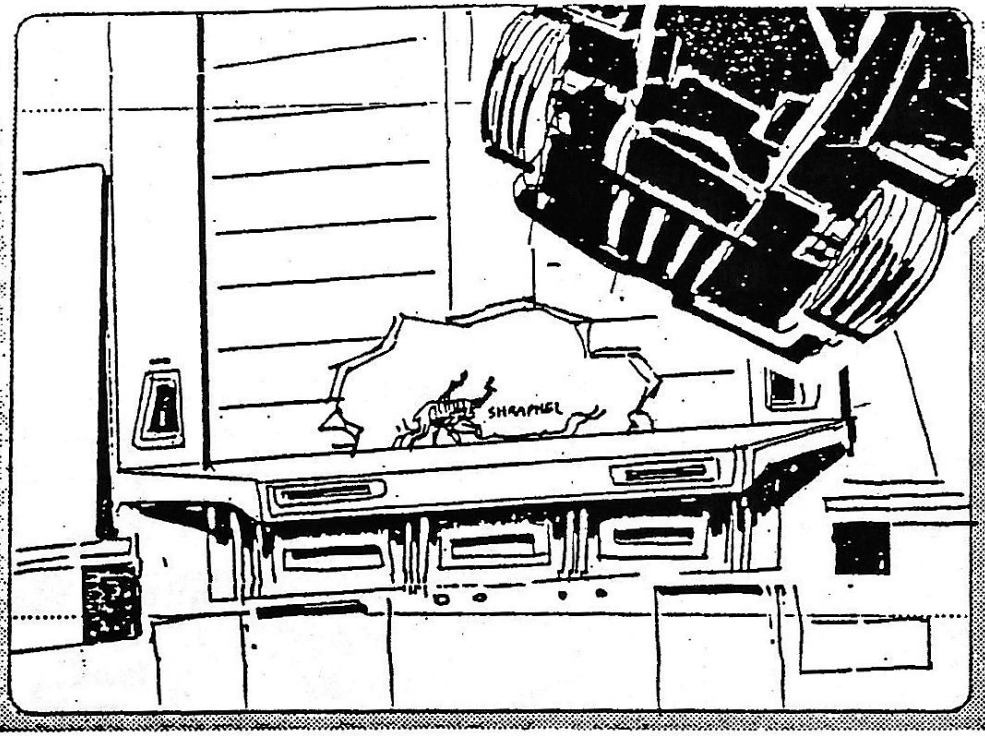
DIAL

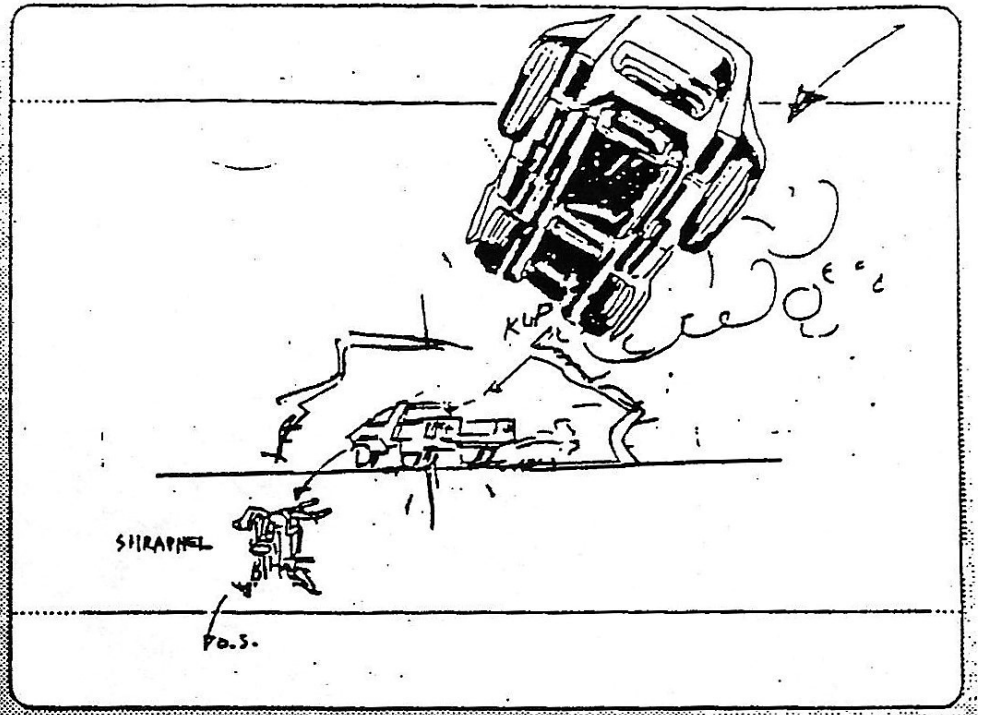
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-60C SC. CONT SEQ. 7 Page 56A





ACTION M.L.S. SHRAPNEL ON THE GATE TO AUTOBOT CITY AS KUP COMES FLYING INTO THE SCENE.

DIAL

MUSIC/SFX

ACTION KUP KNOCKS SHRAPNEL DOWN INTO THE MOAT AND SAFELY ENTERS THE CITY

DIAL

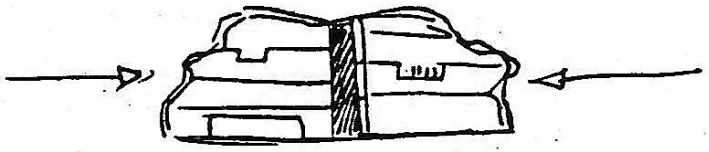
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SC.

Page 56B



ACTION AFTER KUP ENTERS THE CITY A SECOND SET OF DOORS CLOSES, SEALING UP THE GATE.

DIAL

MUSIC/SFX

CAMERA

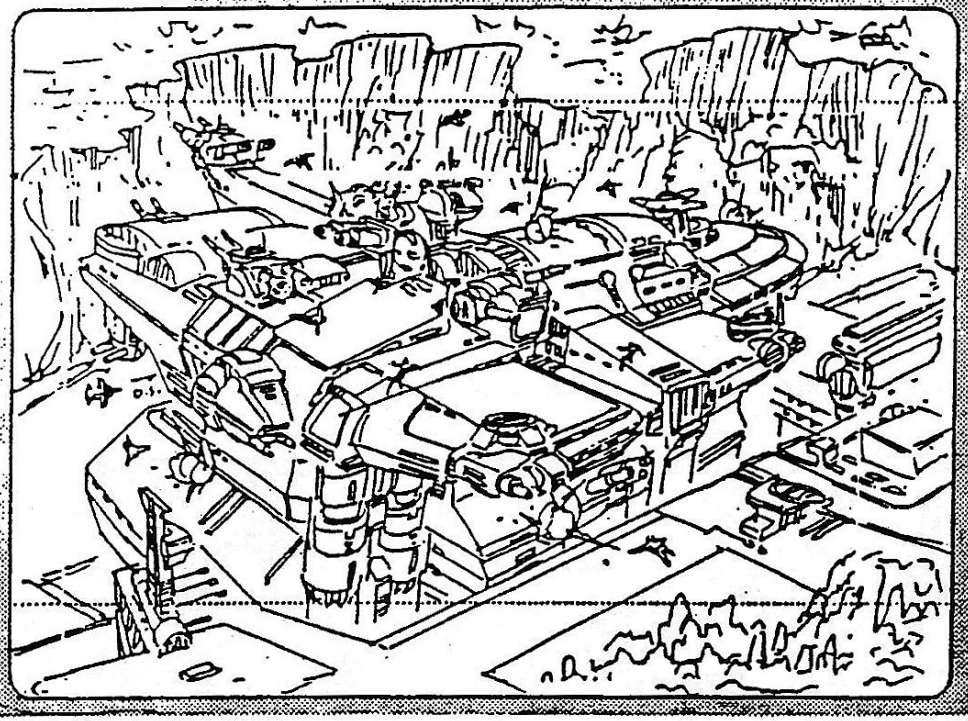
ACTION

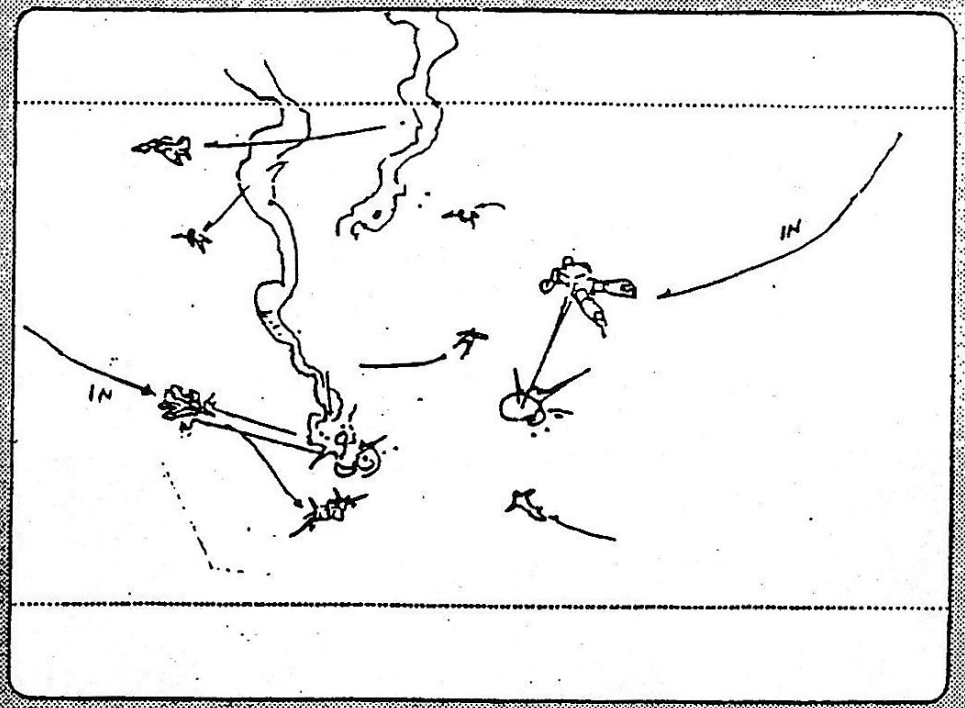
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. AUTOBOT CITY. IT HAS NOW TRANSFORMED INTO FORTRESS MAXIMUS. DECEPTICONS CRAWL ALL OVER IT...

DIAL

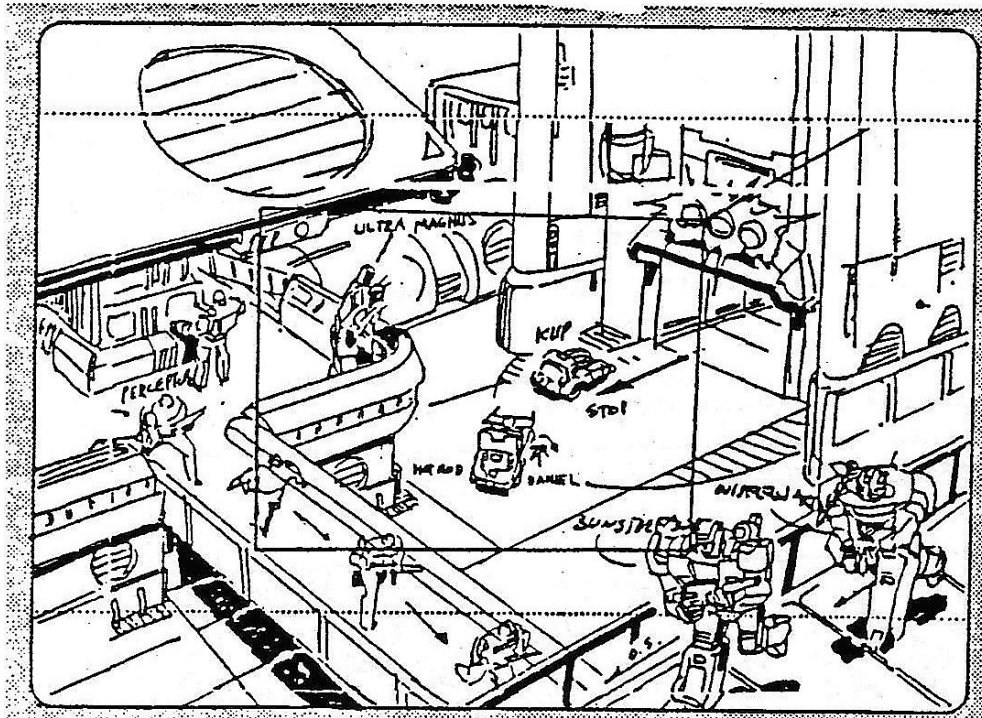
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...TRYING TO BLAST THEIR WAY IN.

DIAL

MUSIC/SFX



CTION L.S. INTERIOR AUTOBOT CITY. MANY AUTOBOTS RACE TO THEIR BATTLE STATIONS AS HOT ROD AND KUP ENTER AND COME TO A STOP AND . . .

IAL

USIC/SFX

AMERA

ACTION TRANSFORM INTO ROBOT MODE.

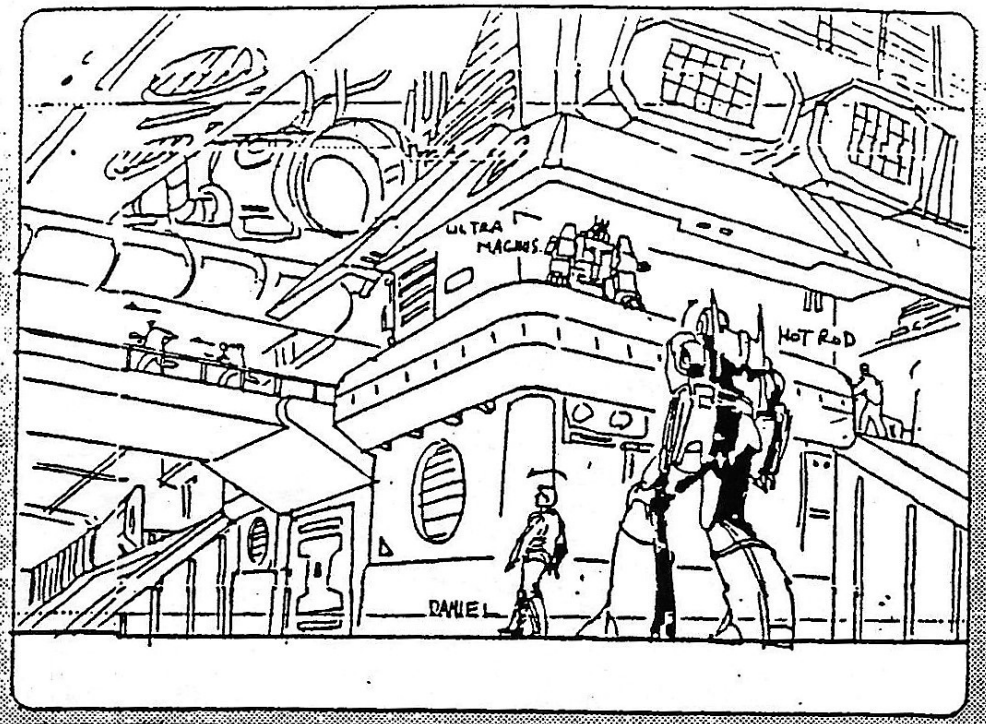
DIAL

MUSIC/SFX

CAMERA

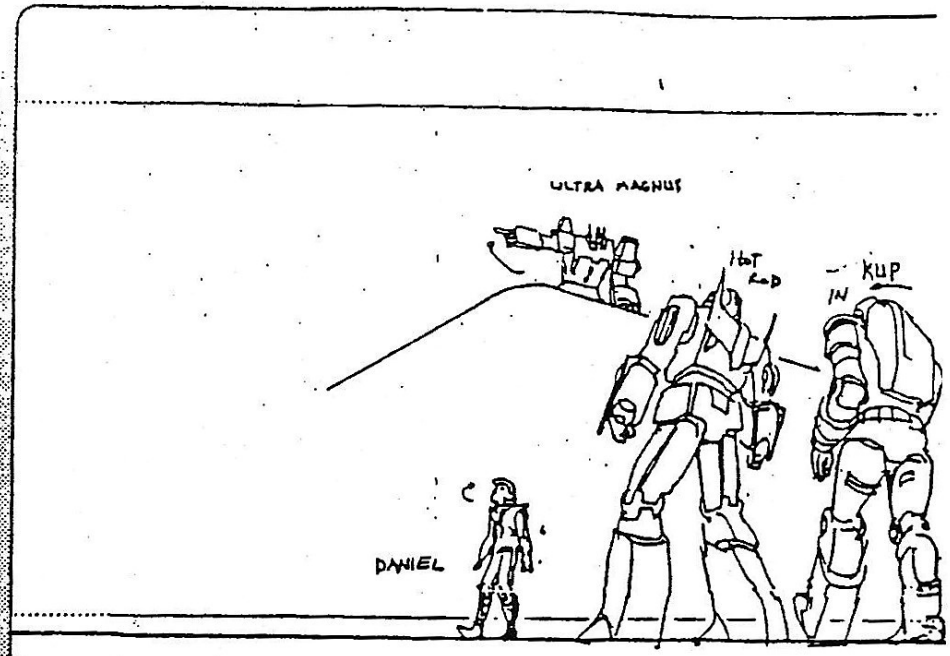
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-6



SC. CONT

SEQ. 7



ACTION L.S. DANIEL, HOT ROD, ULTRA MAGNUS. AS AUTOBOTS RACE AROUND, ULTRA MAGNUS ADDRESSES HOT ROD...

DIAL ULTRA MAGNUS (STERNLY) You can explain your security violation later, ...

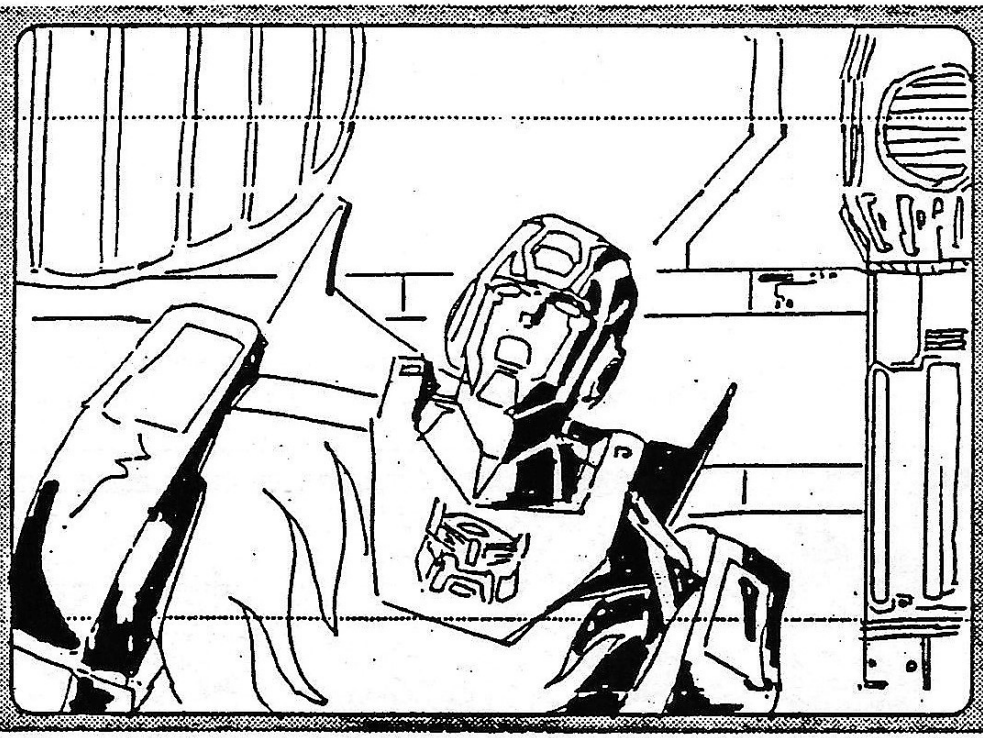
MUSIC/SFX

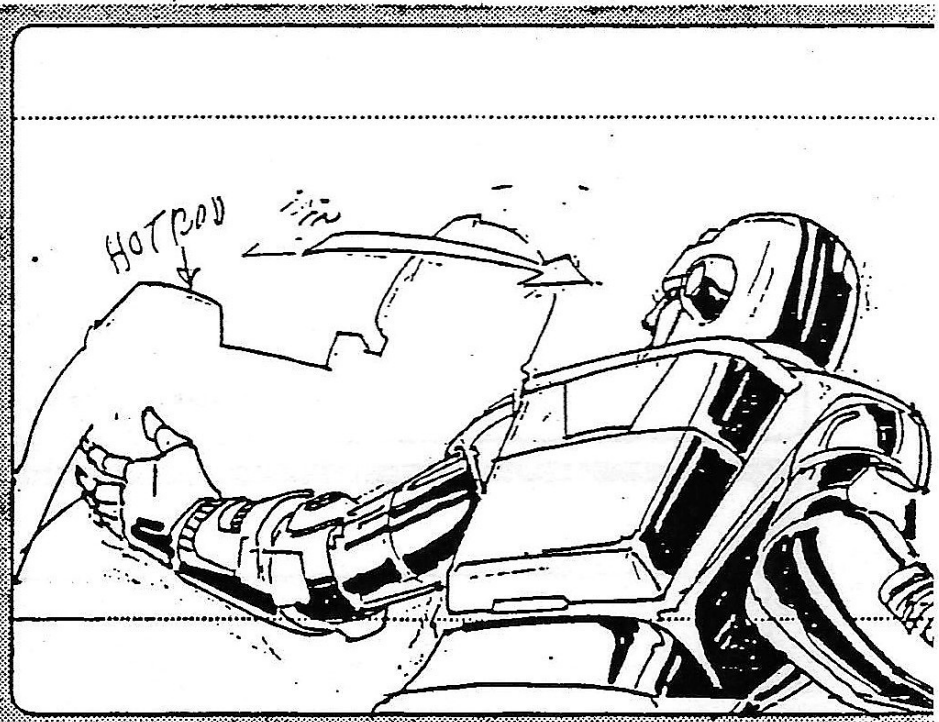
ACTION ...GIVING HIM AN ORDER. KUP ENTERS THE SCENE.

DIAL ULTRA MAGNUS (CONT) ... Hot Rod! Now, man your battle station.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. HOT ROD. HE LOOKS UP AT ULTRA MAGNUS AND RESPONDS TO HIS ORDER.

DIAL HOT ROD I don't have to explain my....

MUSIC/SFX

CAMERA

ACTION KUP MOVES IN AND LEADS HOT ROD OFF.

DIAL HOT ROD (CONT) ...actions to anyone...

KUP (TUGS HIM ALONG ROUGHLY)

MUSIC/SFX (V.O.) He said "later!"

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-64

ACTION HOT ROD RELUCTANTLY FOLLOWS HIM.

DIAL

MUSIC/SFX

CAMERA

SC. 7-65

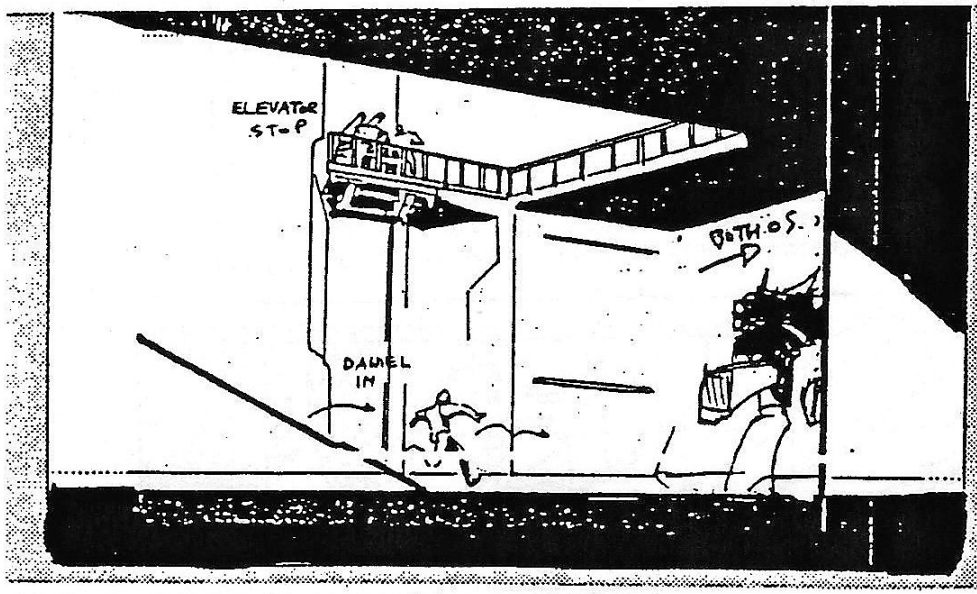
ACTION L.S. HOT ROD AND KUP. THEY RUN THROUGH THE CITY.

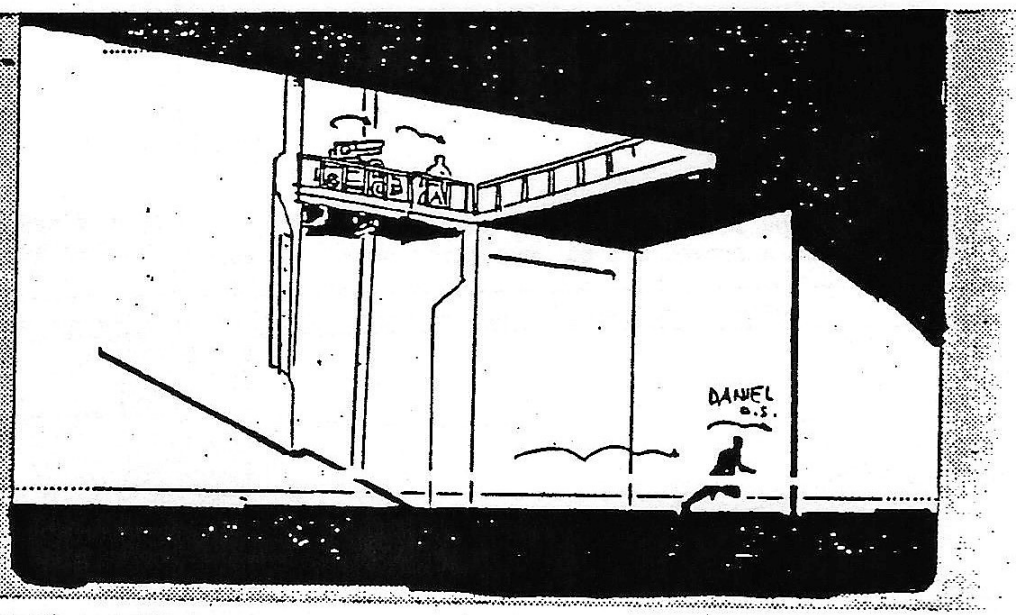
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION DANIEL COMES RUNNING IN BEHIND . . .

DIAL DANIEL Wait up,...

MUSIC/SFX

CAMERA

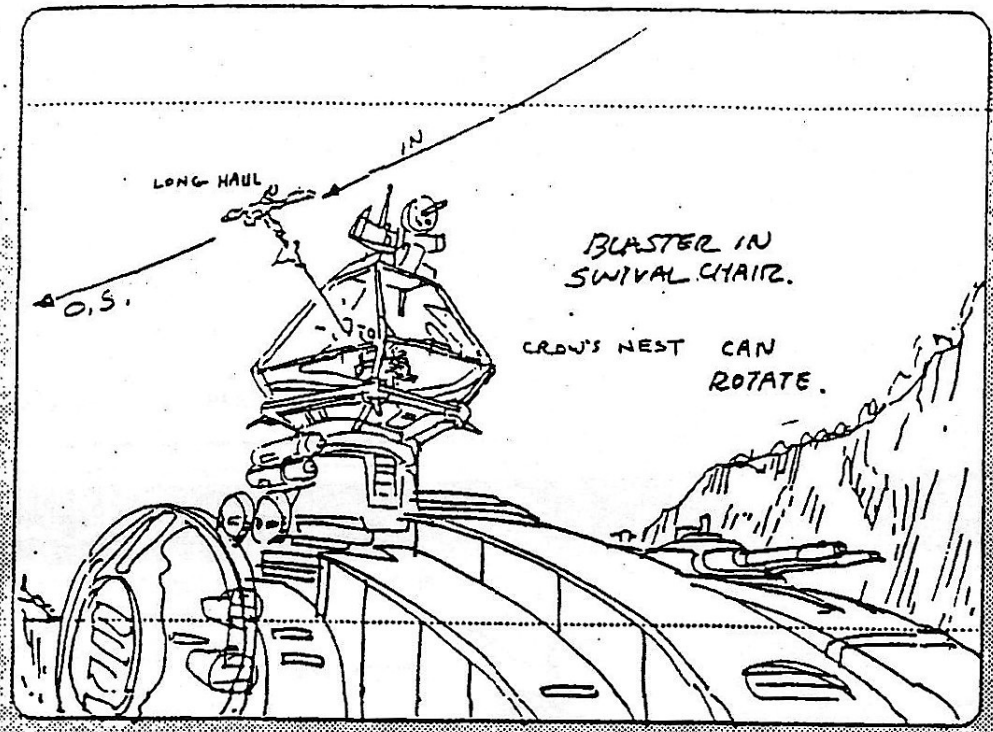
ACTION AND FOLLOWS THEM O.S.

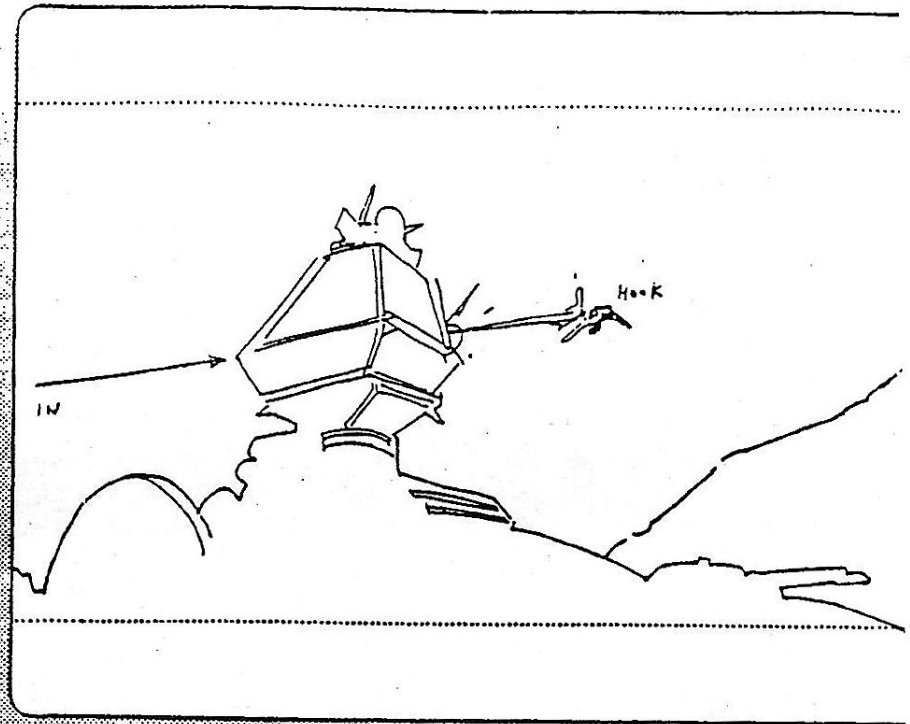
DIAL DANIEL (CONT) ...Hot Rod!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. THE CROW'S NEST ON TOP OF AUTOBOT CITY. INSIDE THE CROW'S NEXT IS BLASTER. OUTSIDE, LONG HAUL FLIES PAST AND TAKES A SHOT AT BLASTER, TO NO EFFECT...

DIAL

MUSIC/SFX

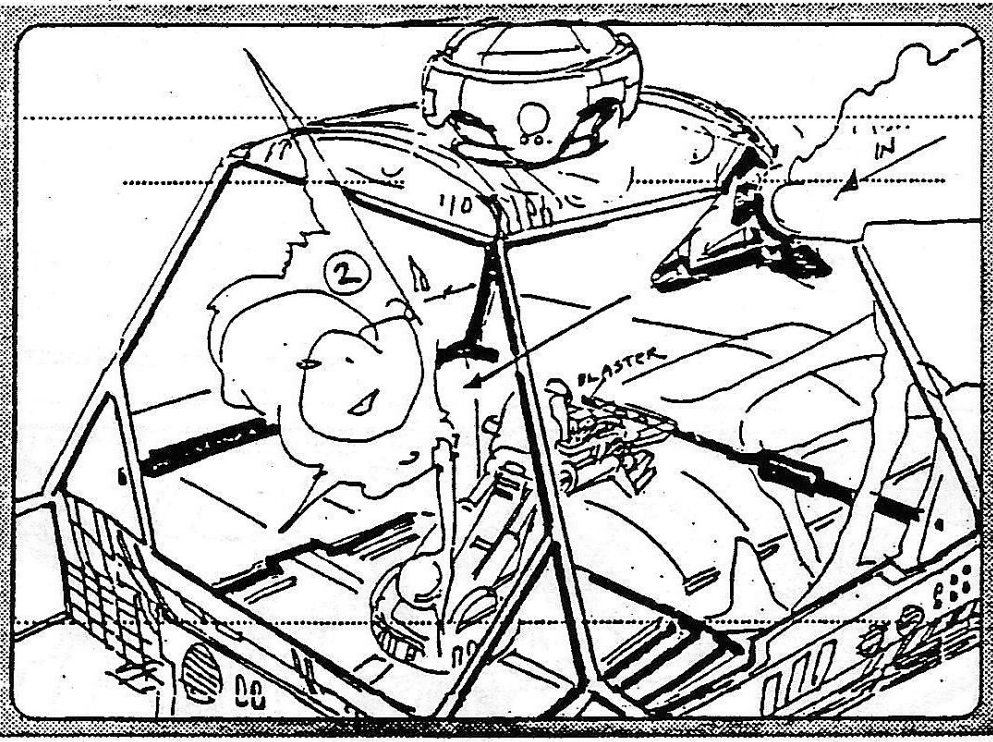
ACTION ...HOOK FLIES PAST ON THE OPPOSITE SIDE ALSO TAKING SHOTS BLASTER IN THE CROW'S NEXT. BUT NO DAMAGE IS DONE.

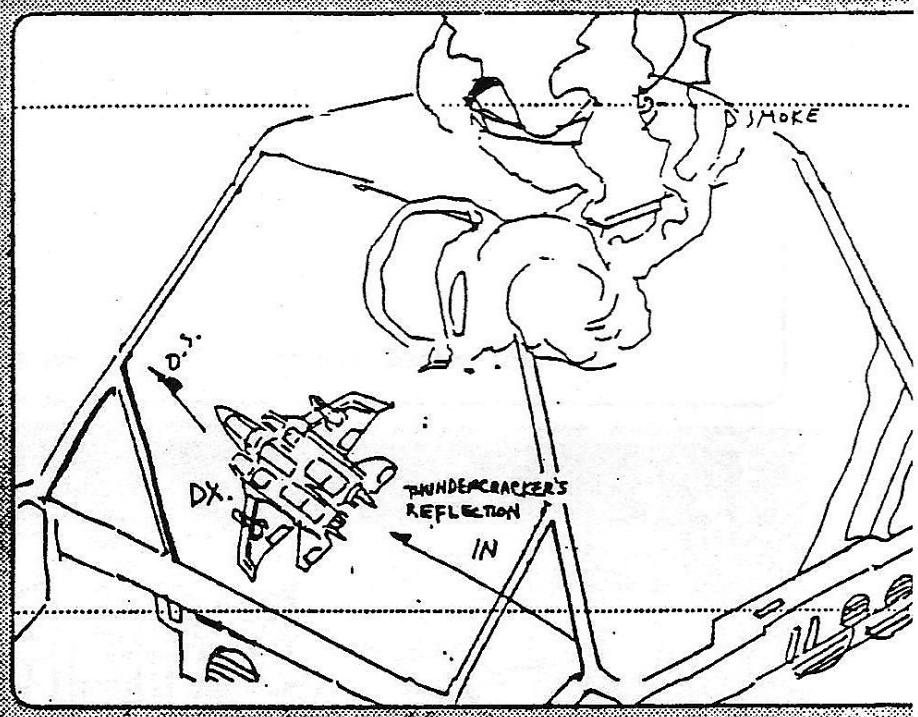
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-67 SC. CONT SEQ. 7 Page 64





ACTION C.U. THE CROW'S NEST. BLASTER IS SAFELY INSIDE WHILE ALL AROUND HIM MISSILES SHOT FROM THUNDERCRACKER BURST AGAINST THE TOWER.

DIAL

MUSIC/SFX

CAMERA

ACTION WE SEE THUNDERCRACKER'S REFLECTION TRAVEL OVER THE WINDOWS C CROW'S NEST.

DIAL

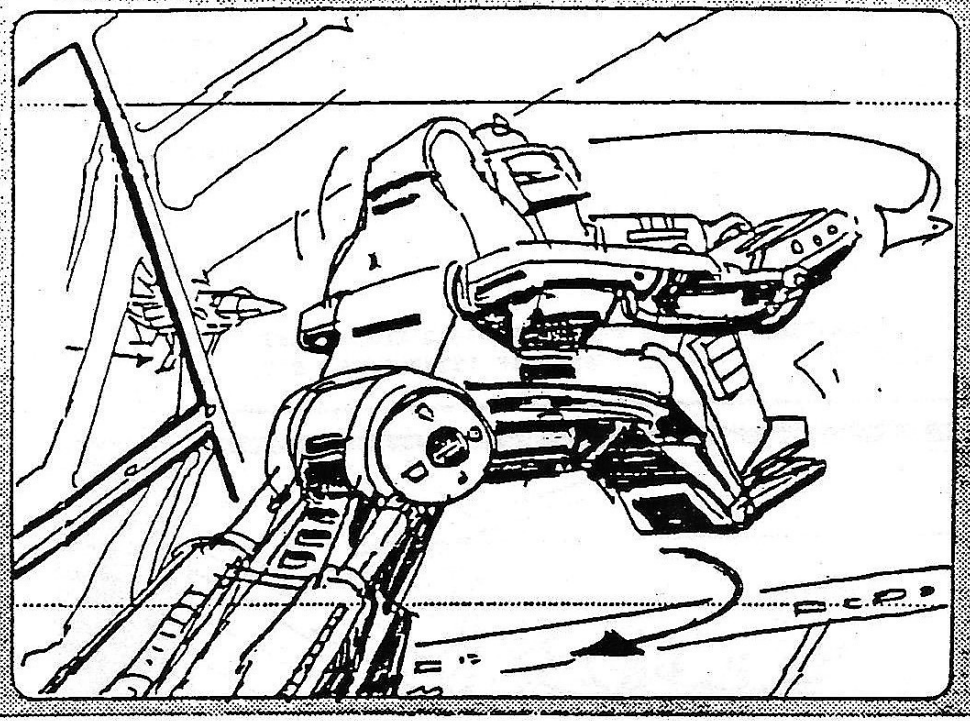
MUSIC/SFX

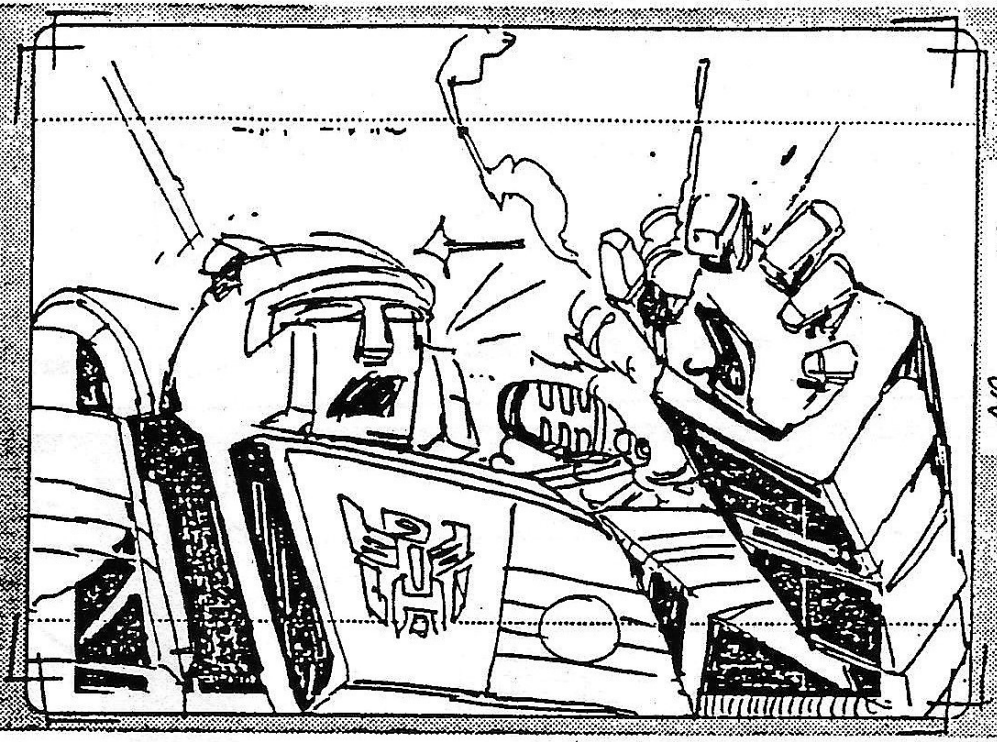
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-68

SC. CONT CAM SHAKE SEQ. 7 Page 65





NO PAGE 66.

ACTION M.L.S. BLASTER RIDING IN HIS SWIVEL CONTROL CHAIR.

DIAL BLASTER Lookout and shout!

MUSIC/SFX

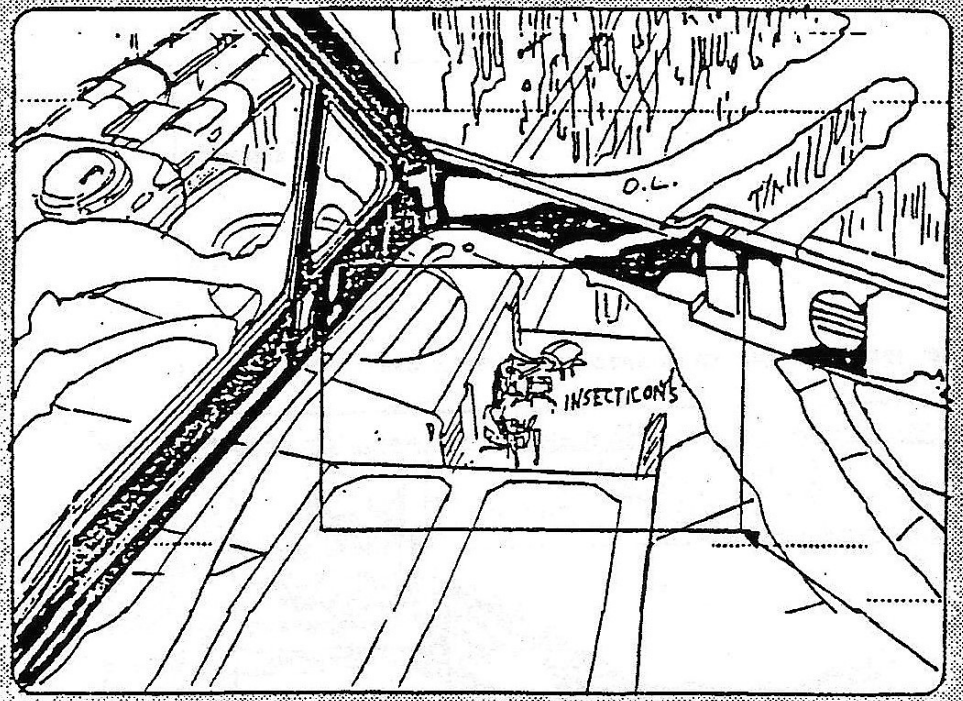
ACTION HE SWINGS INTO A CLOSE UP AND SPEAKS INTO HIS MICROPHONE AS A BLAST EXPLODES BEHIND HIM.

DIAL BLASTER (CONT) Yow!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-69



ACTION X.L.S. BOMBSHELL, KICKBACK AND SHRAPNEL. WE TRUCK IN ON THEM. THEY ARE CHEWING ON THE ARMOR PLATING OF THE FORTRESS.

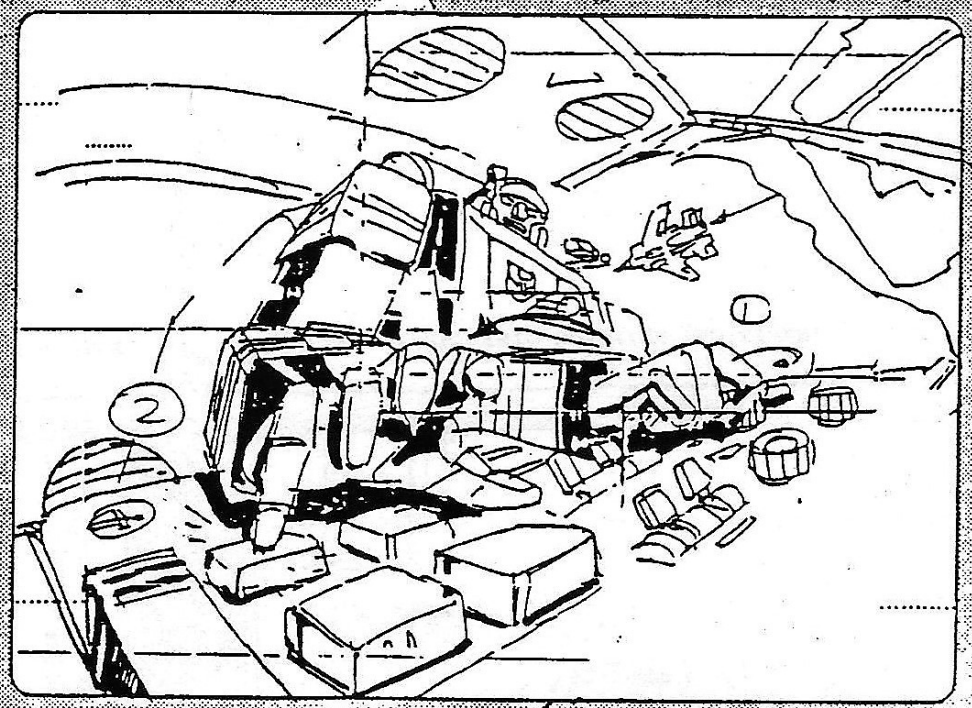
DIAL

BLASTER Gonna lay some slugs on those

MUSIC/SFX

CAMERA

SC. 7-70 SEQ. 7 Page 67



ACTION M.S. BLASTER. HE PUSHES VARIOUS BUTTONS AND TURNS DIALS ON HIS CONTROL PANEL.

DIAL

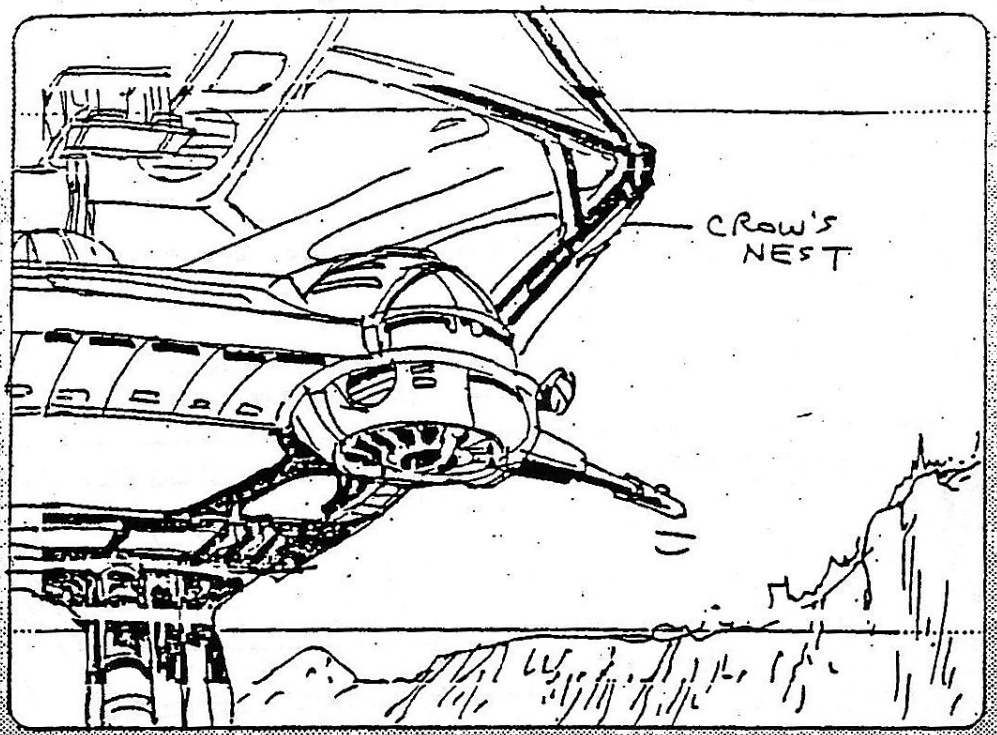
BLASTER (CONT) overweight bugs!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-71

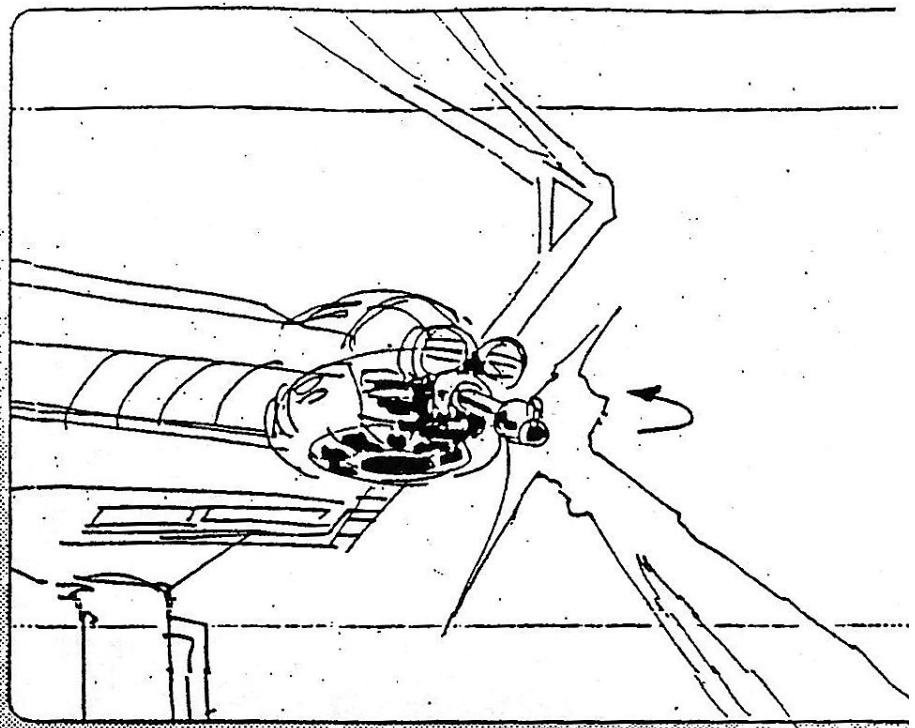


ACTION A TURRET TYPE LASER CANNON ON THE EXTERIOR OF THE CROW'S NEST.

DIAL

MUSIC/SFX

SC. CONT SEQ. 7 Page 53

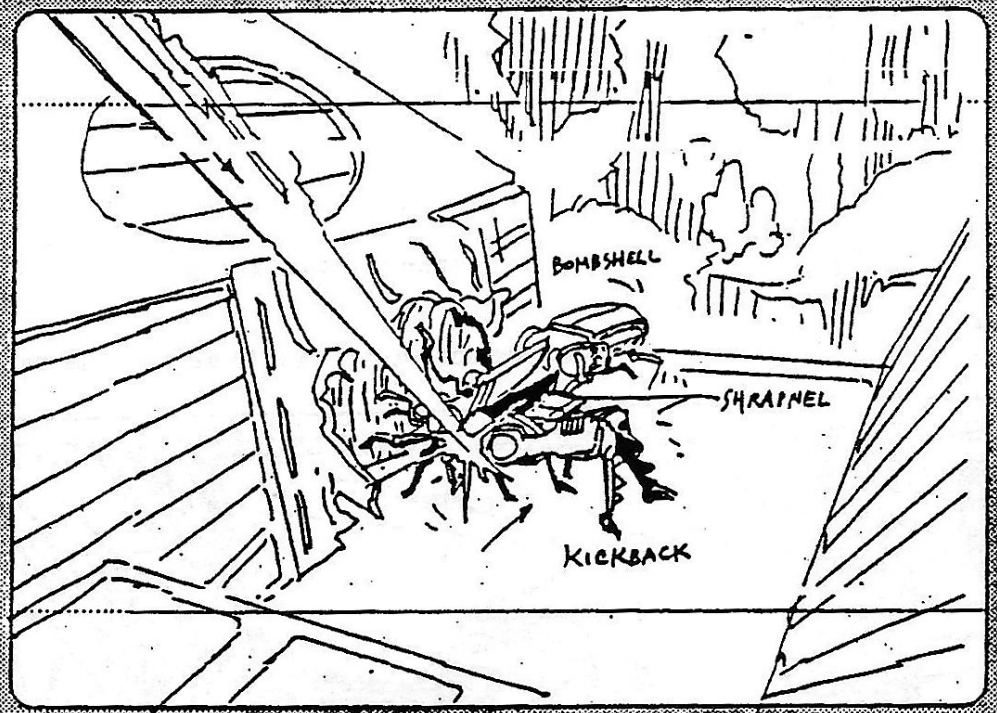


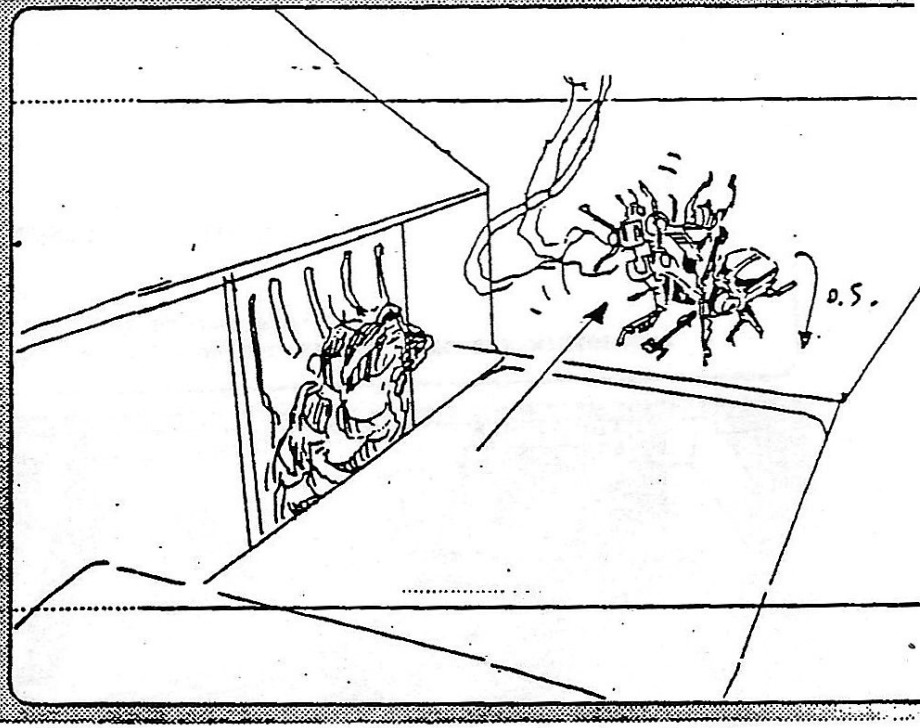
ACTION IT SWIVELS INTO POSITION AND FIRES.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. BOMBSHELL, SHRAPNEL, KICKBACK. THE LASER BEAM HURTLES INTO SCENE EXPLODING INTO THE INSECTICONS...

DIAL

MUSIC/SFX

CAMERA

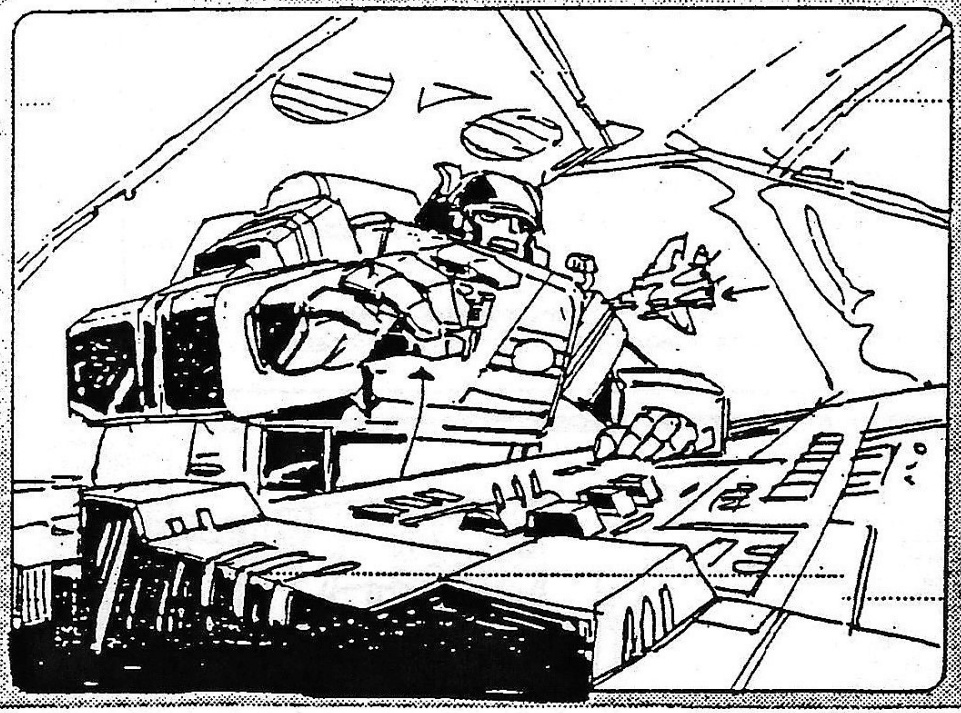
ACTION ...SENDING THEM FLYING OFF OF THE TOWER AND O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. BLASTER AT HIS CONTROL PANEL. A DECEPTICON JET FLIES PAST OUTSIDE.

DIAL BLASTER (JOYFUL)

I'm talkin' hits here, Autobuddies!

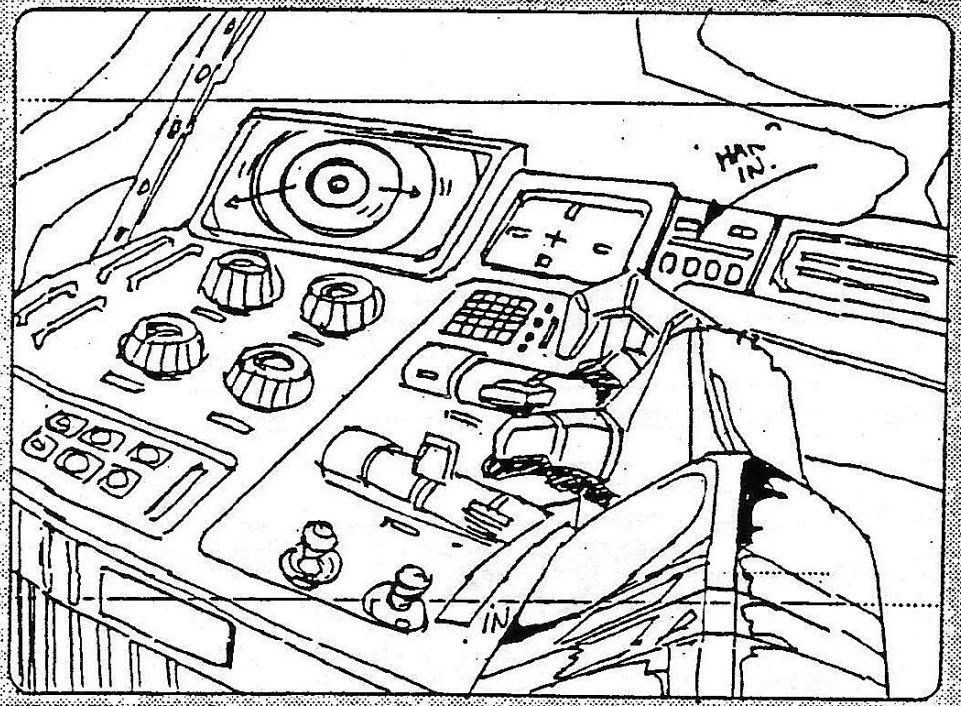
MUSIC/SFX

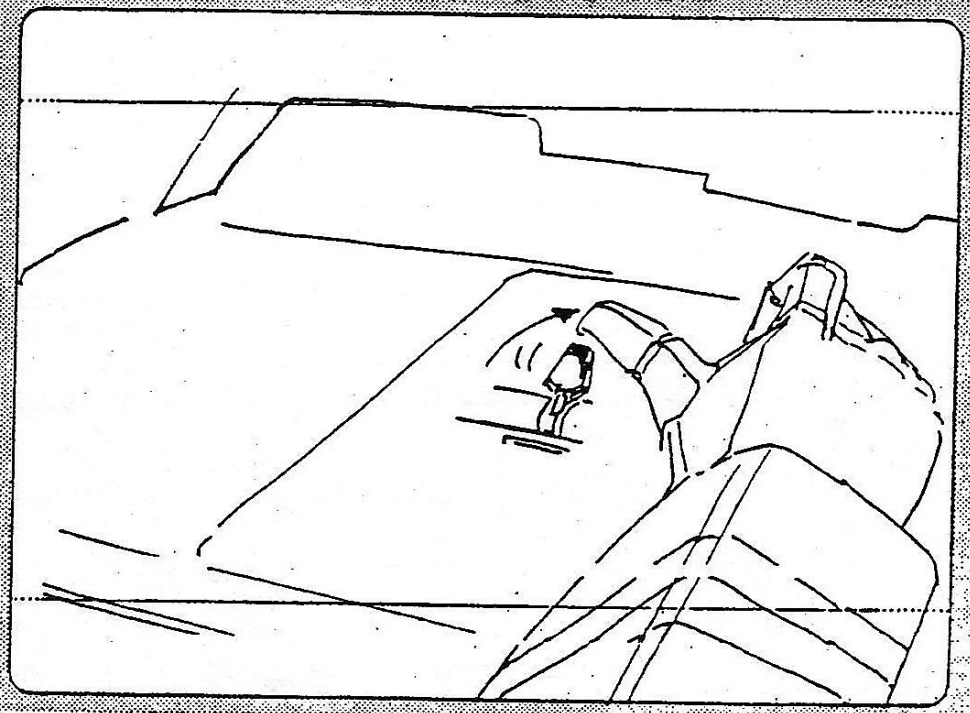
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO SCENE 75

ACTION C.U. BLASTER'S HAND.

DIAL BLASTER (JOYFUL)

Hits with a capital "haitch" ...

MUSIC/SFX

CAMERA

ACTION HE FLIPS A SWITCH ON THE CONTROL PANEL.

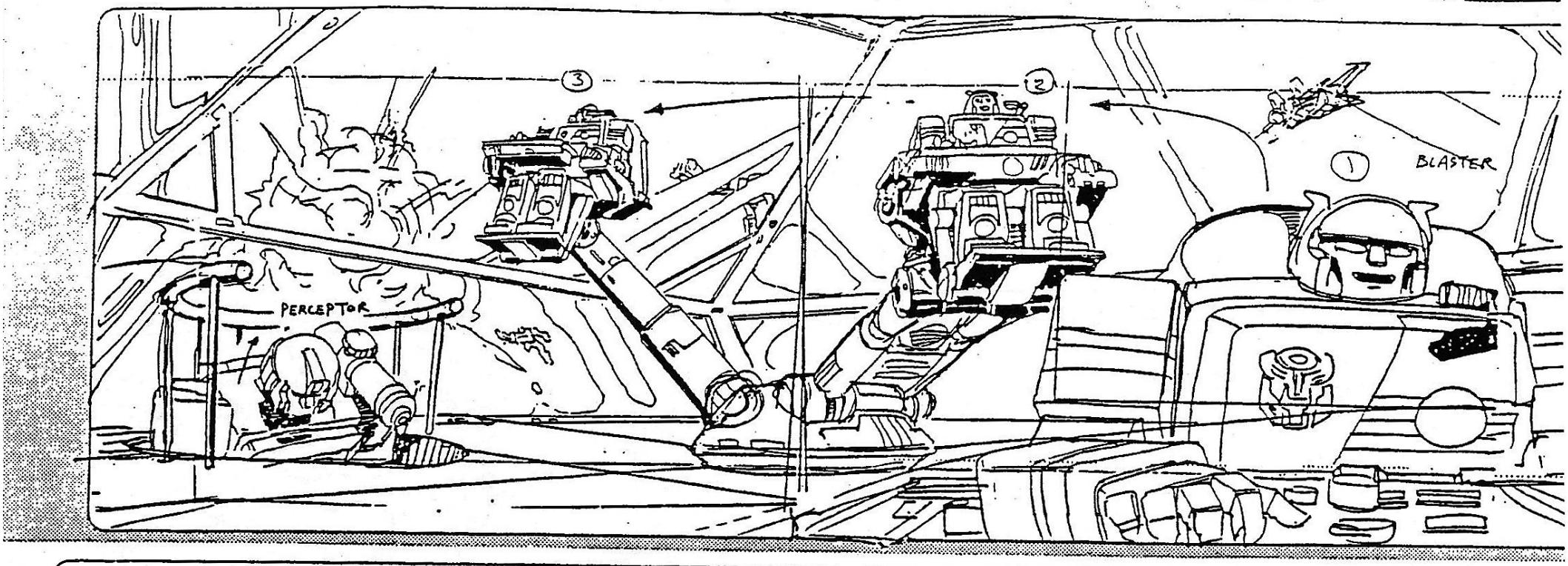
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-10 STOP PAN TRUCK OUT START Page 12



ACTION M.S. BLASTER. WE PAN WITH HIM AS HIS CONTROL PANEL CHAIR SWIVELS AROUND AND OVER TO THE ENTRANCE TO THE CROW'S NEST. PERCEPTOR COMES UP INTO THE SCENE.

DIAL

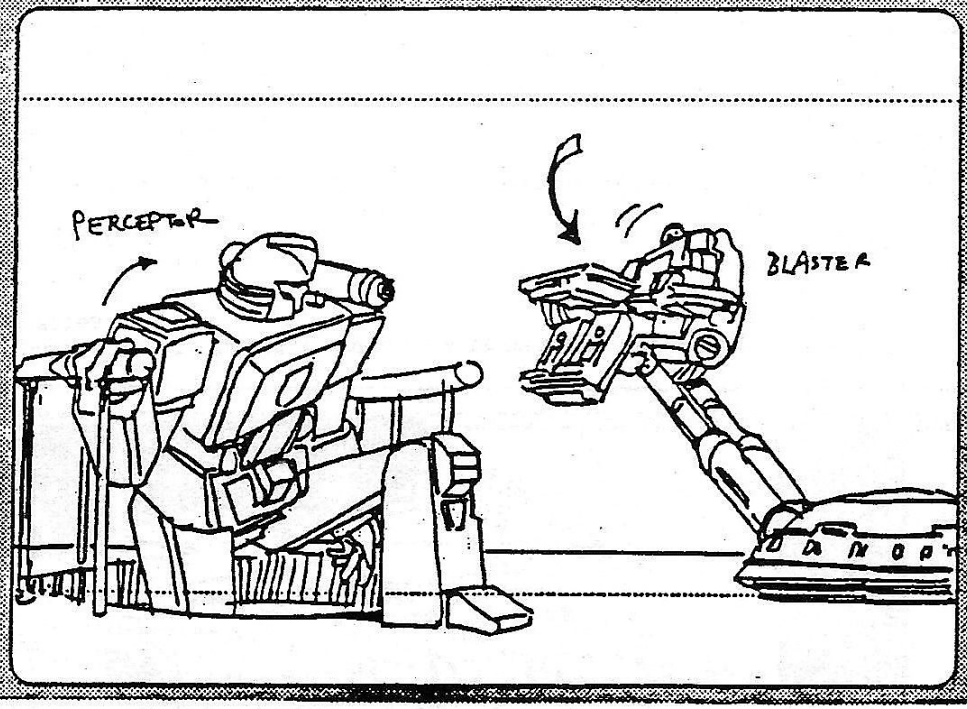
MUSIC/SFX

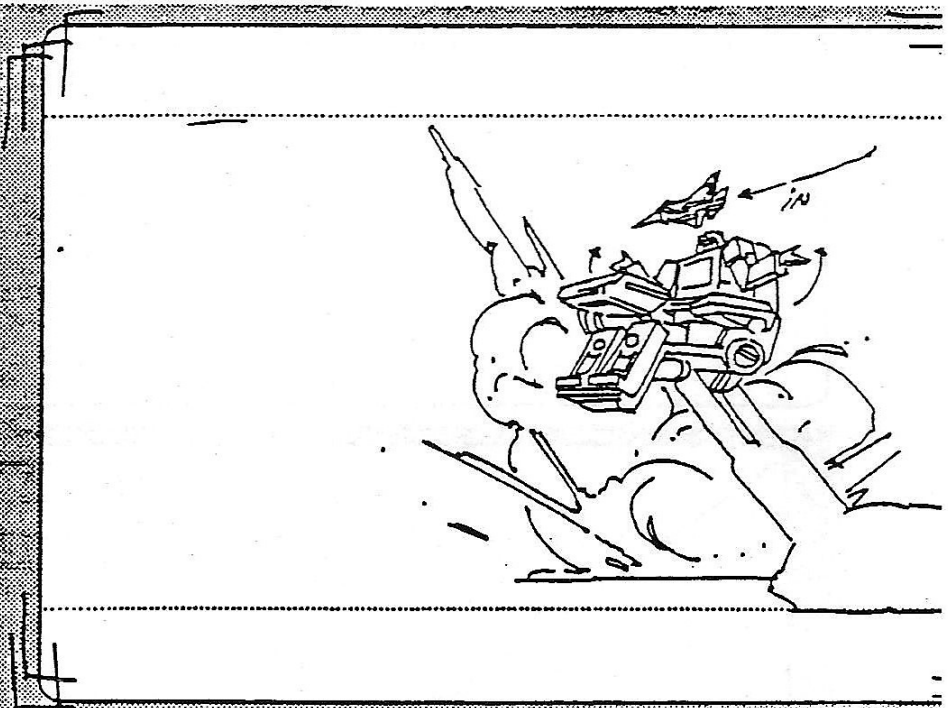
ACTION

DIAL BLASTER ...like in

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION PERCEPTOR CLIMBS INTO THE CROW'S NEST AND TURNS TOWARD BLASTER WHOSE CHAIR SWIVELS BACK...

DIAL BLASTER (CONT) .. Hard, Heavy and...
(SEES PERCEPTOR)

MUSIC/SFX

CAMERA

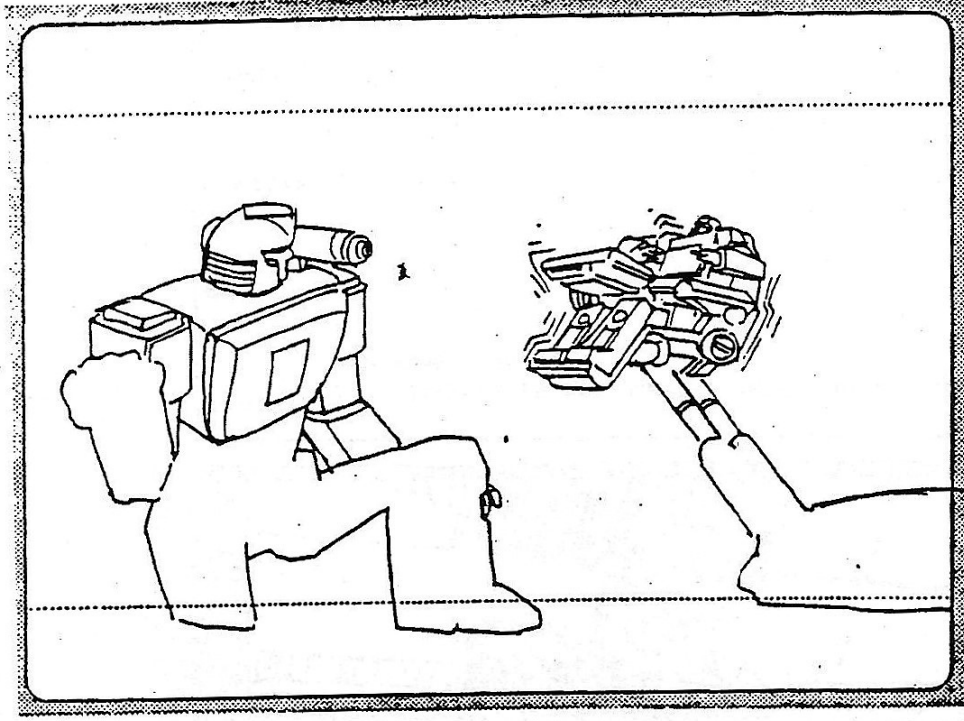
ACTION ...AS A DECEPTICON JET FLIES PAST SHOOTING AT THE TOWER. TH MISSILE EXPLODES AGAINST THE WINDOWS...

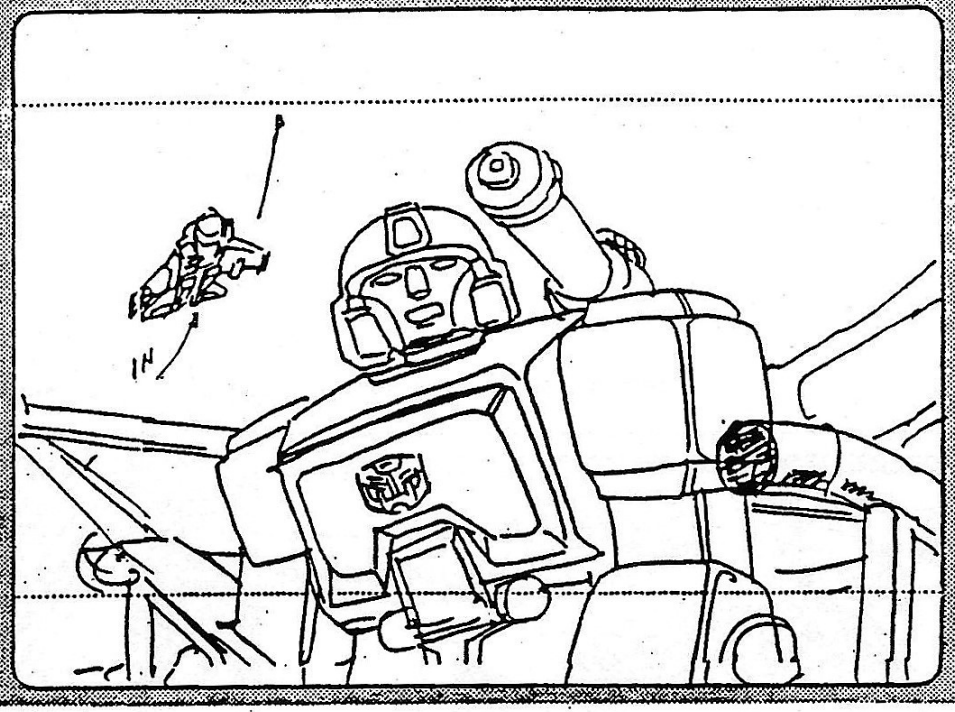
DIAL BLASTER (CONT) Hey, Perceptor, what's shakin'..

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





No SCAN 7-77

TION ...CAUSING BLASTER'S CHAIR TO VIOLENTLY VIBRATE.

.L BLASTER (CONT) ... other than this fortress?

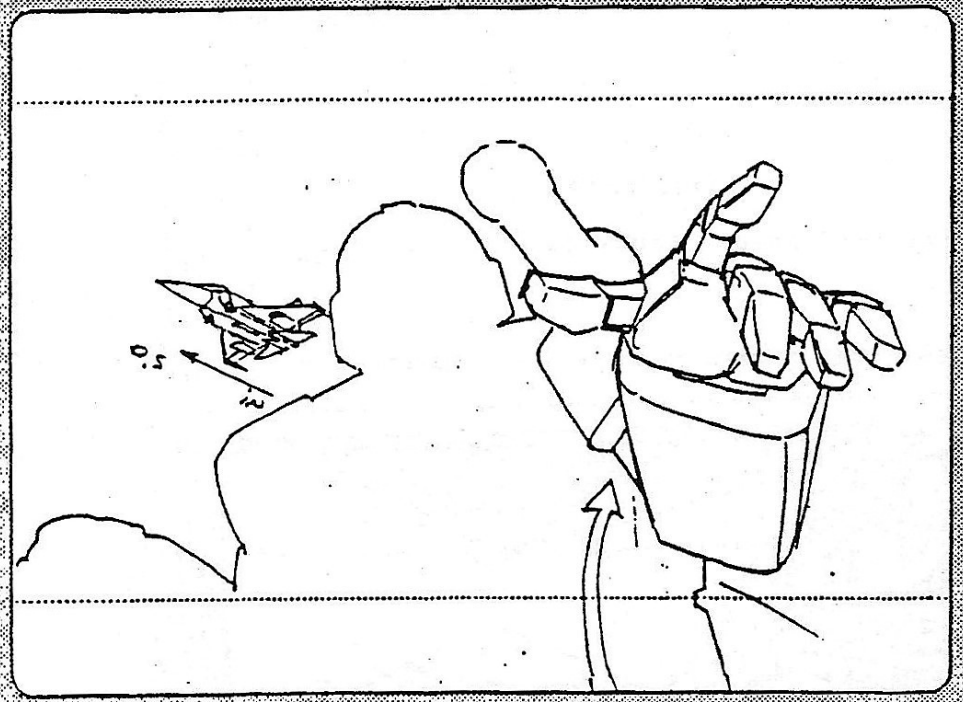
SIC/SFX

ACTION M.S. PERCEPTOR. HE SPEAKS TO BLASTER. A DECEPTICON JET PASSES OVERHEAD.

DIAL PERCEPTOR Blaster, Ultra Magnus sends orders ...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ANOTHER DECEPTICON JET FLIES PAST AS PERCEPTOR POINTS HIS FINGER AT BLASTER.

DIAL PERCEPTOR (CONT) ... to contact Optimus Prime for reinforcements.

MUSIC/SFX

CAMERA

ACTION

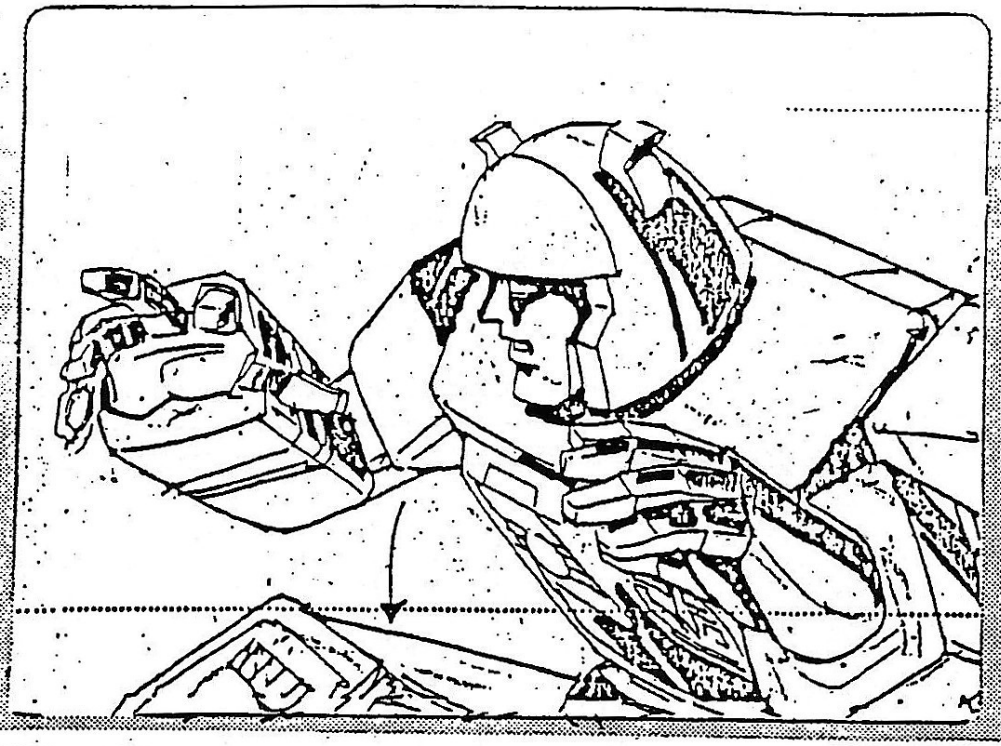
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-79

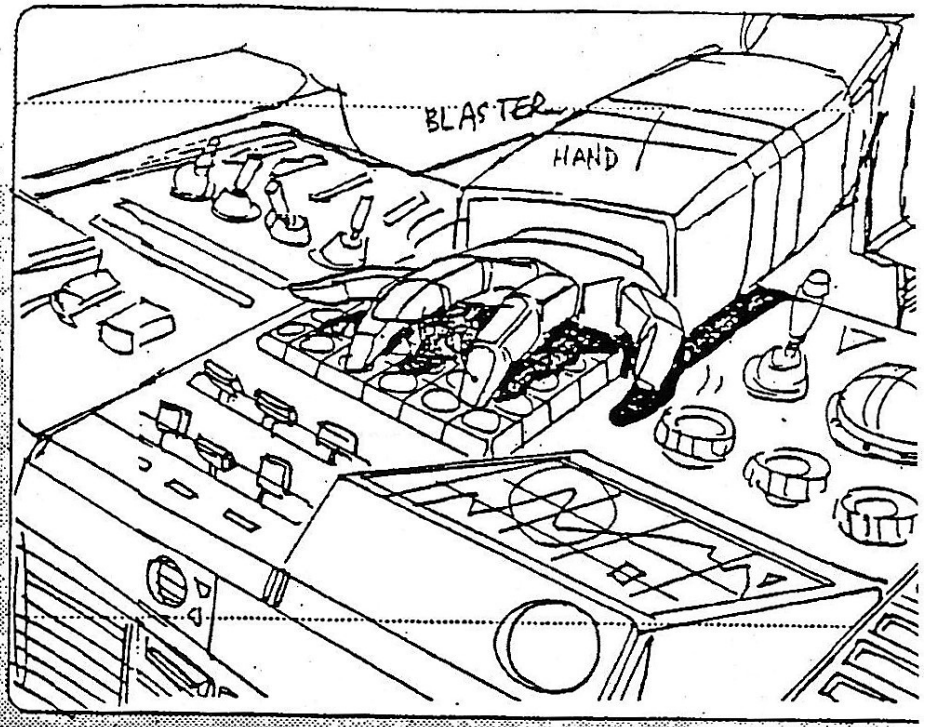


ACTION M.S. BLASTER. HIS HANDS GO DOWN ON THE CONTROL PANEL.

DIAL BLASTER Alright! Cover your receptors, Perceptor!

MUSIC/SFX

SC. 7-80 SEQ. 7 Page 76

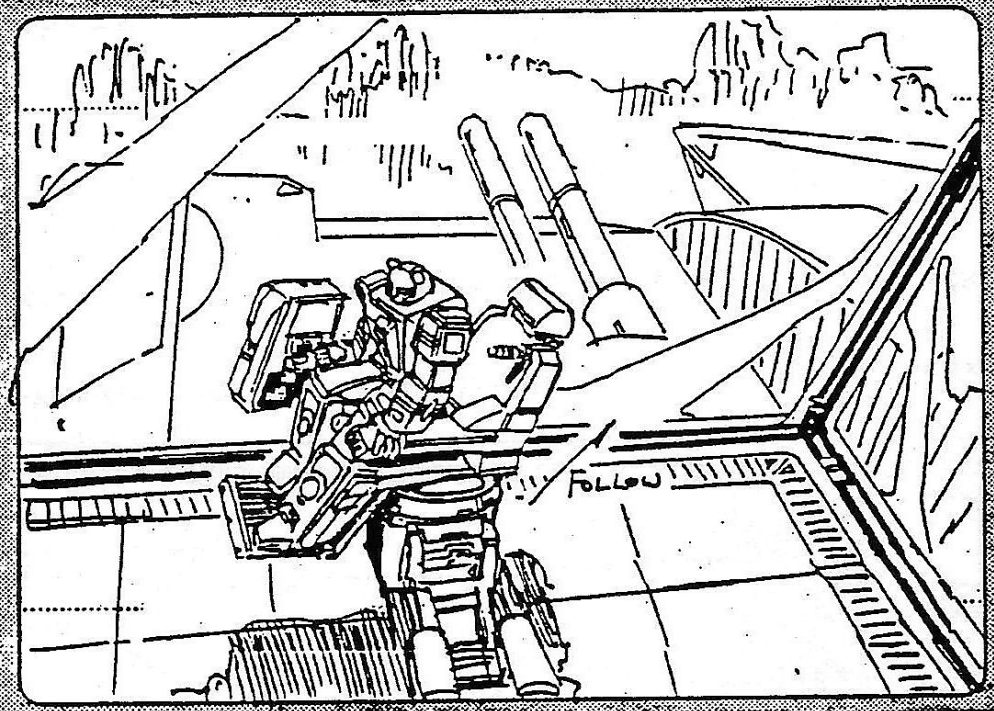


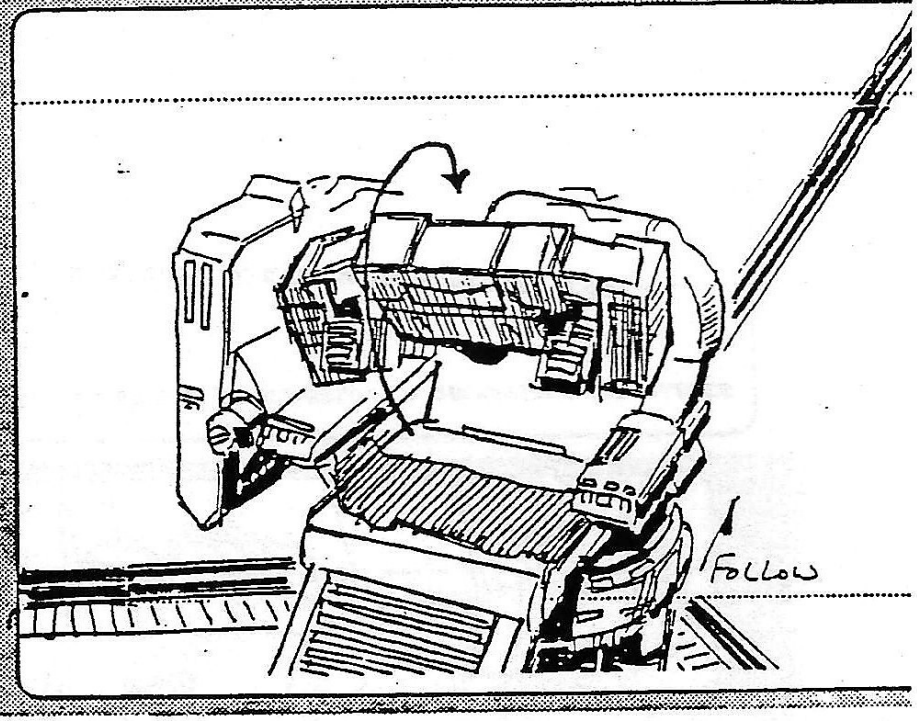
ACTION C.U. BLASTER'S HAND AS HE OPERATES THE VARIOUS CONTROLS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. BLASTER IN THE CONTROL PANEL CHAIR. IT SWIVELS UP AND TOWARD US...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AS BLASTER TRANSFORMS...

DIAL

MUSIC/SFX

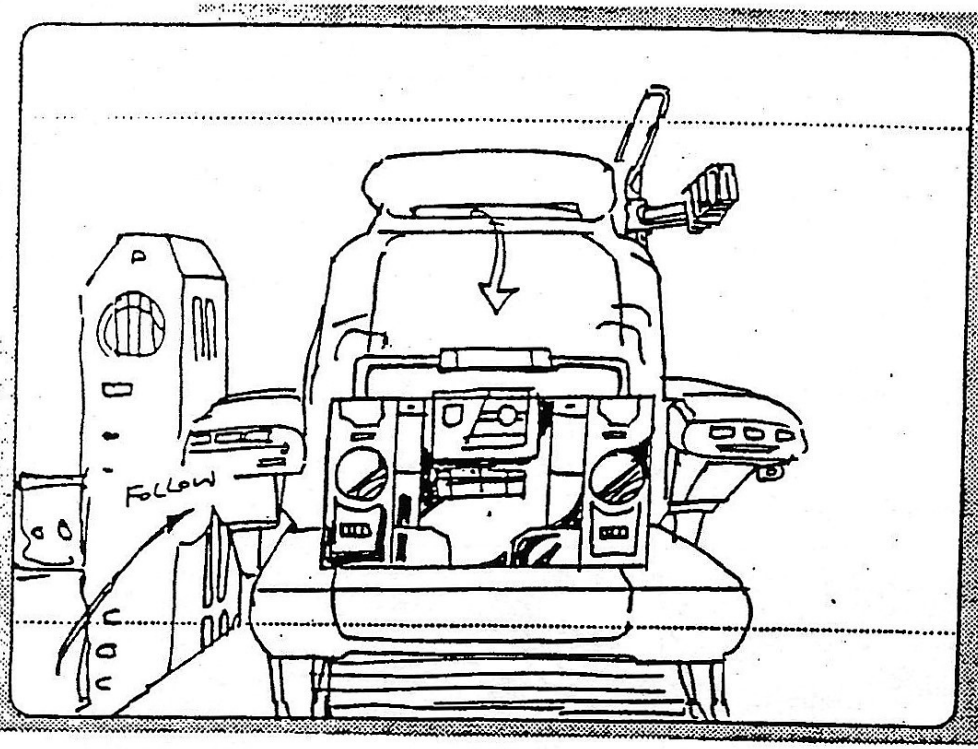
CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-81

SC.

SEQ. 7 Page 78



ACTION ...INTO HIS GHETTO BLASTER MODE.

DIAL

MUSIC/SFX

CAMERA

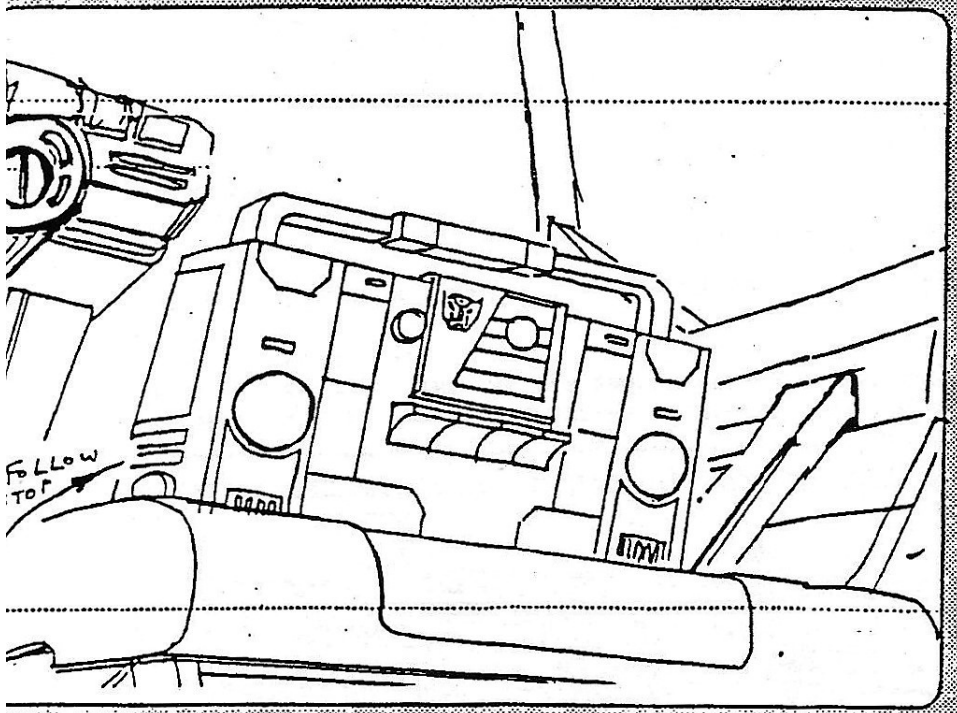
ACTION

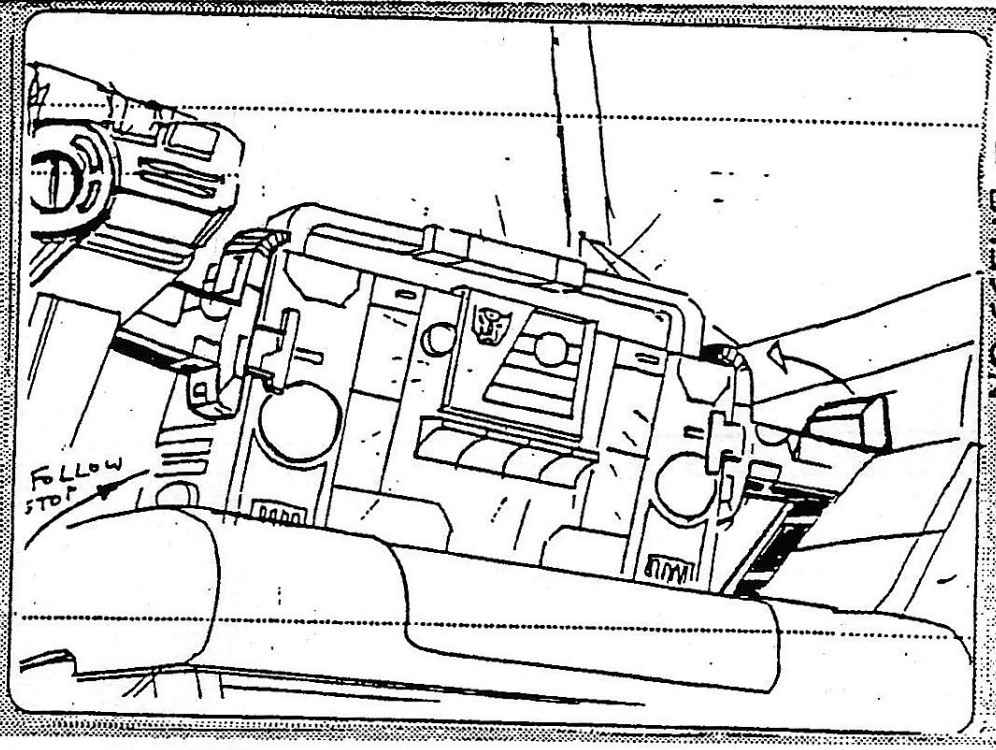
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO SCENE 7-82

ON THE CHAIR CONTINUES TO SWIVEL BRINGING BLASTER INTO A TIGHT SHOT AS...

USEY

ACTION HE RELEASES TWO ARMS THAT INTERFACE WITH THE CHAIR. AFTER THE CONNECTIONS ARE MADE HE STARTS TO SEND OUT VISIBLE, SOUND RADIO WAVES ,

DIAL BLASTER Optimus Prime...

MUSIC/SFX

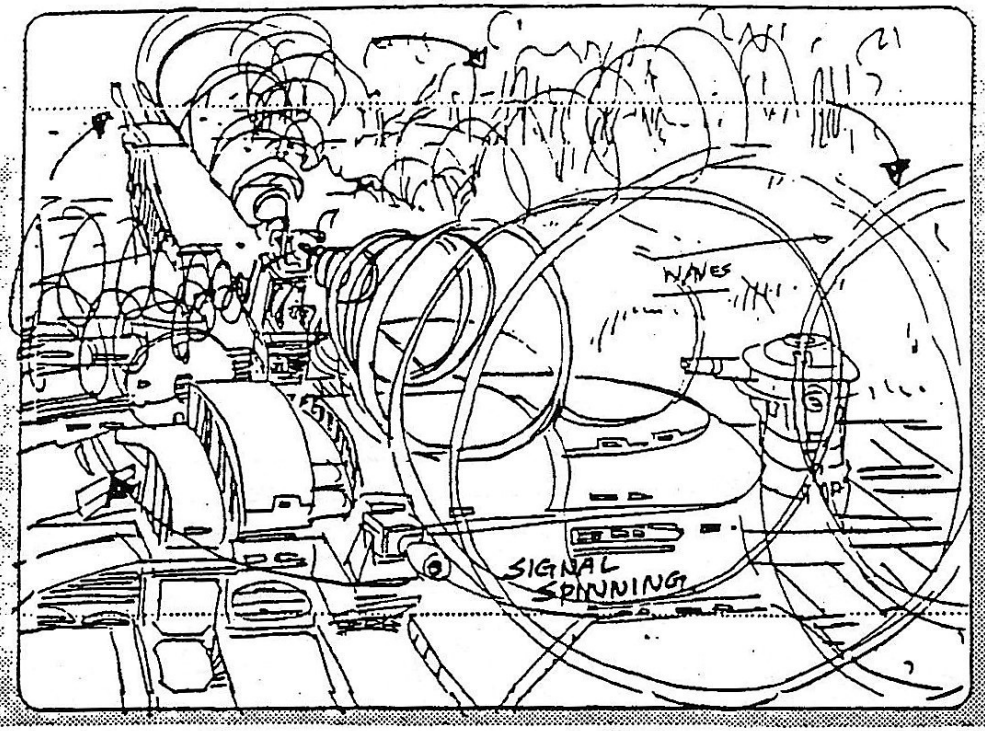
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-83

SC.

SEQ. 7 Page 80



ACTION X.L.S. FORTRESS MAXIMUS (AUTOBOT CITY) AND THE CROW'S NEST ON TOP. THE VISIBLE SOUND WAVES RISE AND EXPAND AS THEY MOVE O.S.

DIAL BLASTER (CONT): Do you read me?
The Decepticons . . .

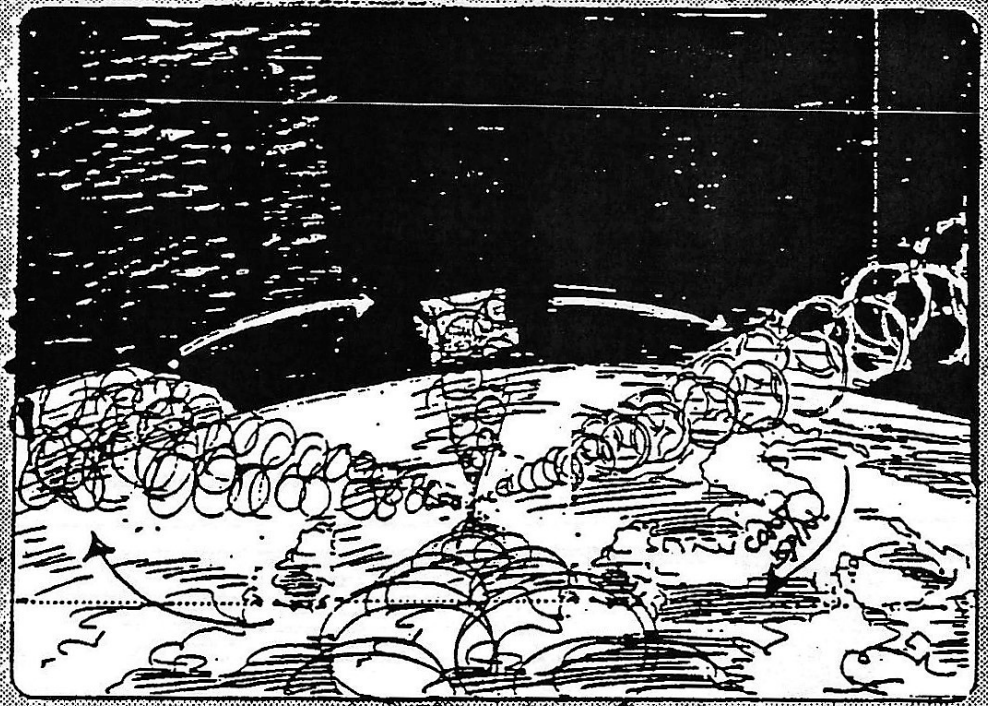
MUSIC/SFX

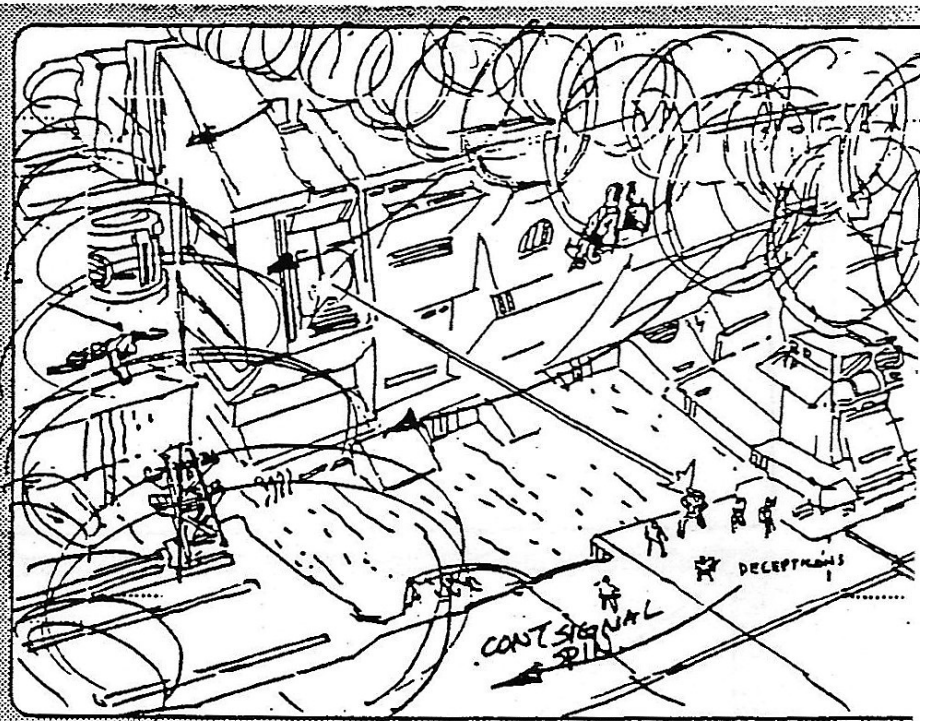
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. A SECTION OF THE EARTH AS THE VISIBLE SOUND WAVES RISE AND EXPAND INTO OUTER SPACE.

DIAL BLASTER (CONT) ...are blitzing Autobot City. We're ...

MUSIC/SFX

CAMERA

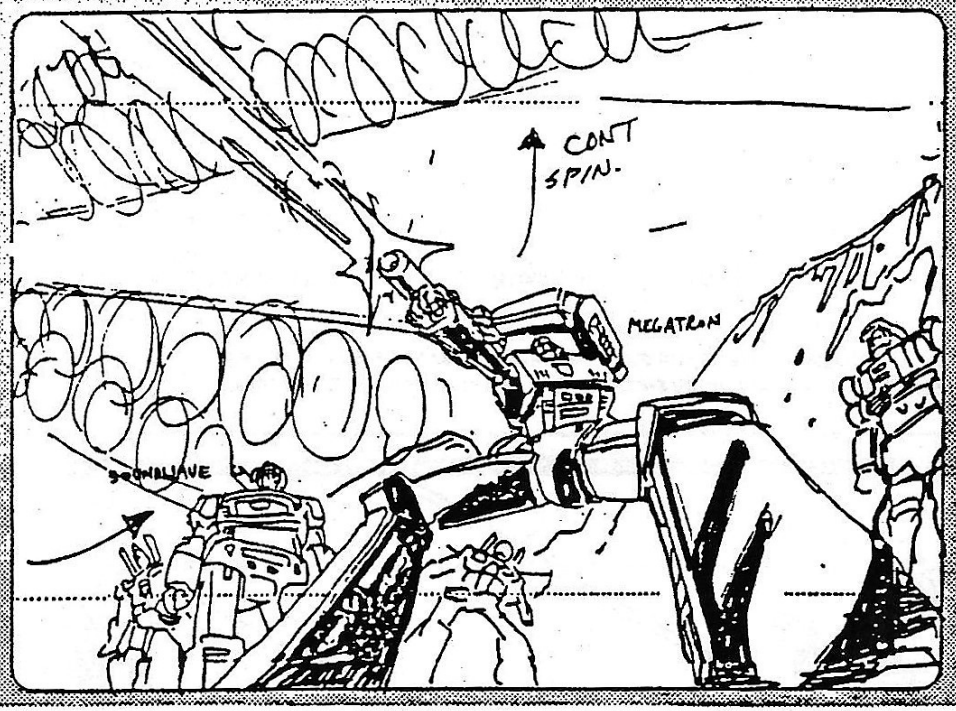
ACTION X.L.S. THE DECEPTICONS FIRING ON THE FORTIFIED CITY. ABOV THEM IS BLASTER'S VISIBLE BROADCAST.

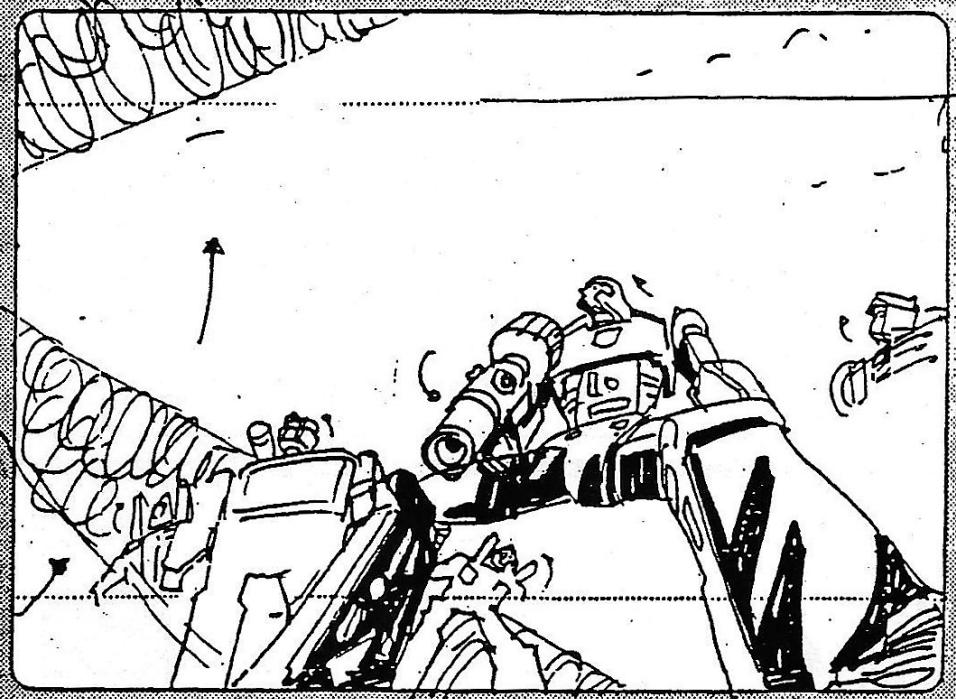
DIAL BLASTER (CONT) ...really takin' a pounding.

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ACTION UP SHOT. MEGATRON, SOUNDWAVE AND OTHER DECEPTICONS. MEGATRON FIRES AT THE ARMORED CITY. ABOVE HIM IS BLASTER'S VISIBLE RADIO SIGNAL WHICH SPINS AROUND THROUGH THE SCENE.

DIAL BLASTER (CONT) Don't know how much . . .

MUSIC/SFX

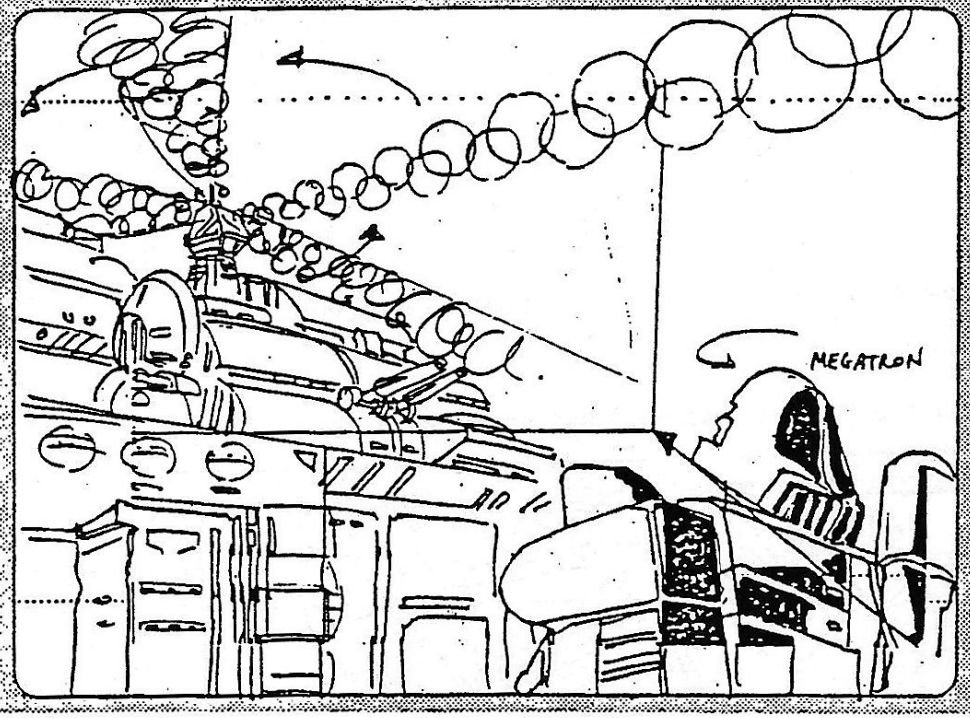
ACTION MEGATRON STOPS FIRING AND LOOKS UP AT THE VISIBLE SOUND WAVES.

DIAL BLASTER (CONT) . . . longer we can . . .

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-87



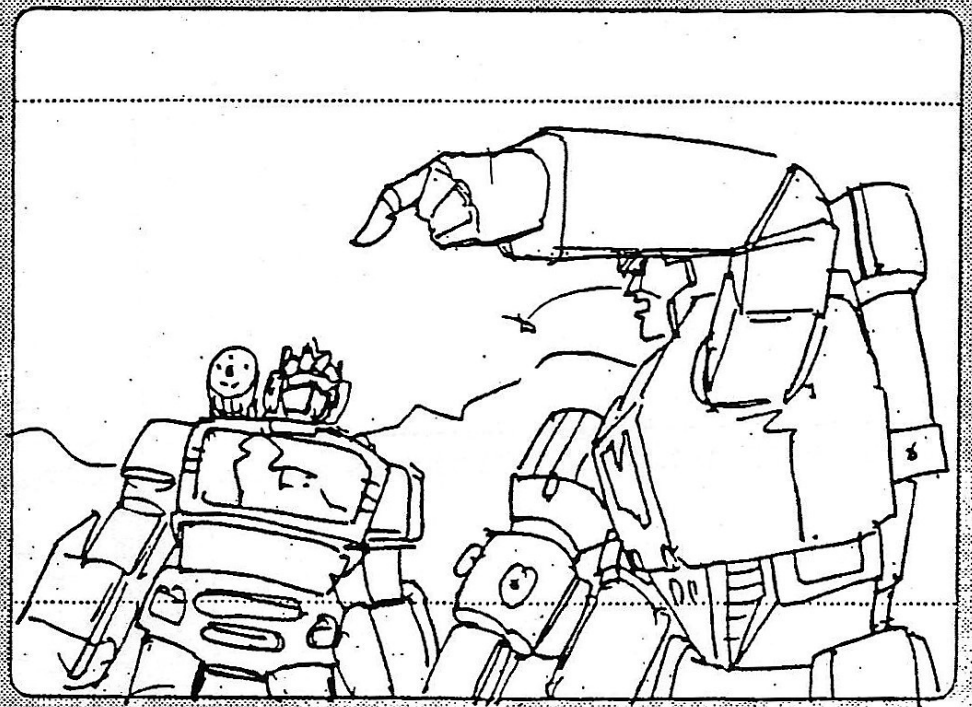
ACTION M.S. MEGATRON. HE TURNS TO SEE WHERE THE SIGNAL IS COMING FROM. WE TRUCK IN ON THE CROW'S NEST.

DIAL BLASTER (CONT) ...hold out.

MUSIC/SFX

CAMERA

SC. 7-88



ACTION 2 SHOT. MEGATRON TURNS TO SOUNDWAVE AND GIVES HIM ORDERS.

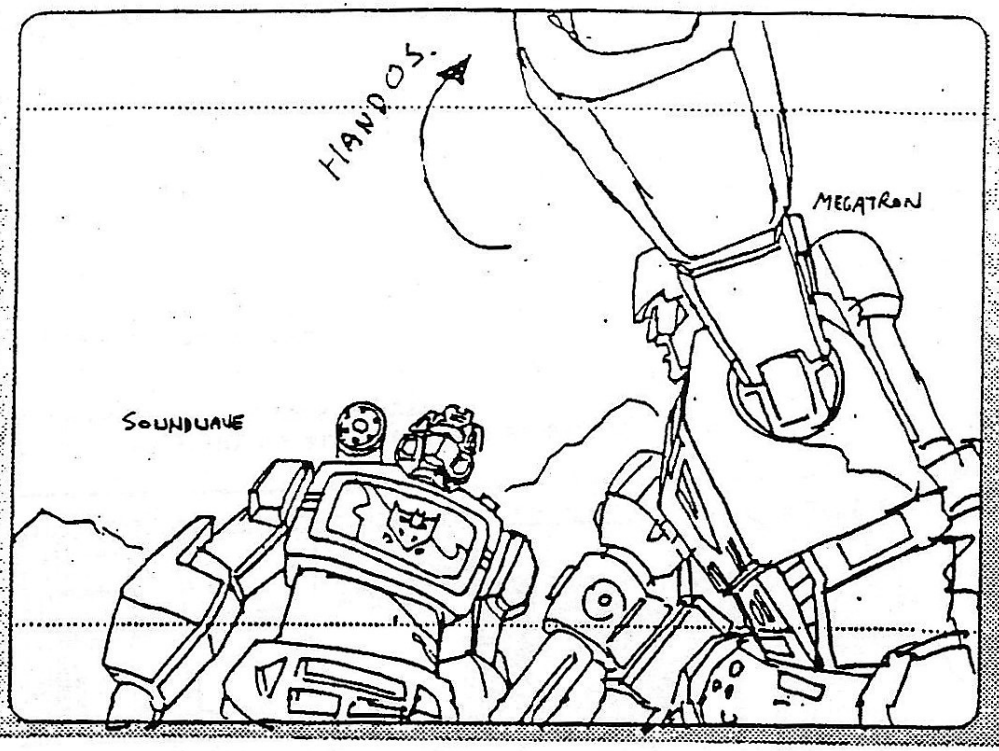
DIAL MEGATRON Soundwave!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. CONT 7-05 SC. SEQ. 7 Page 5T



ACTION MEGATRON POINTS IN THE DIRECTION OF THE (O.S.) CROW'S NEST.

DIAL MEGATRON (CONT) ... Jam that transmission.

MUSIC/SFX

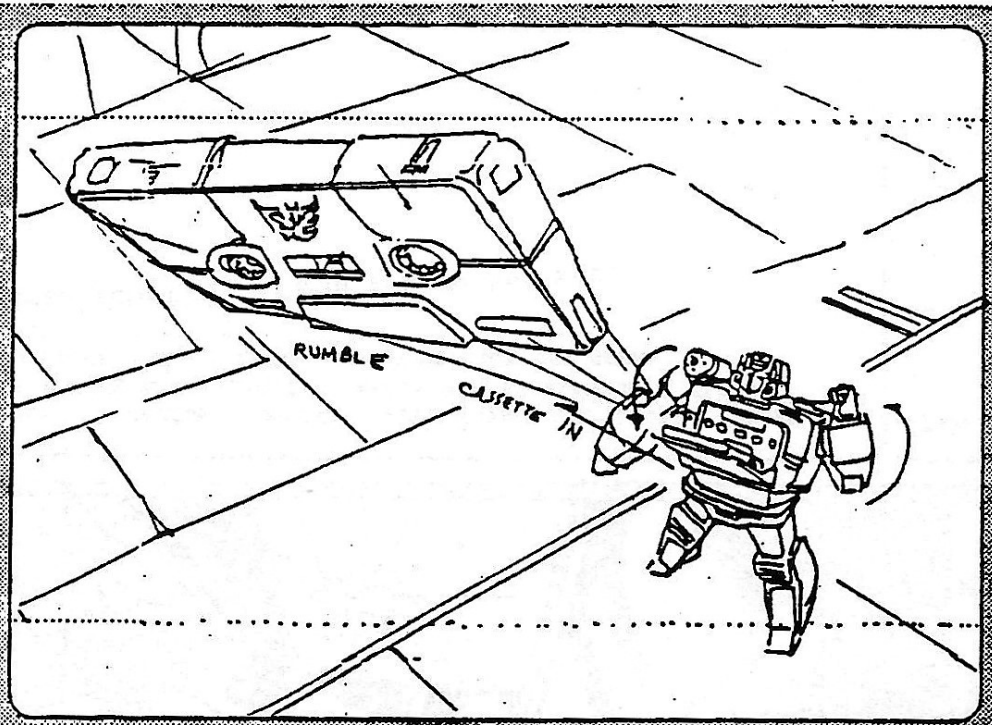
CAMERA

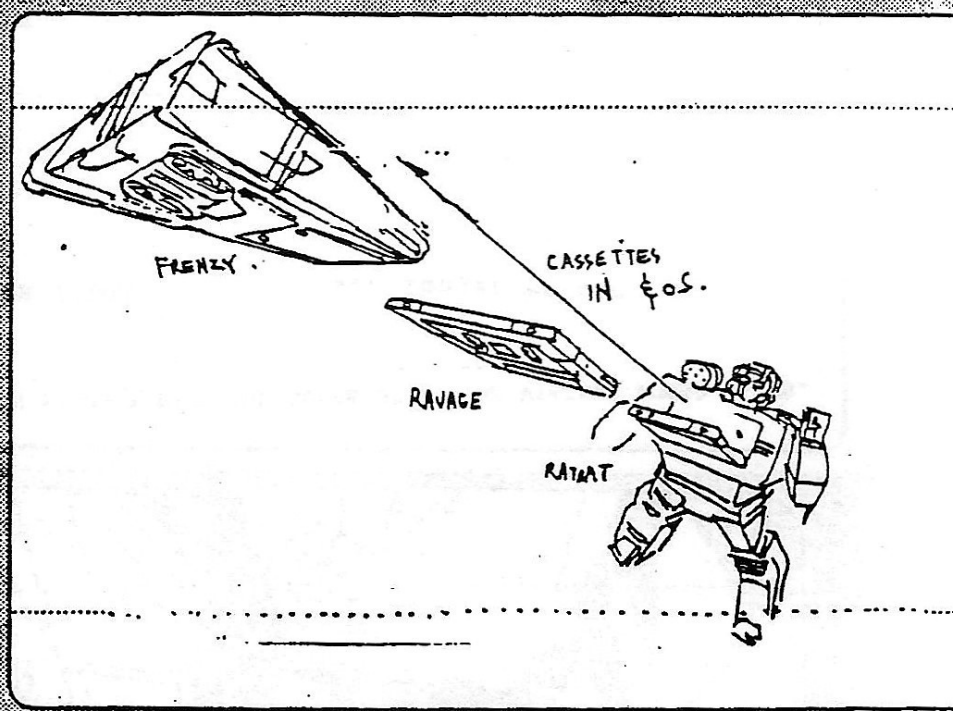
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION DOWNSHOT. SOUNDWAVE. THE COMPARTMENT OF HIS CHEST OPENS UP AND SOUNDWAVE EJECTS HIS CASSETTES. RUMBLE...

DIAL SOUNDWAVE Rumble! Frenzy!

MUSIC/SFX

CAMERA

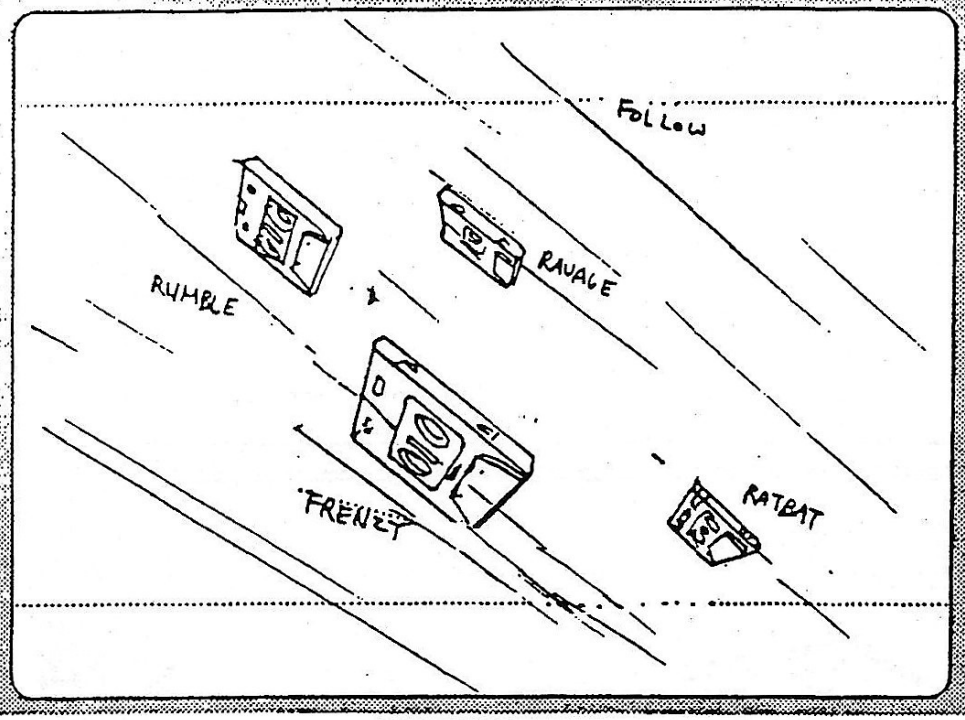
ACTION ...FRENZY, RAVAGE AND RAT BAT. THEY SAIL O.S.

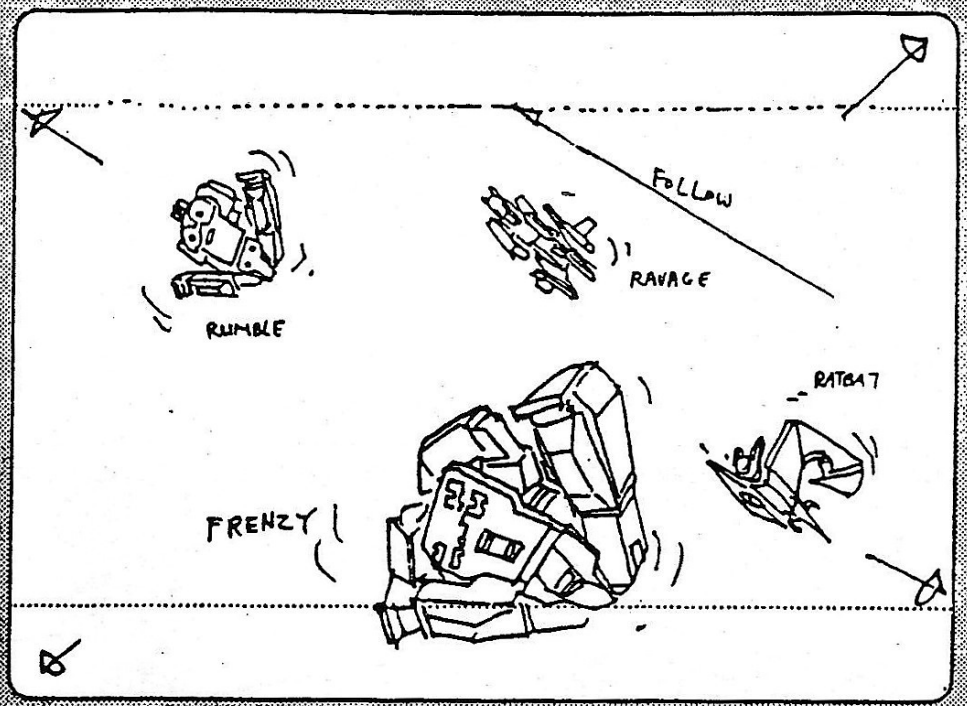
DIAL SOUNDWAVE (CONT) Ratbat! Eject!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. SOUNDWAVE'S CASSETTES FLY THROUGH THE AIR. WE FOLLOW THEM AS THEY . . .

DIAL SOUNDWAVE (CONT) Operation: interference.

MUSIC/SFX

CAMERA

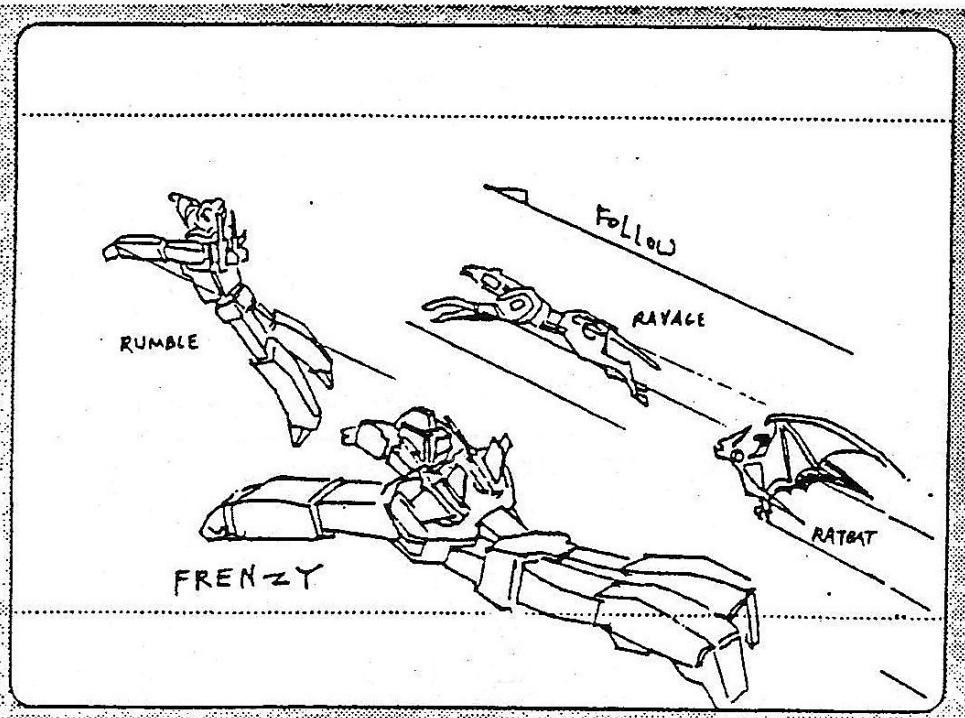
ACTION TRANSFORM INTO THEIR CHARACTER MODES. RUMBLE AND FRENZY INTO ROBOTS, RAVAGE INTO A PANTHER AND RAT BAT INTO A BAT.

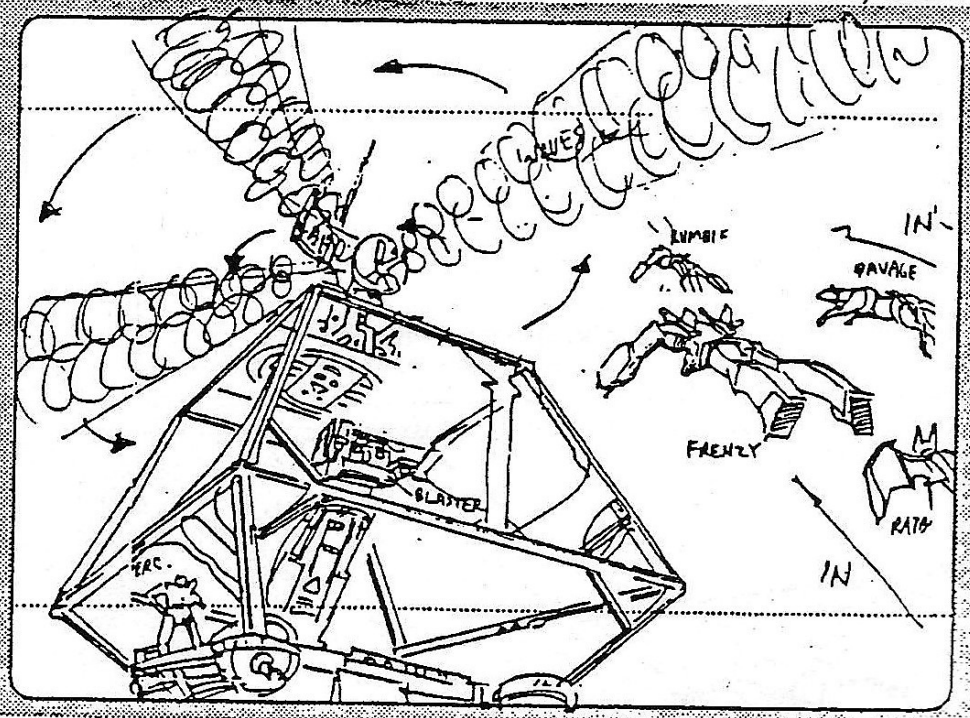
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THEY FLY ON TOWARD THE (O.S.) TOWER.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. THE CROW'S NEST WITH BLASTER AND PERCEPTOR INSIDE, AS RUMBLE, RAVAGE, FRENZY AND RAT BAT FLY INTO SCENE.

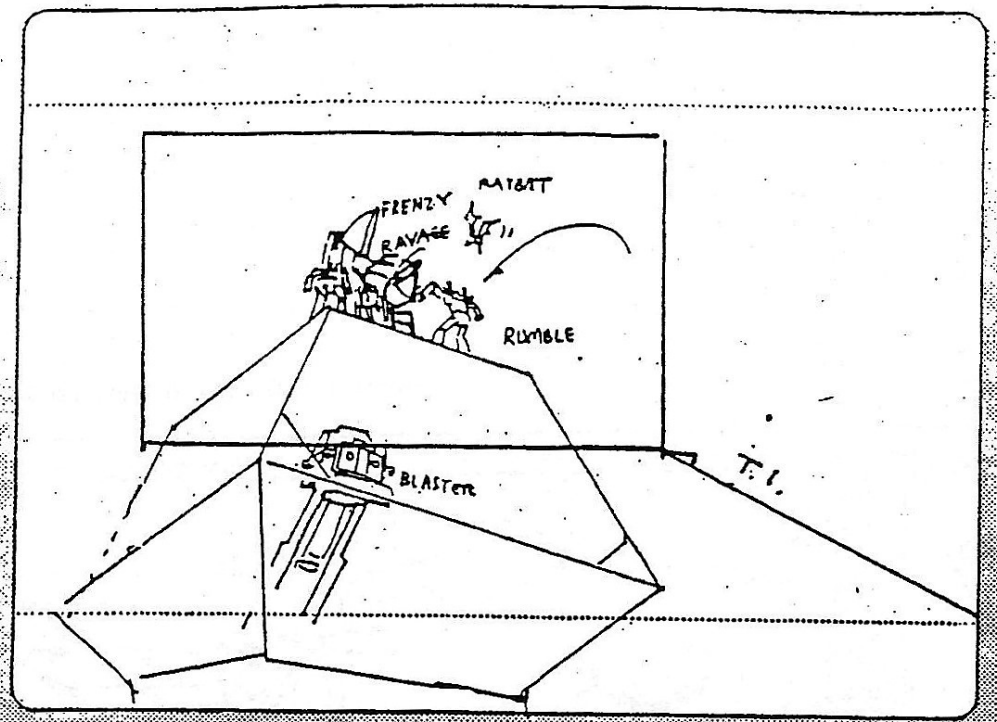
DIAL BLASTER Optimus Prime, do you read me?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-91

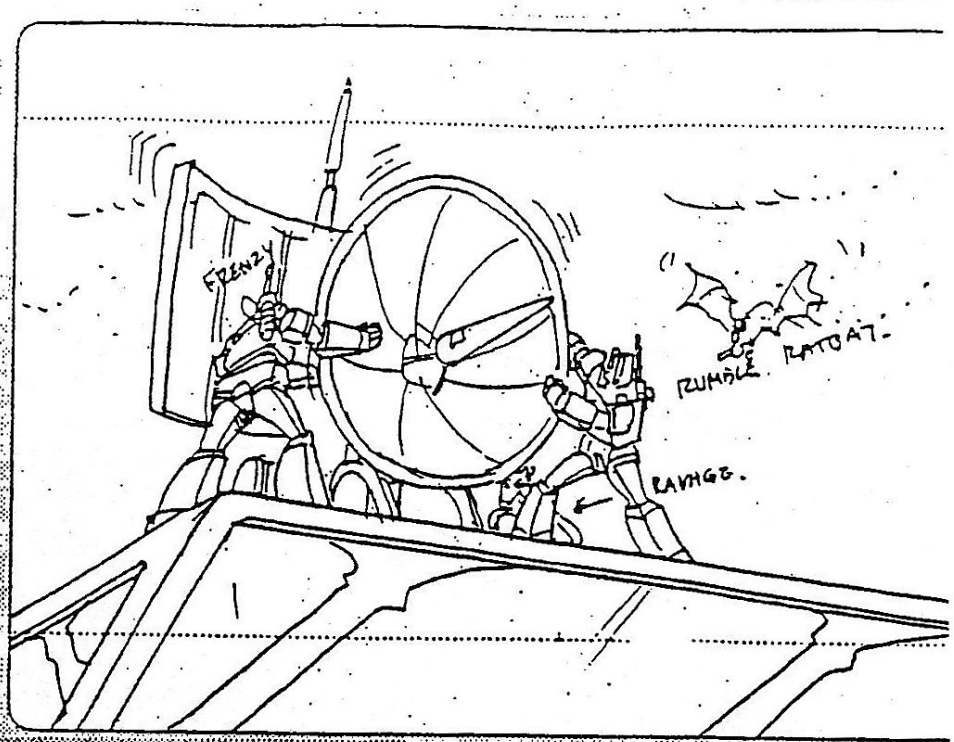


ACTION RUMBLE, RAVAGE AND FRENZY LAND ON TOP.

DIAL

MUSIC/SFX

SC. 7-92 SEQ. 7 Page 05

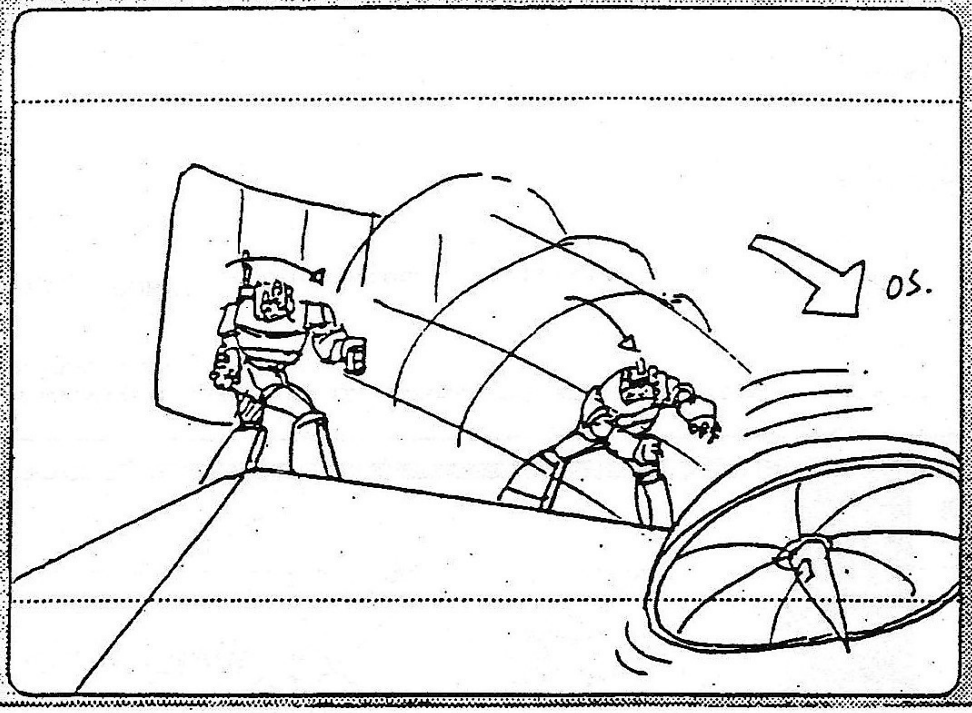


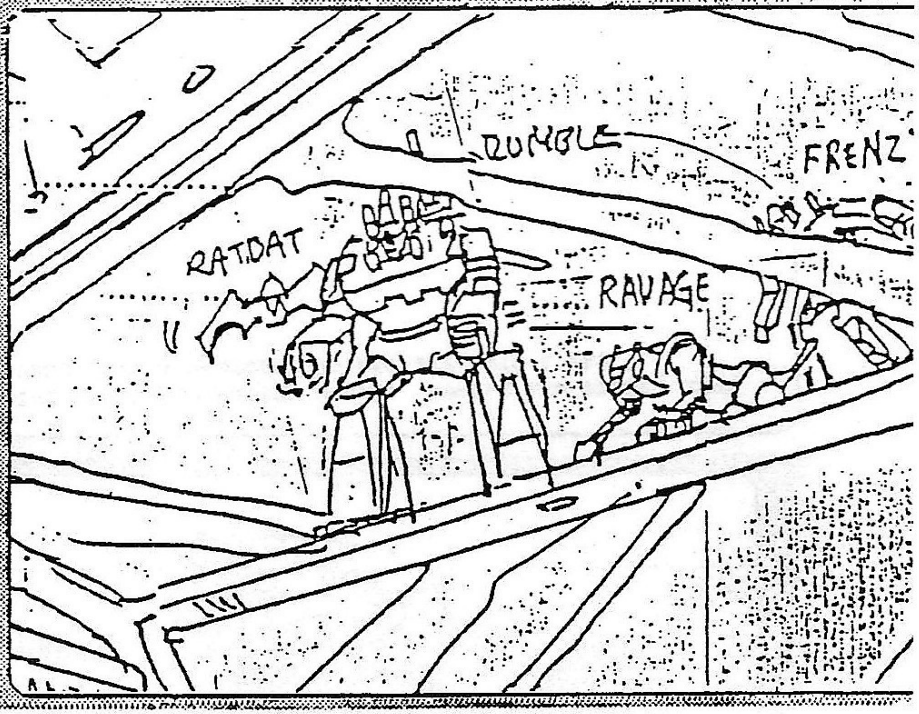
ACTION L.S. FRENZY, RUMBLE, RAVAGE, AND RATBAT. FRENZY AND RUMBLE TEAR THE RADIO DISH FROM OFF OF THE TOP OF THE CROWS NEST...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND THROW IT O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION RAT BAT, FRENZY, RUMBLE AND RAVAGE LOOK IN

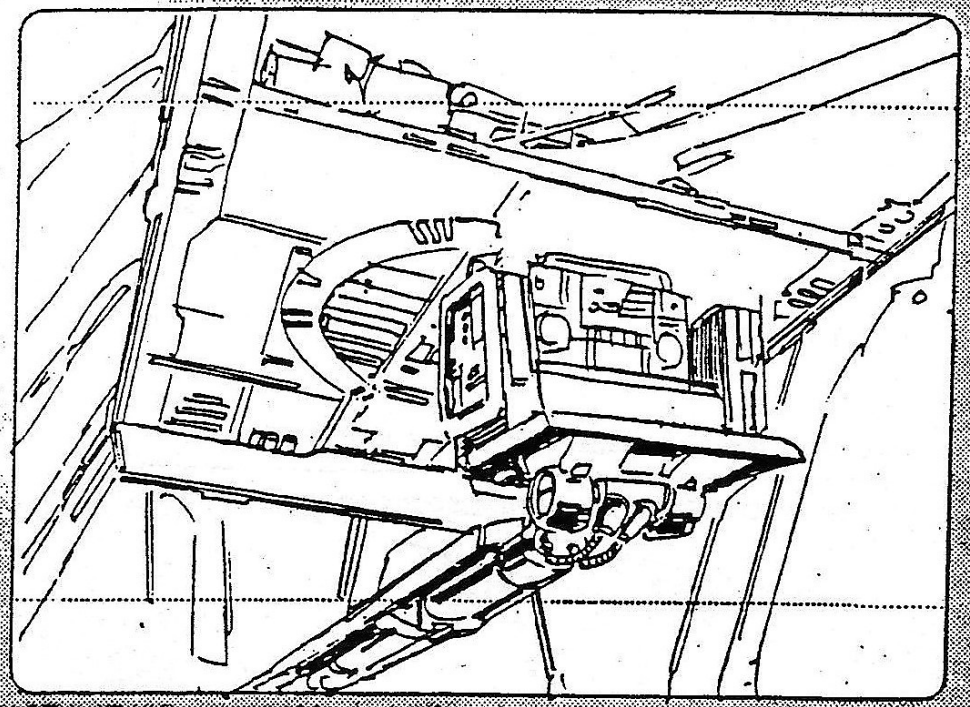
DIAL

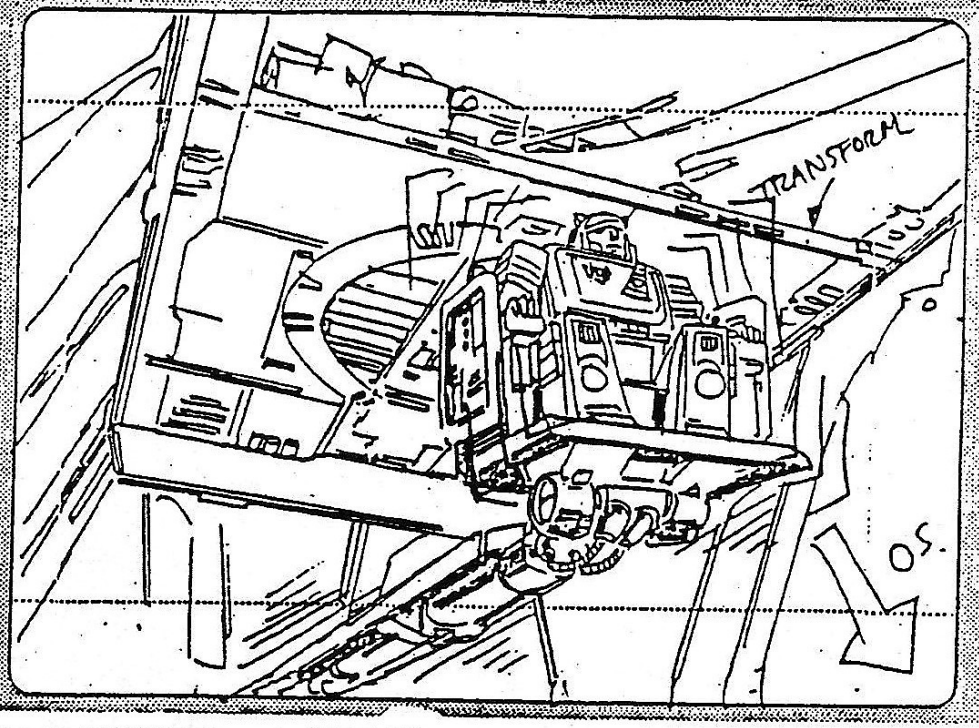
MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-93 SC. CONT SEQ. 7 Page 90





ACTION L.S. BLASTER IN THE CONTROL CHAIR WHICH MOVES DOWN

DIAL

MUSIC/SFX

CAMERA

ACTION ...BLASTER TRANSFORMS INTO ROBOT MODE AND THE CHAIR LOWERS O.S.

DIAL

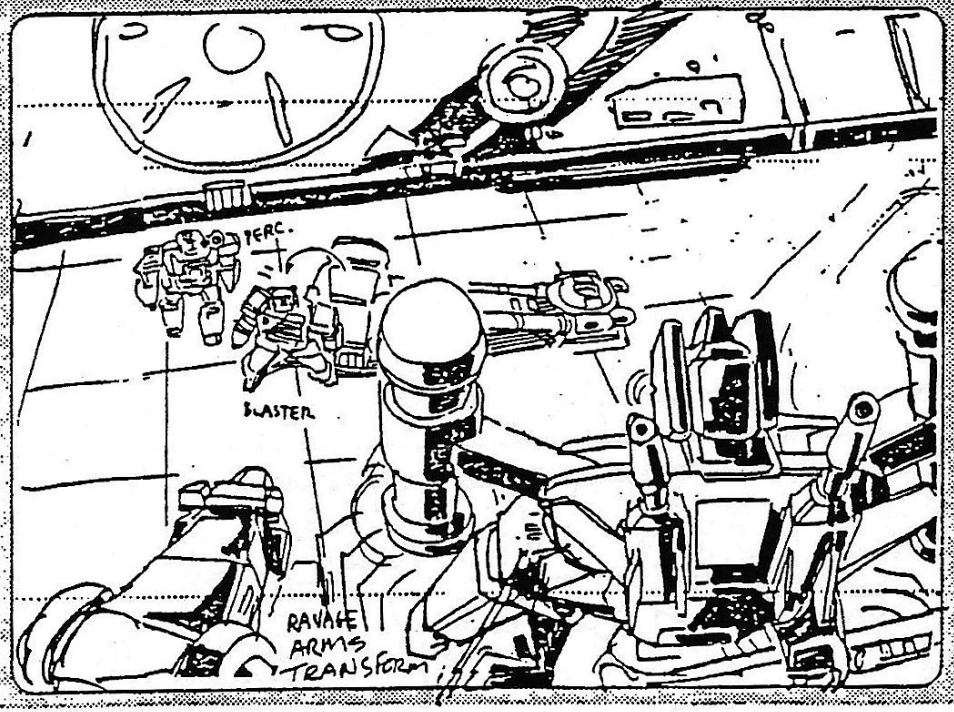
MUSIC/SFX

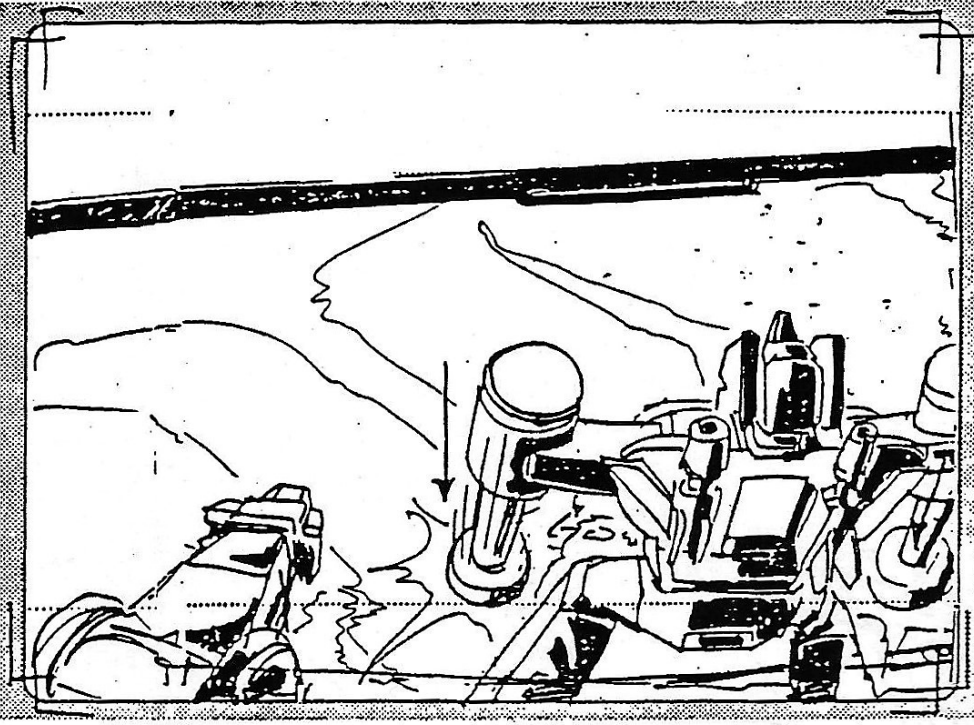
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-94

SC. CONT CAM. SHAKE. SEQ. 7 Page 91





ACTION DOWN SHOT.RUMBLE AND RAVAGE STAND ON THE GLASS TOP TO THE CROW'S NEST BELOW THEM. IN THE DISTANCE ARE BLASTER AND PERCEPTOR. BLASTER GETS OUT OF THE CONTROL CHAIR.

DIAL RUMBLE First we crack the shell.

MUSIC/SFX

CAMERA

ACTION RUMBLE STARTS TO POUND ON THE GLASS WITH HIS PILE DRIVERS.

DIAL RUMBLE (CONT) Then we crack the nuts inside.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

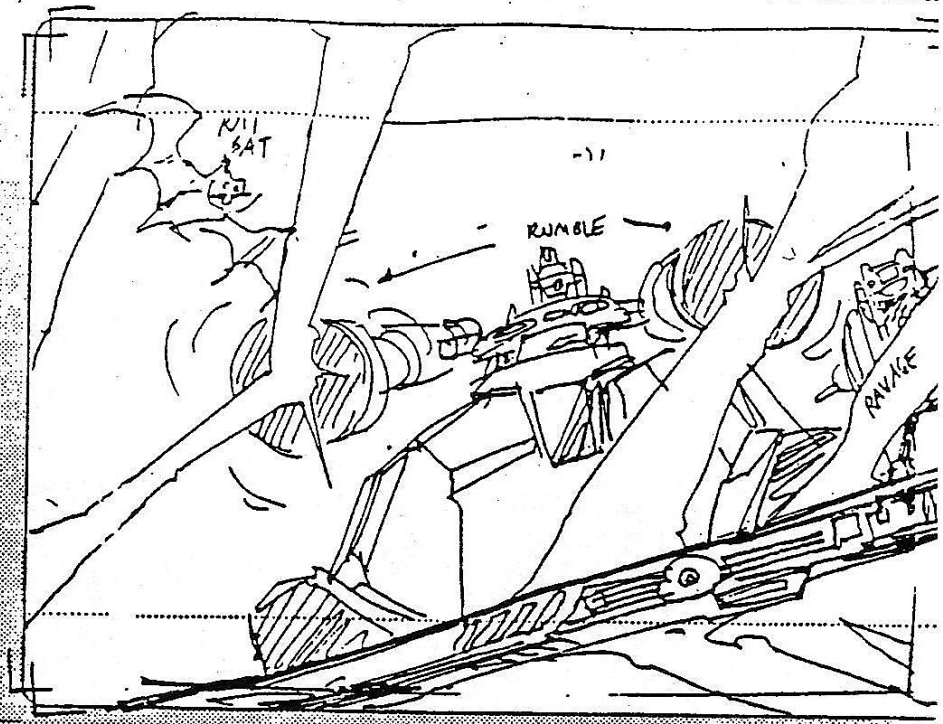
SC. 7-95

ACTION 2 SHOT. PERCEPTOR AND BLASTER LOOK UP. THEY ARE SHAKEN BY THE POUNDING. THEY STEP BACK.

DIAL

MUSIC/SFX

SC. 7-96 CAM SHAKE SEQ. 7 PAGE 42



ACTION UP SHOT. RUMBLE POUNDING ON THE GLASS.

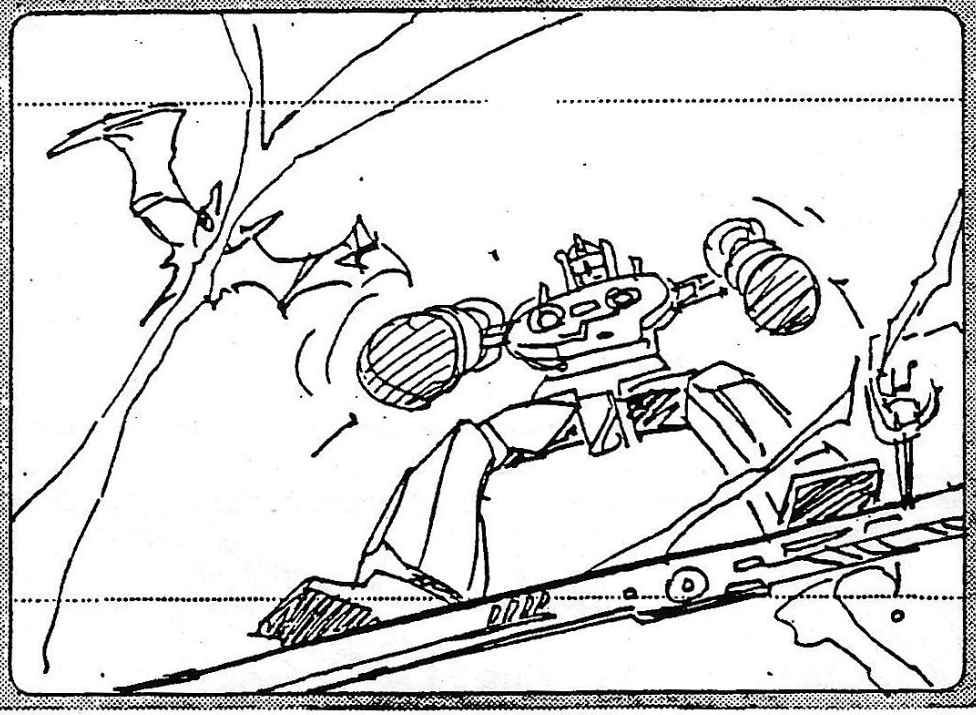
DIAL

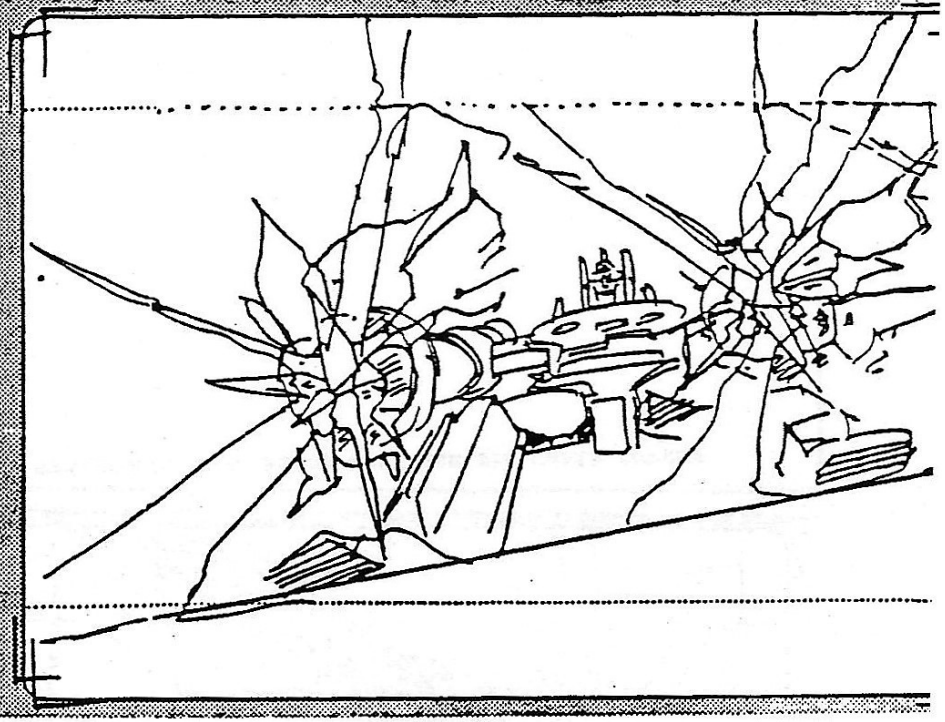
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-96

SC. CONT CAM SHAKE. SEQ. 7





ACTION HE RAISES HIS PILE DRIVERS AND SEND THEM DOWN...

DIAL

MUSIC/SFX

CAMERA

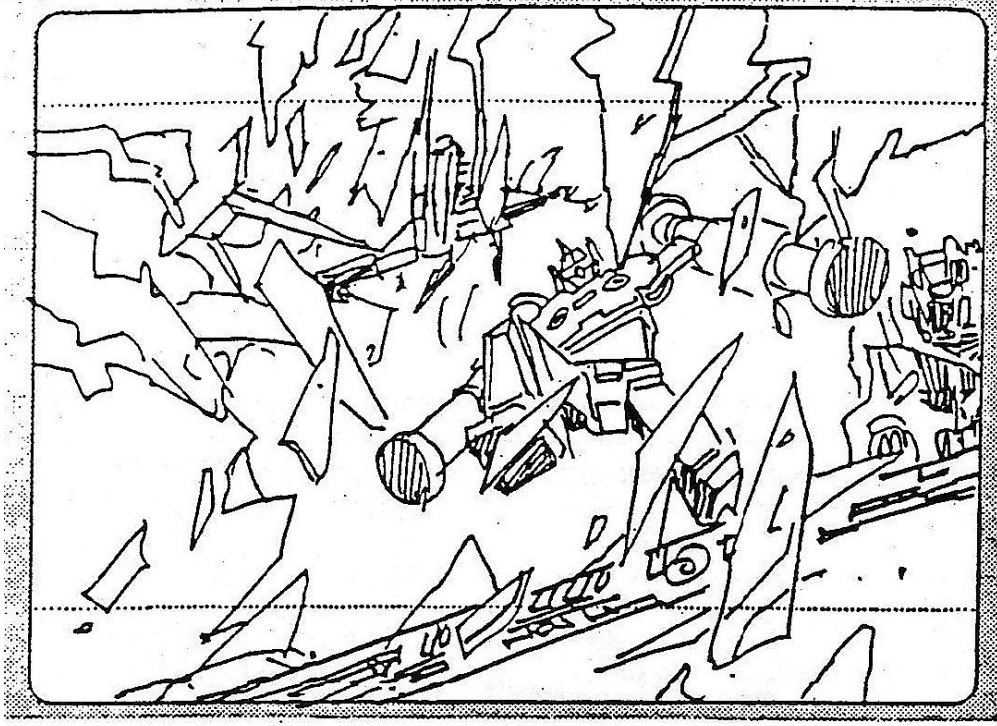
ACTION ...SMASHING INTO THE WINDOW, CRACKING IT.

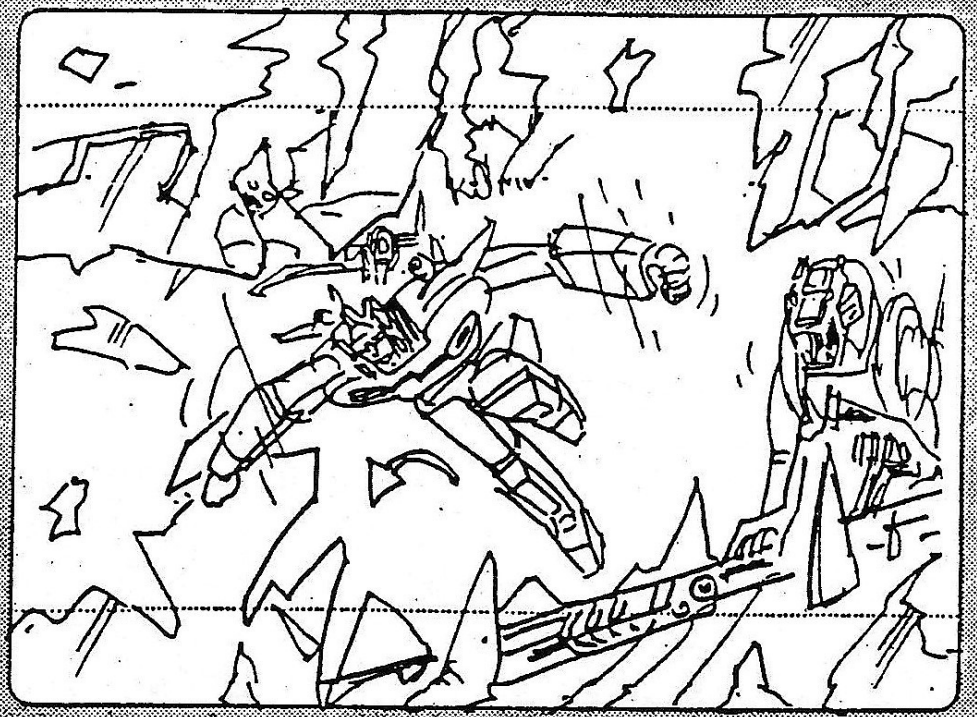
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION THE GLASS FALLS IN.

IAL

USIC/SFX

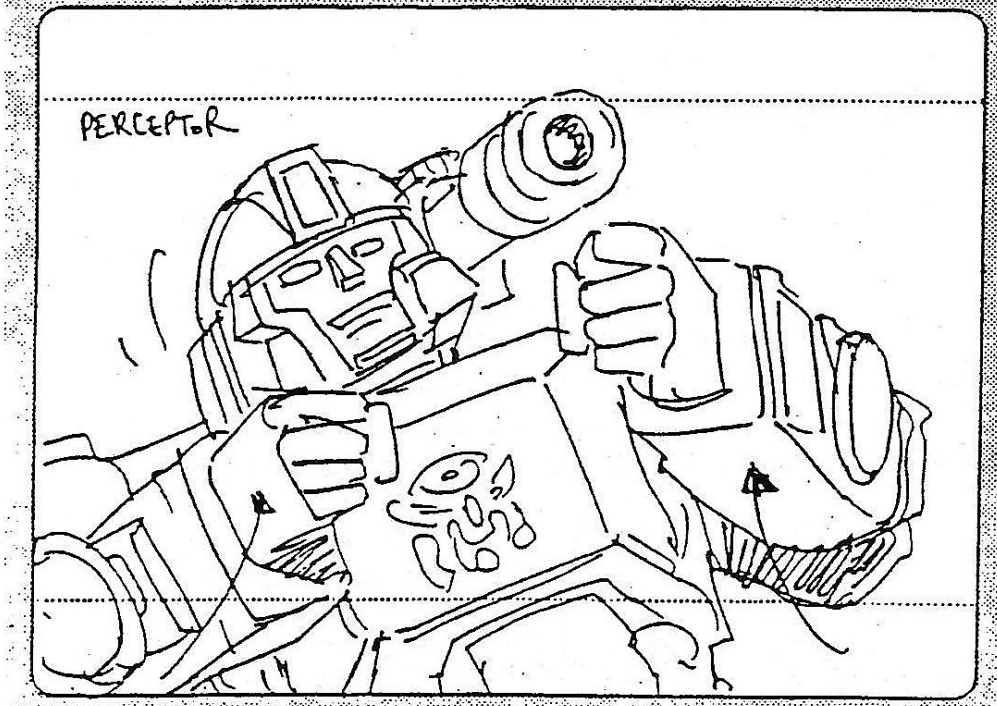
ACTION RUMBLE, RAVAGE, FRENZY AND RAT BAT FLY AND JUMP DOWN INTO THE CROW'S NEST.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-97



ACTION M.C.U. PERCEPTOR. HE PUTS HIS FISTS UP, GETTING READY TO FIGHT.

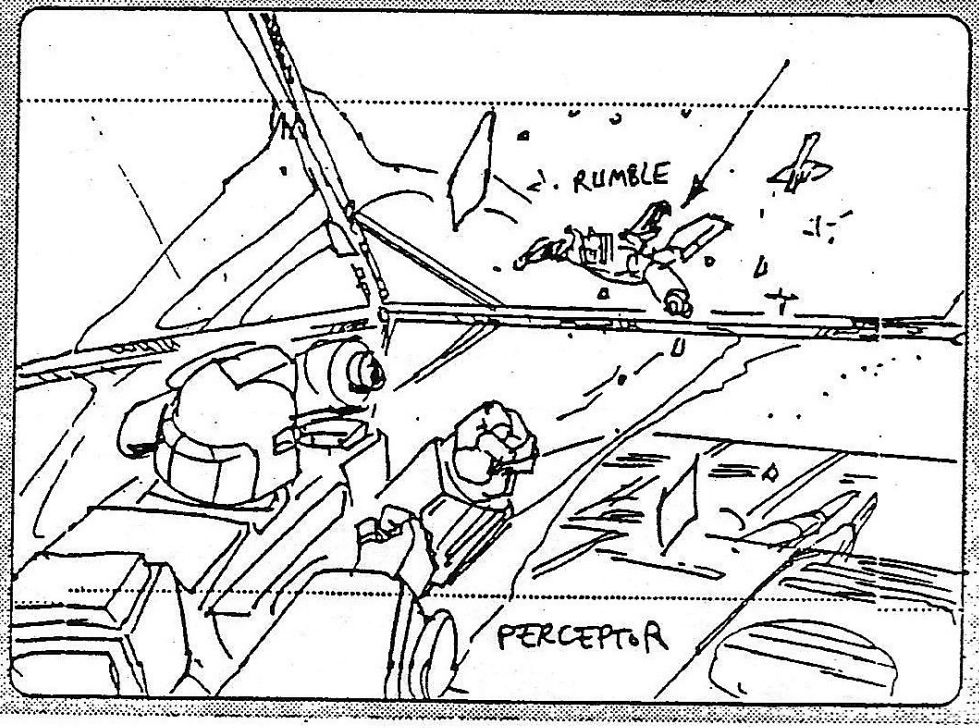
DIAL

MUSIC/SFX

CAMERA

SC. 7-98

SEQ. 7 Page 95



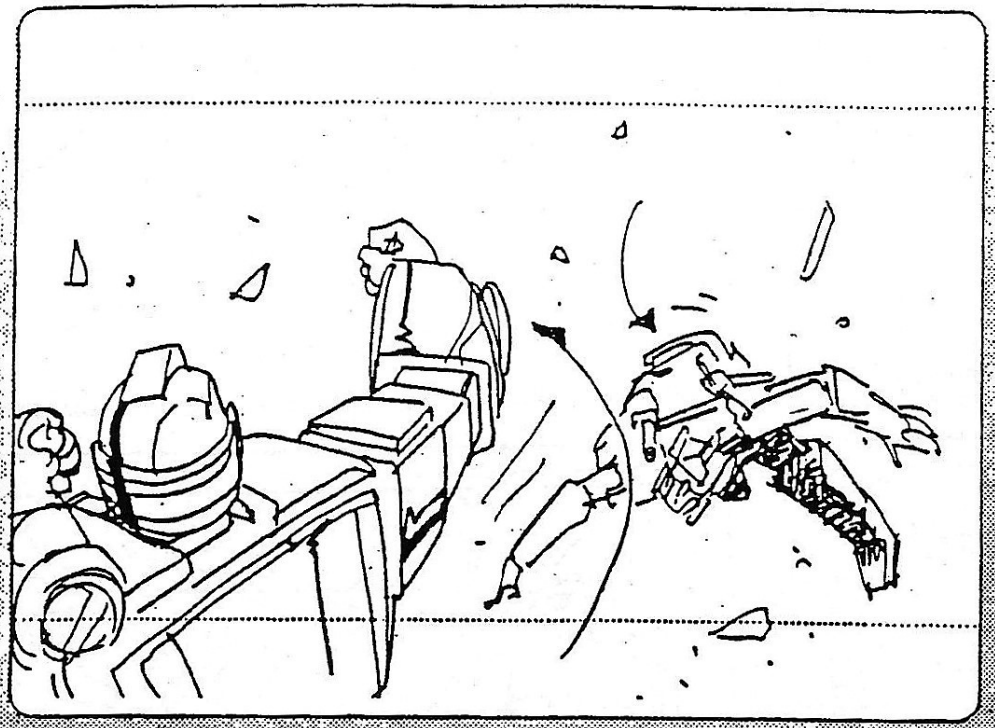
ACTION UP SHOT. PERCEPTOR STANDS READY TO FIGHT AS RUMBLE AND THE OTHERS FLY DOWN ATTACKING HIM.

DIAL

MUSIC/SFX

CAMERA

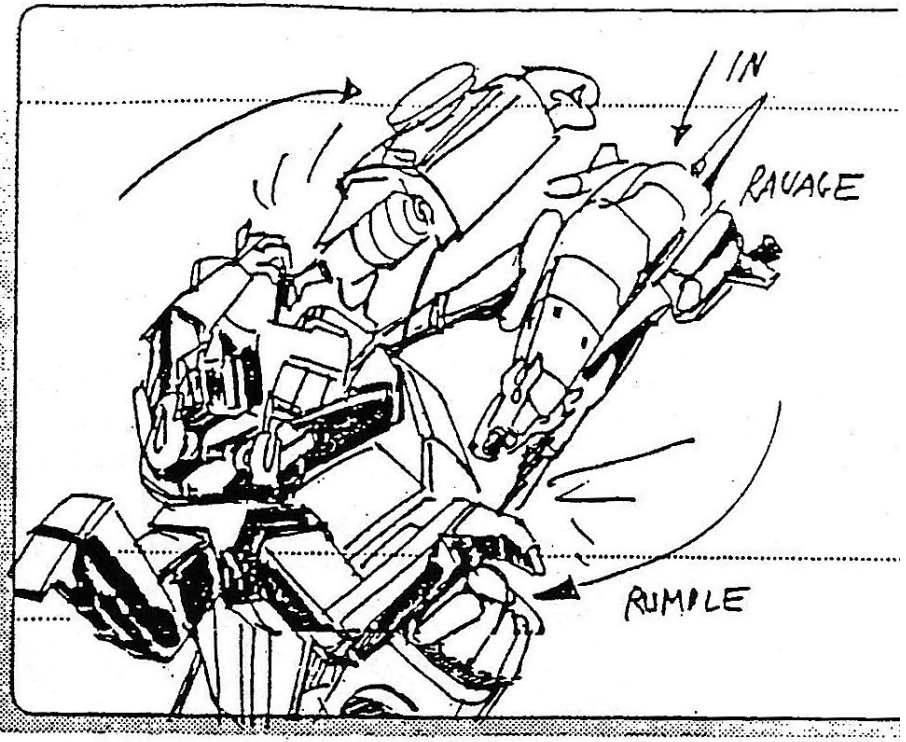
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION PERCEPTOR SWINGS HIS FIST, RUMBLE DUCKS UNDER IT AND GRABS ONTO PERCEPTOR'S HEAD.

DIAL

MUSIC/SFX



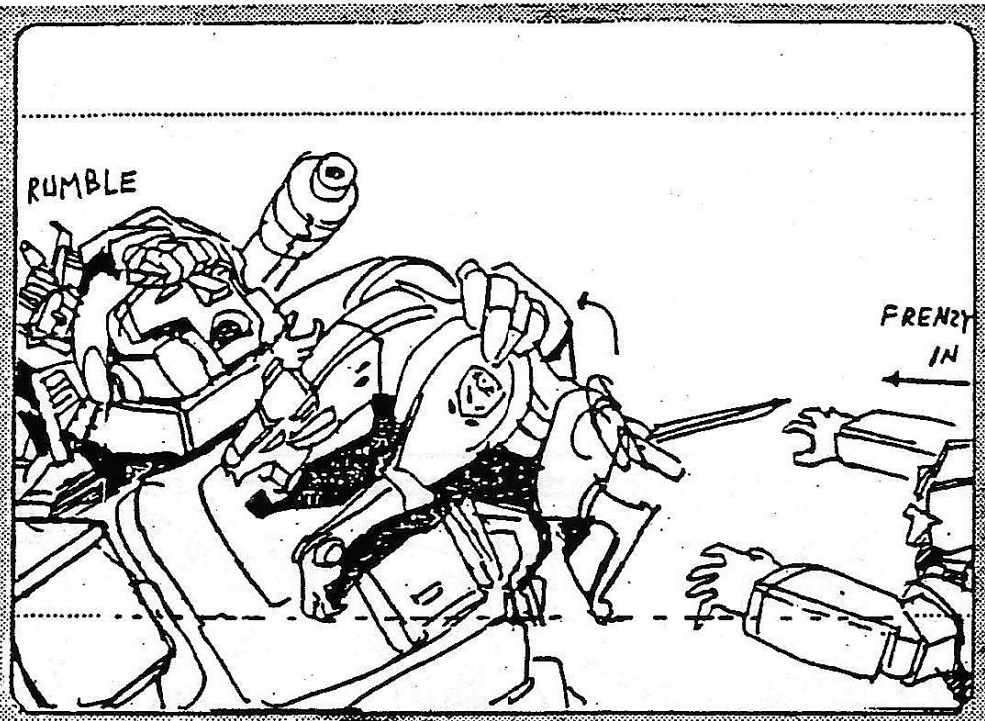
ACTION ...BUT HE IS OVERWHELMED BY RAVAGE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 7-98



ACTION FRENZY COMES FLYING INTO SCENE.

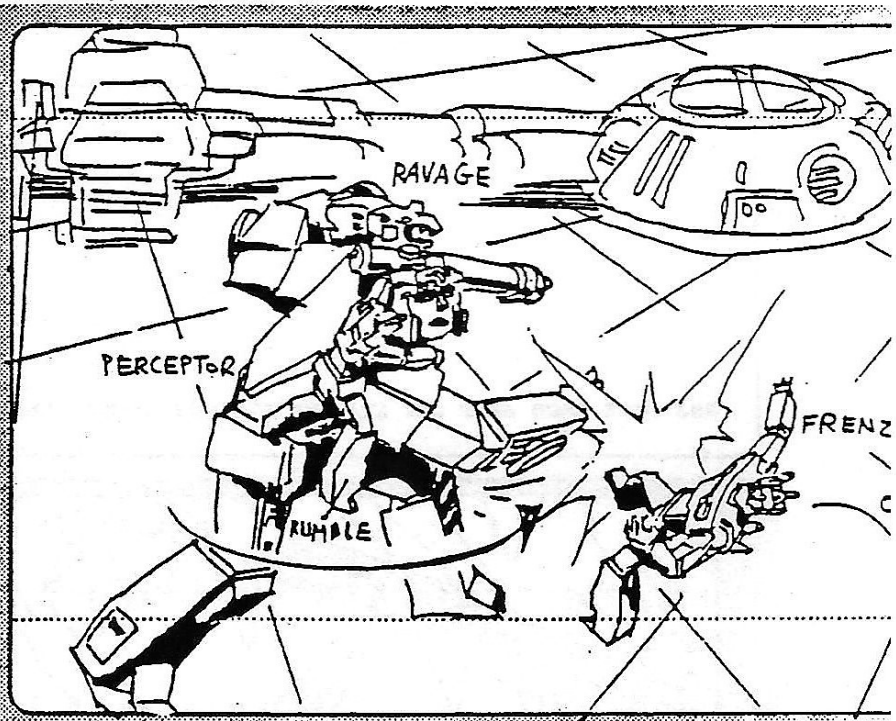
DIAL

MUSIC/SFX

CAMERA

SC. 7-99

SEQ. 7 Page 97



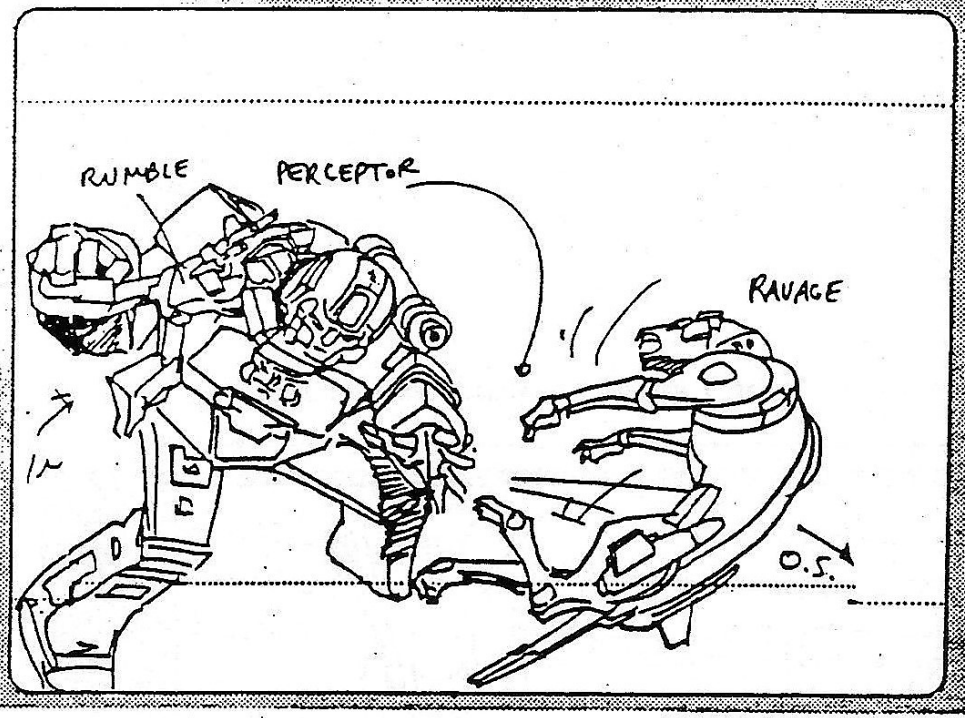
ACTION L.S. PERCEPTOR WITH RAVAGE AND RUMBLE ON HIS BACK TAKES A SWING AT FRENZY KNOCKING HIM O.S.

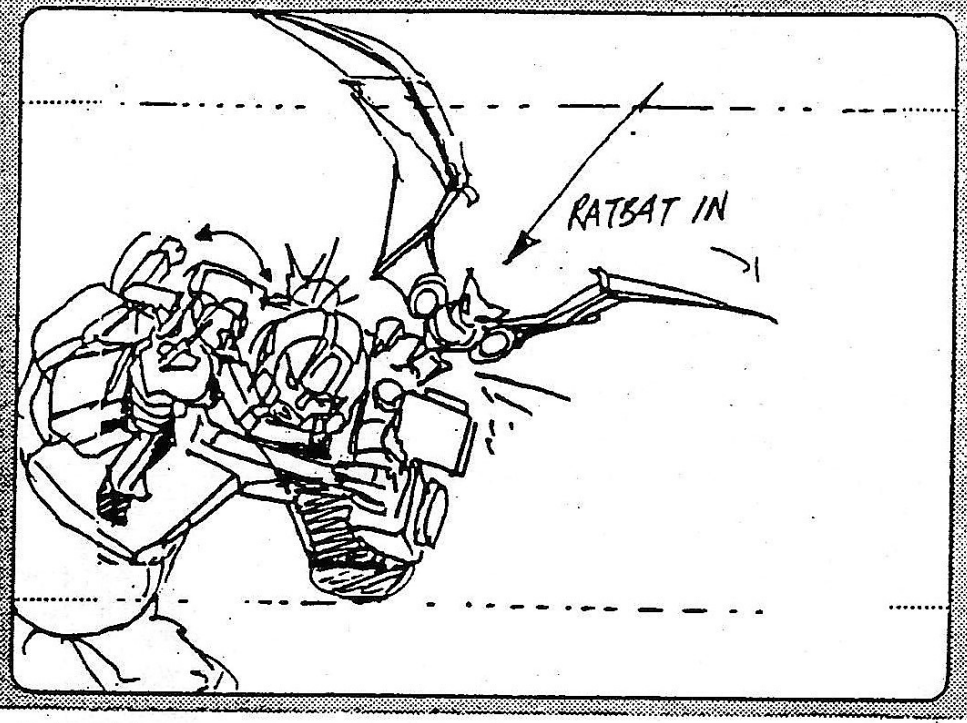
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION PERCEPTOR THEN REACHES BACK AND PULLS RAVAGE OFF AND THROWS HIM O.S. RUMBLE ATTACKS PERCEPTOR.

DIAL

MUSIC/SFX

CAMERA

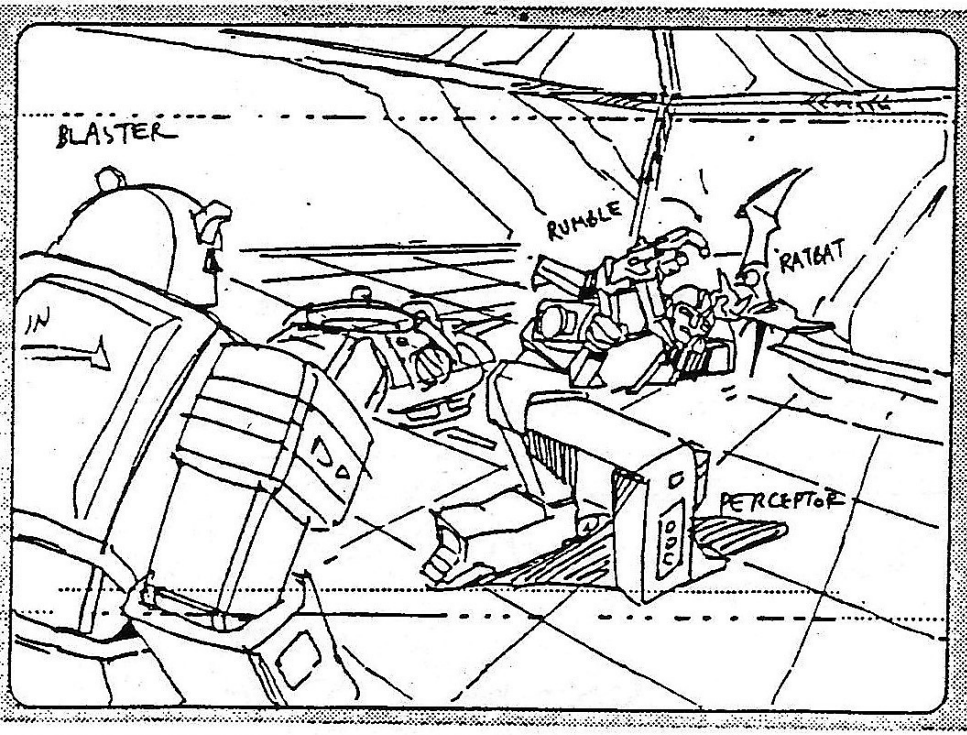
ACTION RAT BAT DROPS IN FROM ABOVE HITTING PERCEPTOR IN THE BACK.

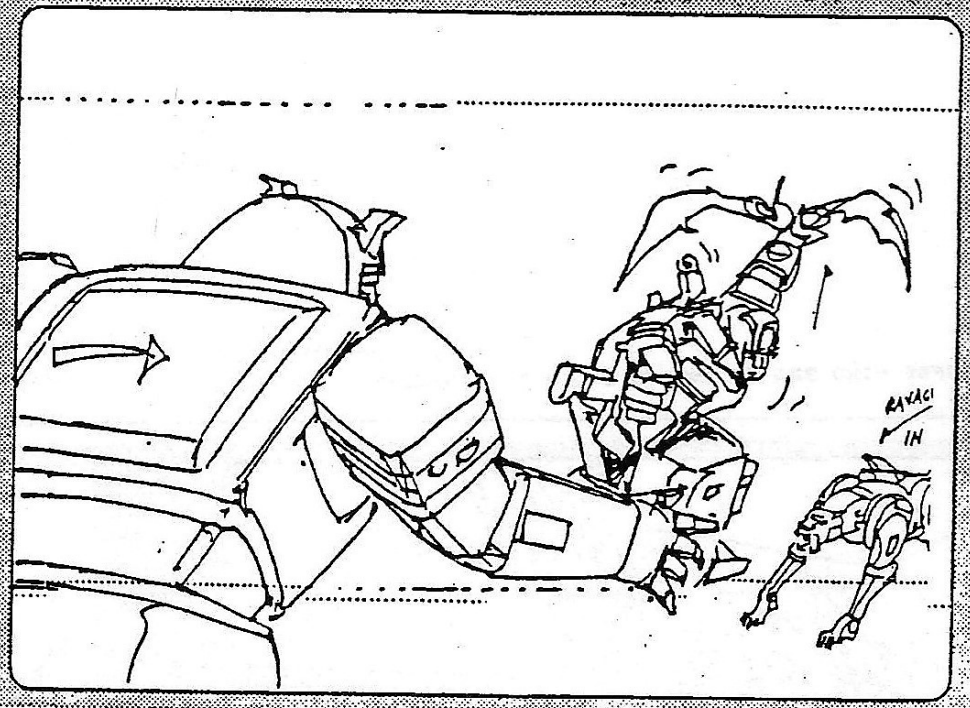
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. PERCEPTOR BEING BEATEN DOWN BY RUMBLE AND RAT BAT. HE TURNS TO BLASTER WHO ENTERS THE SCENE...

DIAL PERCEPTOR Run, Blaster! Save yourself!

MUSIC/SFX

CAMERA

ACTION ...BLASTER MOVES FORWARD AS RAVAGE ENTERS THE SCENE TO ATTACK HIM.

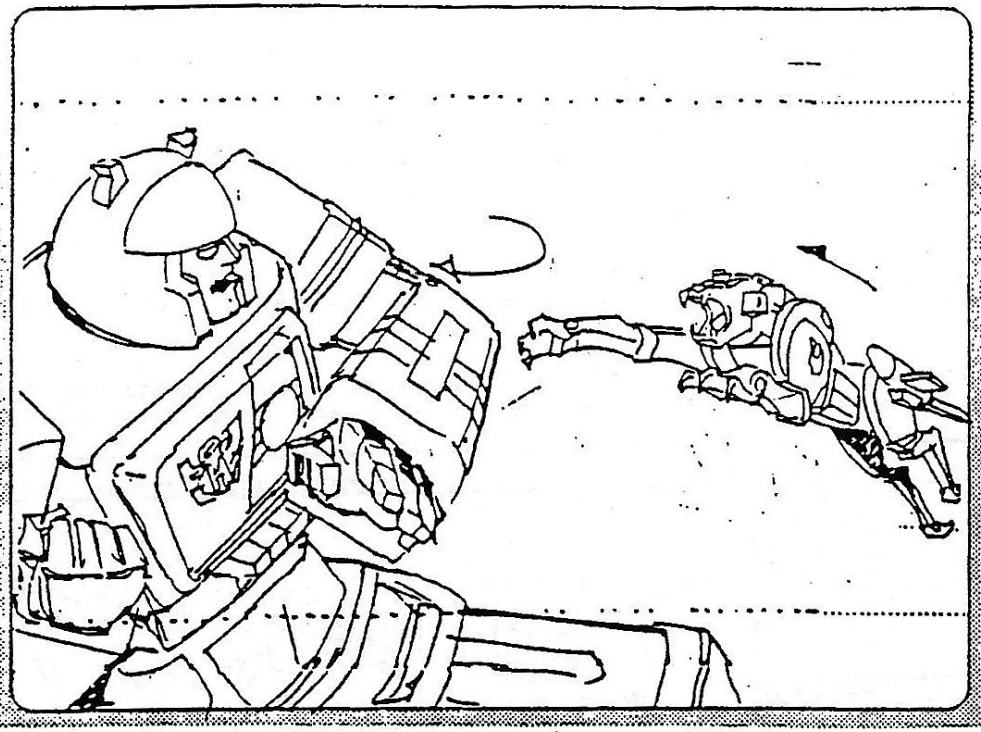
DIAL BLASTER No way...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-100



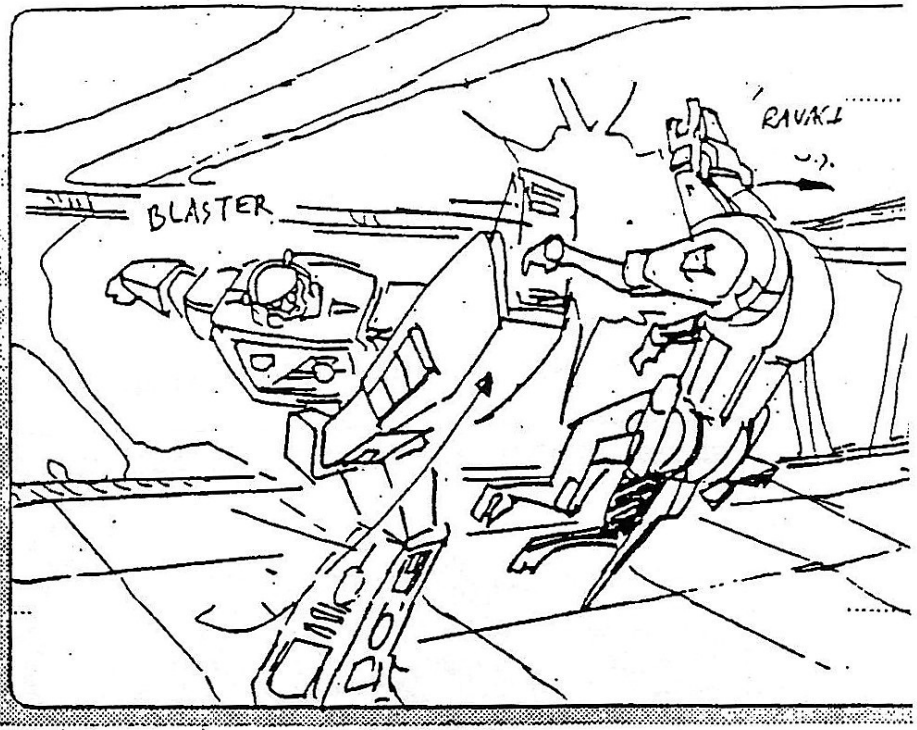
ACTION BLASTER GETS READY TO STRIKE OUT AT RAVAGE WHO LEAPS AT HIM.

DIAL BLASTER (CONT) Two can play!

MUSIC/SFX

SC. 7-101

SEQ. 7 PAGE 100



ACTION L.S. BLASTER. HE KICKS RAVAGE IN THE CHIN SENDING HIM SAILING O.S.

DIAL

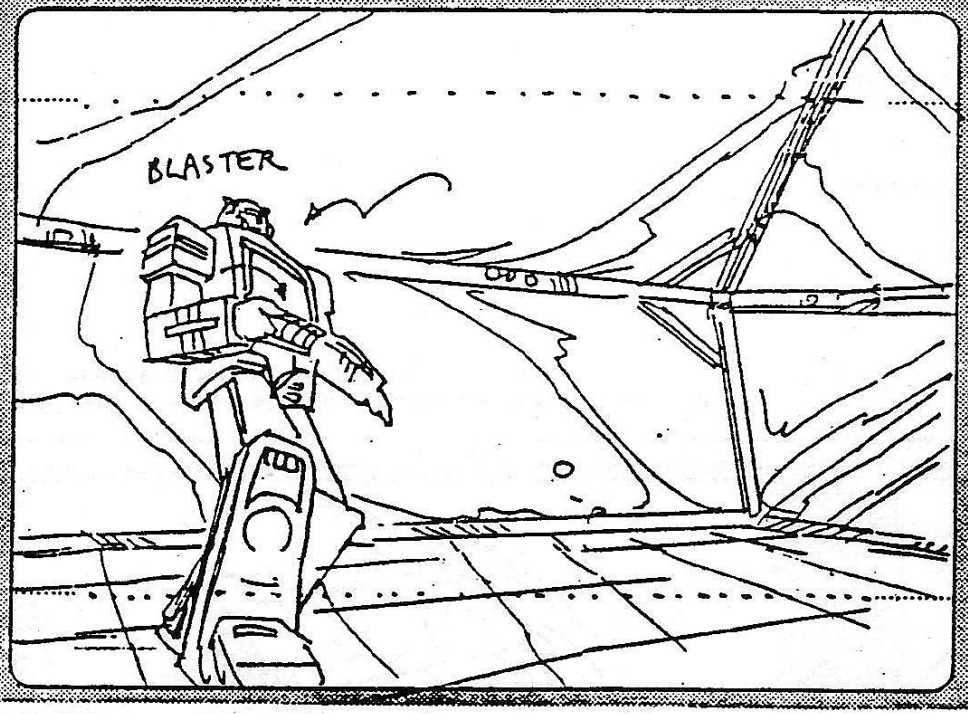
MUSIC/SFX

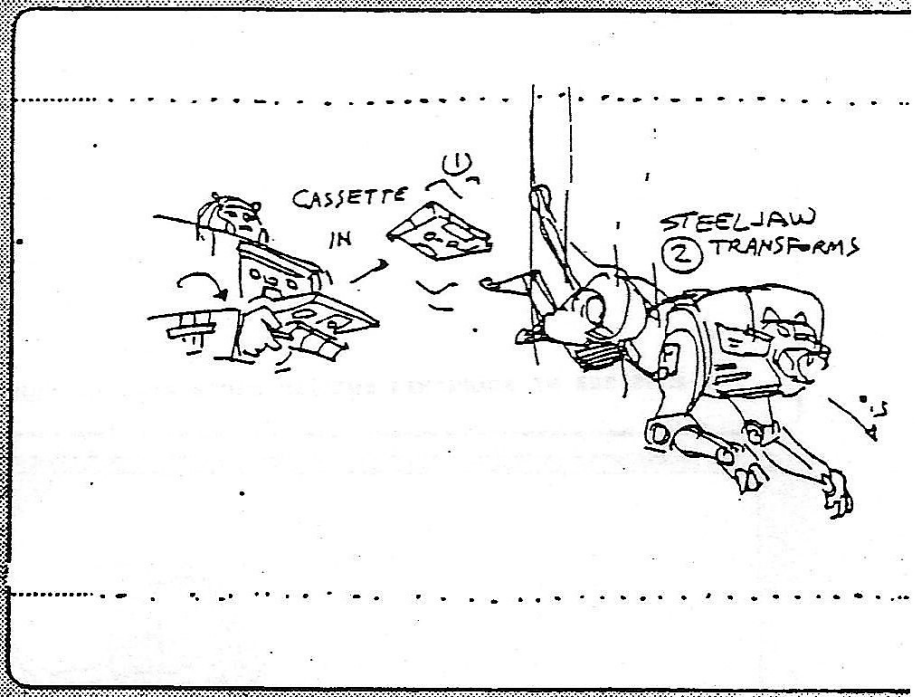
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-101

SC. CONT

SEQ. 7 Page 101





ACTION BLASTER STRAIGHTENS UP, PUSHES A BUTTON ON HIS CHEST...

DIAL

MUSIC/SFX

CAMERA

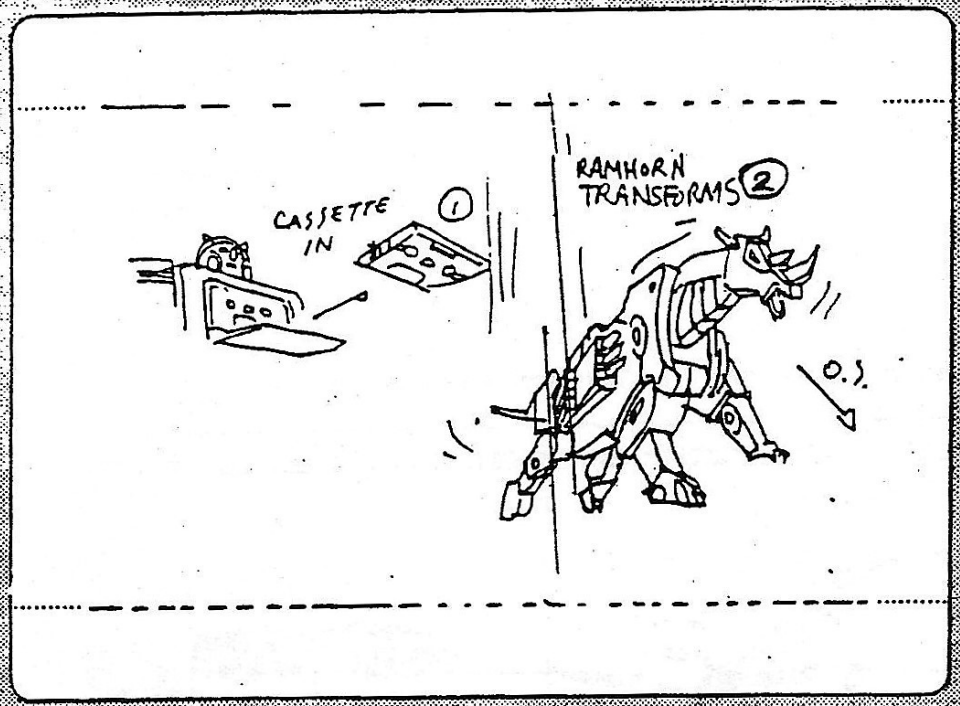
ACTION ...WHICH OPENS HIS CHEST DOOR. OUT POP HIS CASSETTES WHIC TRANSFORM INTO STEELJAW...

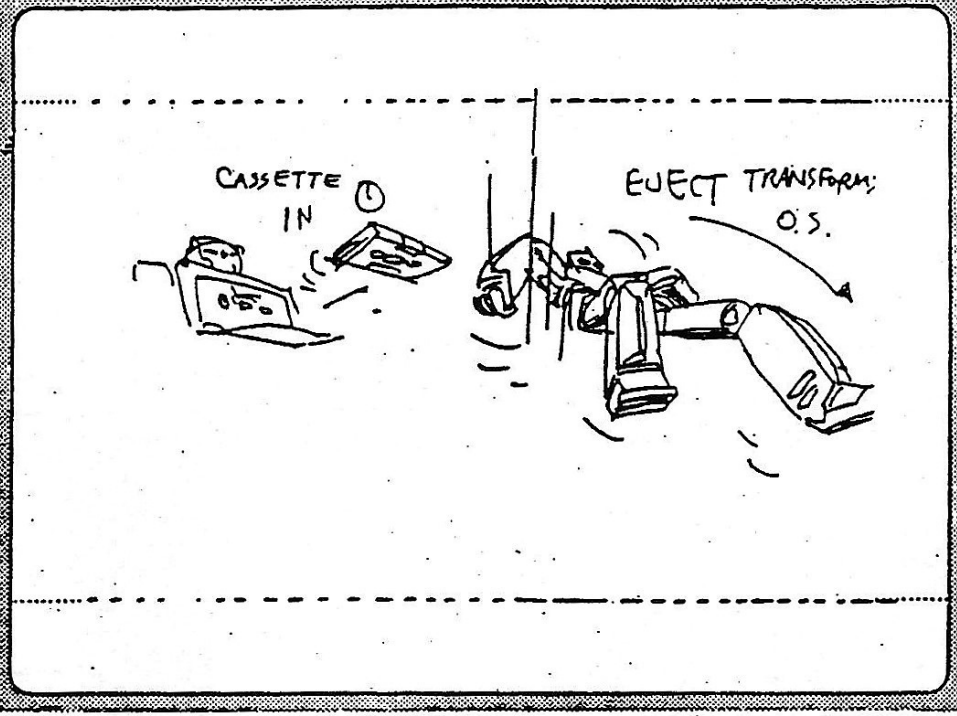
DIAL BLASTER Sic 'em!

MUSIC/SFX

CAMERA

TF RAW
For Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND RAM HORN.

DIAL

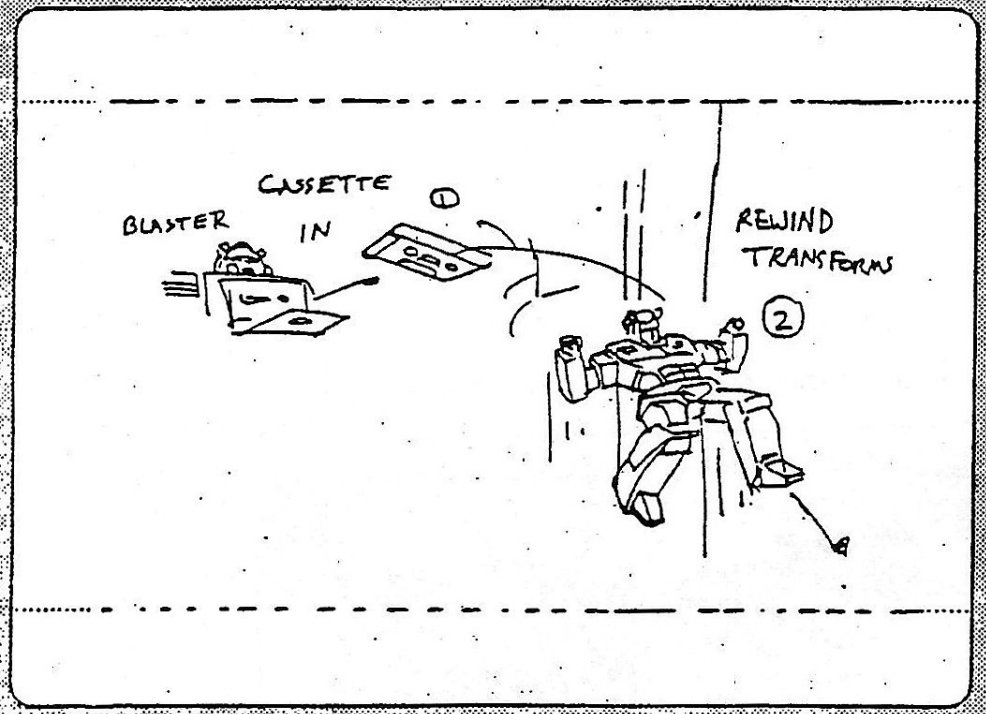
MUSIC/SFX

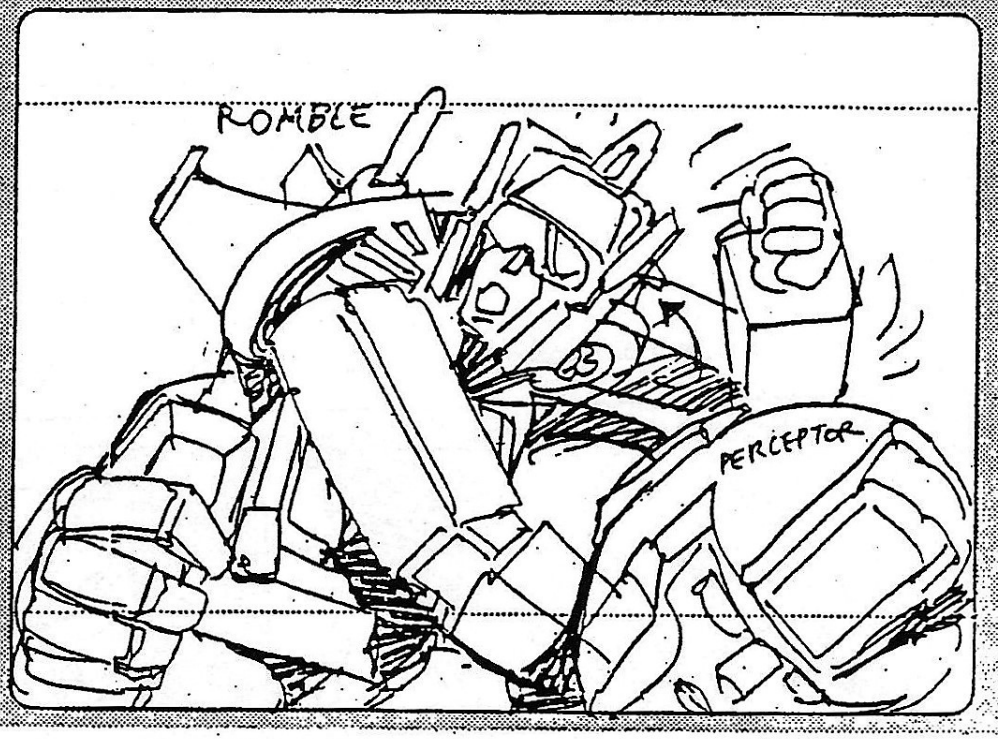
ACTION ...EJECT...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...REWIND...

DIAL

MUSIC/SFX

CAMERA

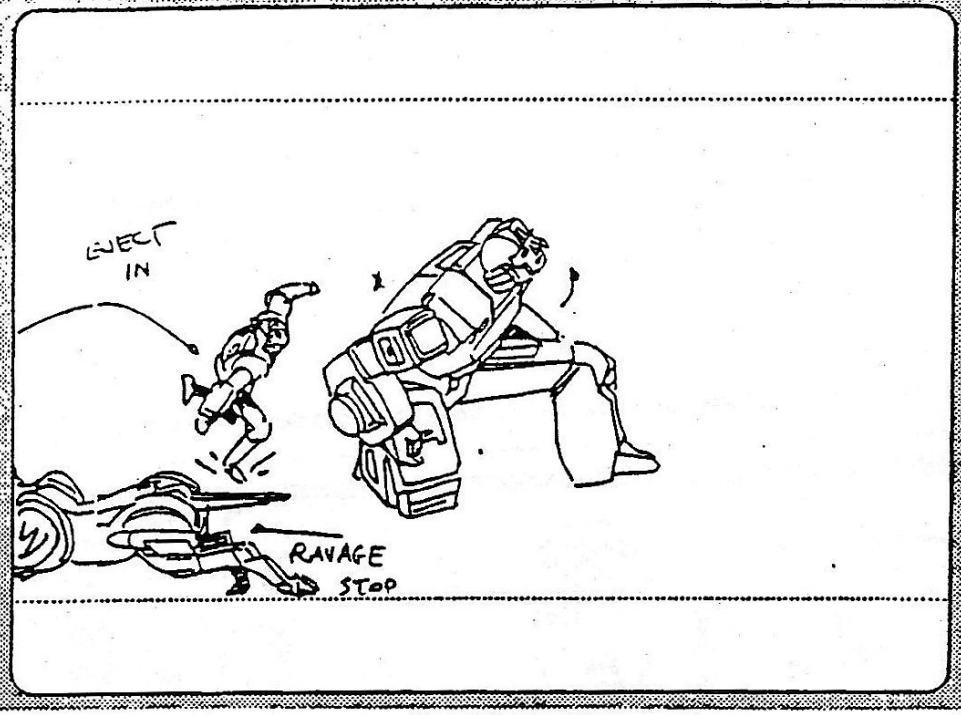
ACTION M.C.U. RUMBLE AND PERCEPTOR. RUMBLE POUNDS ON PERCEPTOR'S HEAD. THEN LOOKS UP AS...

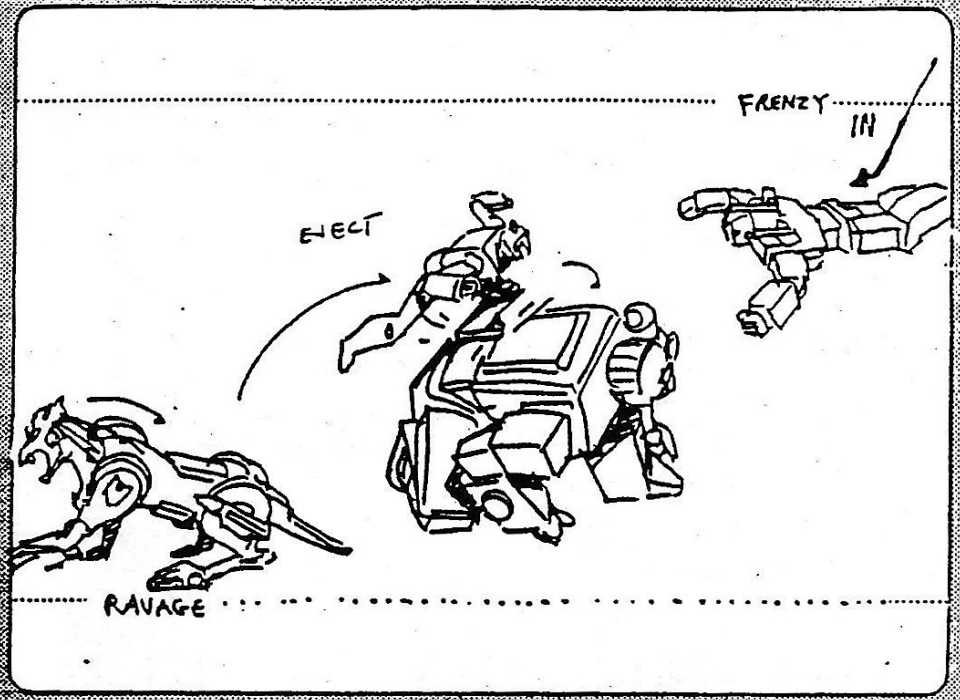
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION RAVAGE RUNS THROUGH THE SCENE. EJECT JUMPS IN.

DIAL

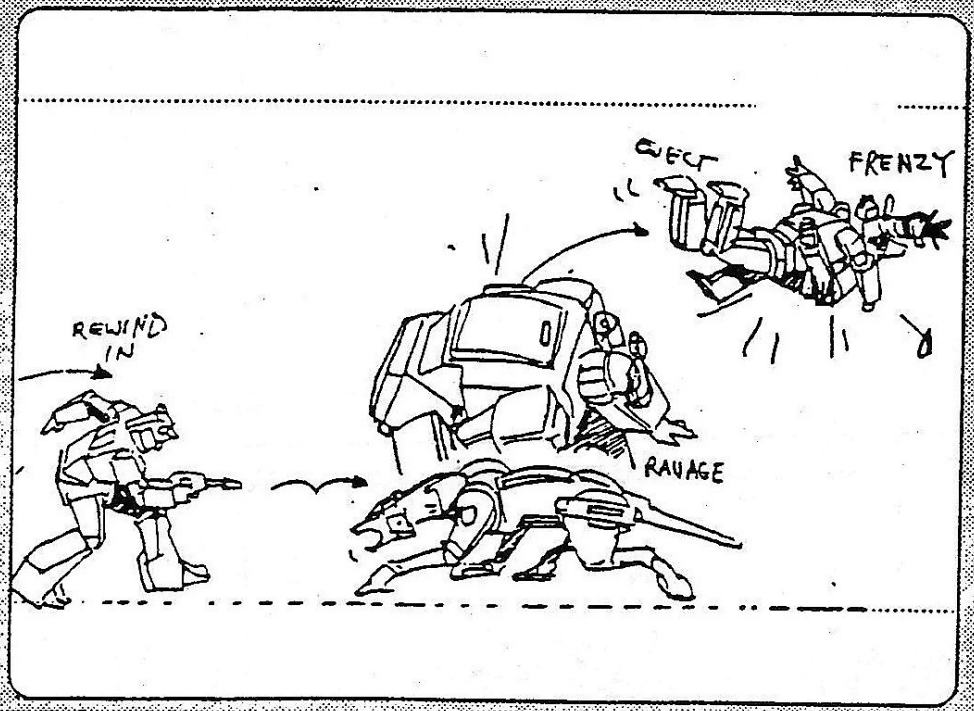
MUSIC/SFX

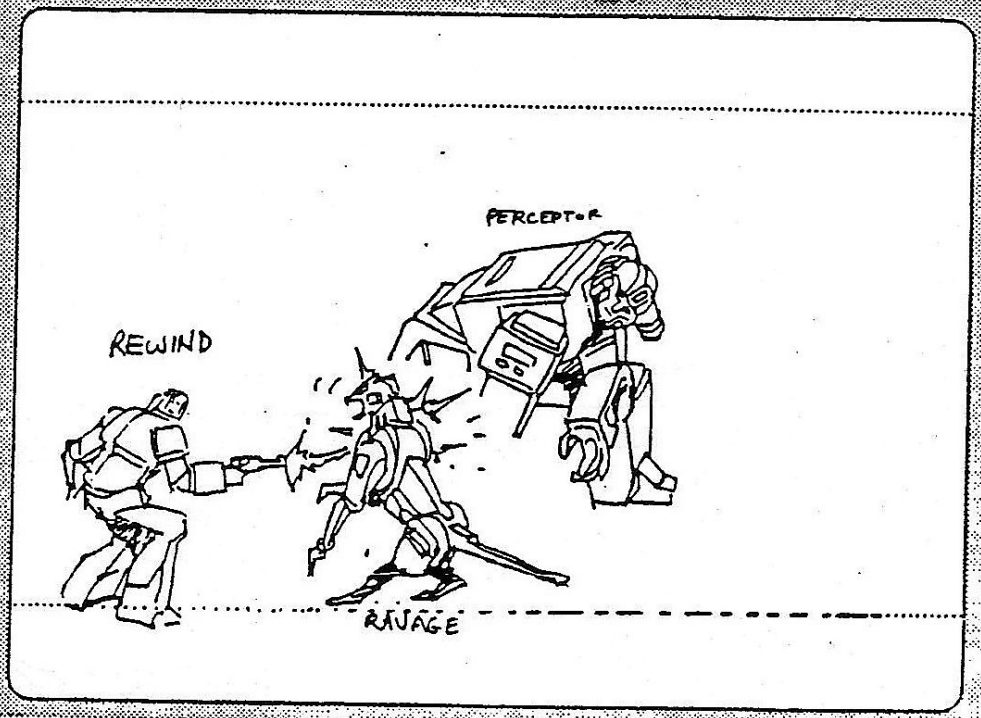
ACTION AND ON TOP OF PERCEPTOR'S BACK AS FRENZY DROPS IN FROM ABOVE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION EJECT JUMPS INTO FRENZY. THEY BOTH FALL O.S. REWIND ENTERS THE SCENE AND ATTACKS RAVAGE.

DIAL

MUSIC/SFX

CAMERA

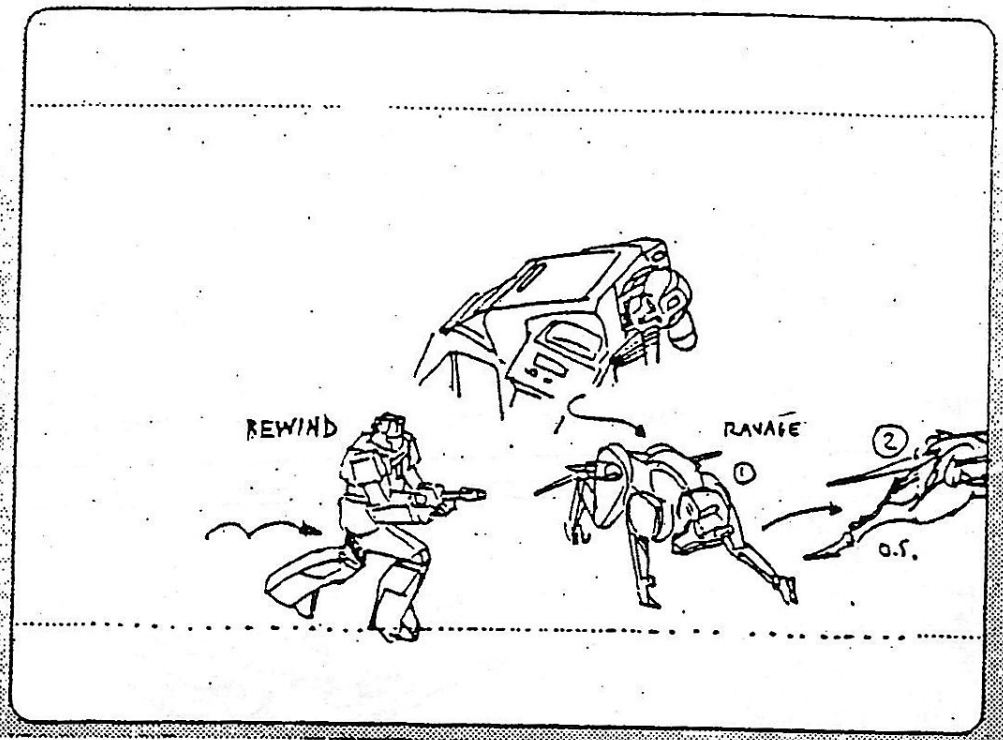
ACTION REWIND SHOOTS RAVAGE WITH A STUN BEAM.

DIAL

MUSIC/SFX

CAMERA

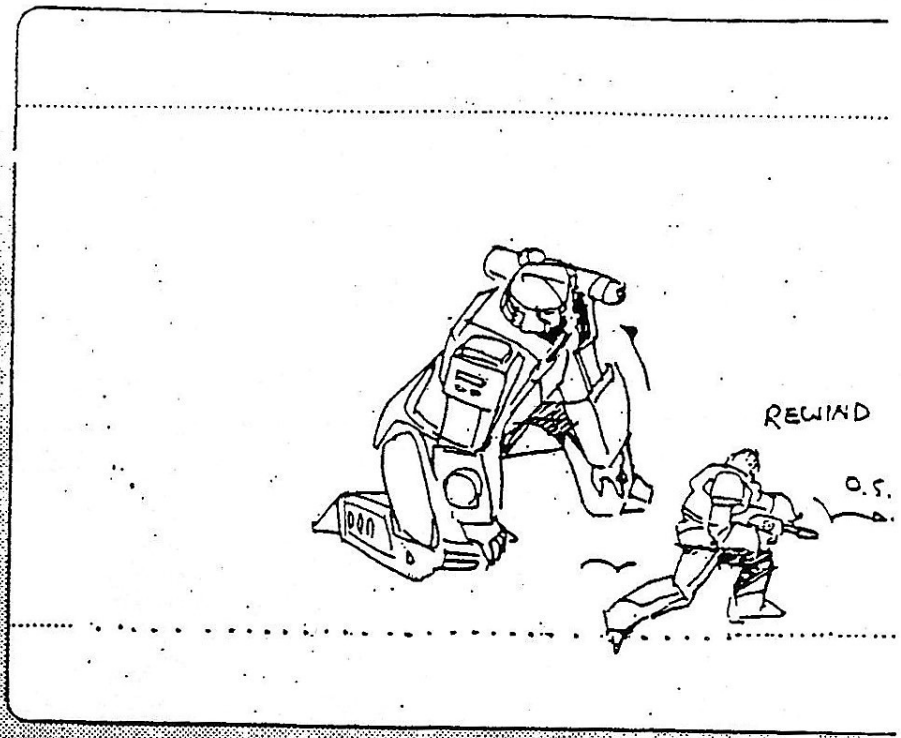
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION RAVAGE TURNS AND RUNS O.S.

DIAL

MUSIC/SFX

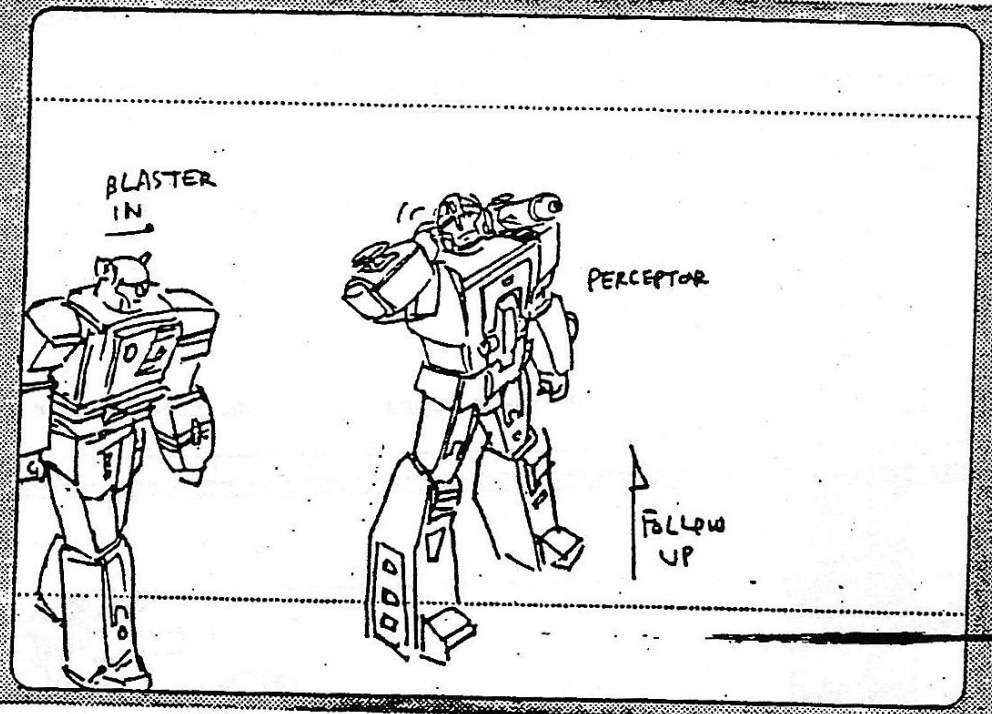


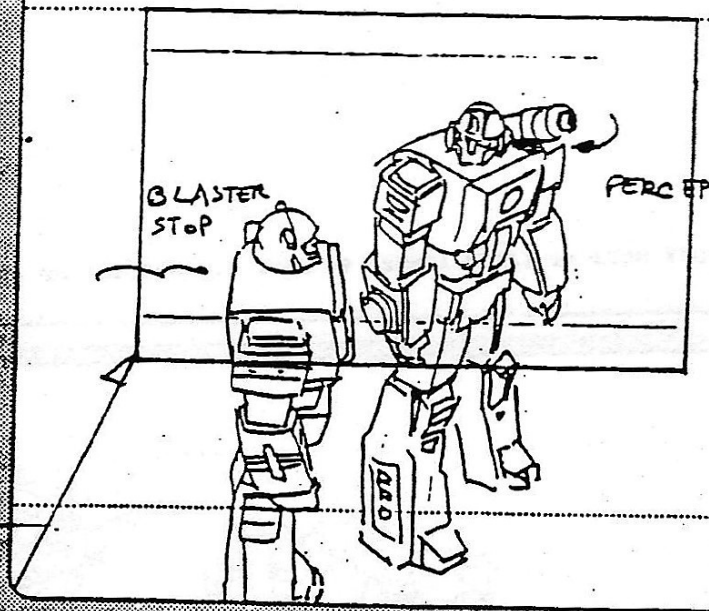
ACTION REWIND RUNS OUT AFTER HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION PERCEPTOR STANDS UP AS BLASTER ENTERS THE SCENE AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WALKS OVER TO HIM. HE STOPS ALONGSIDE PERCEPTOR WHO TURNS TO WARN HIM.

DIAL

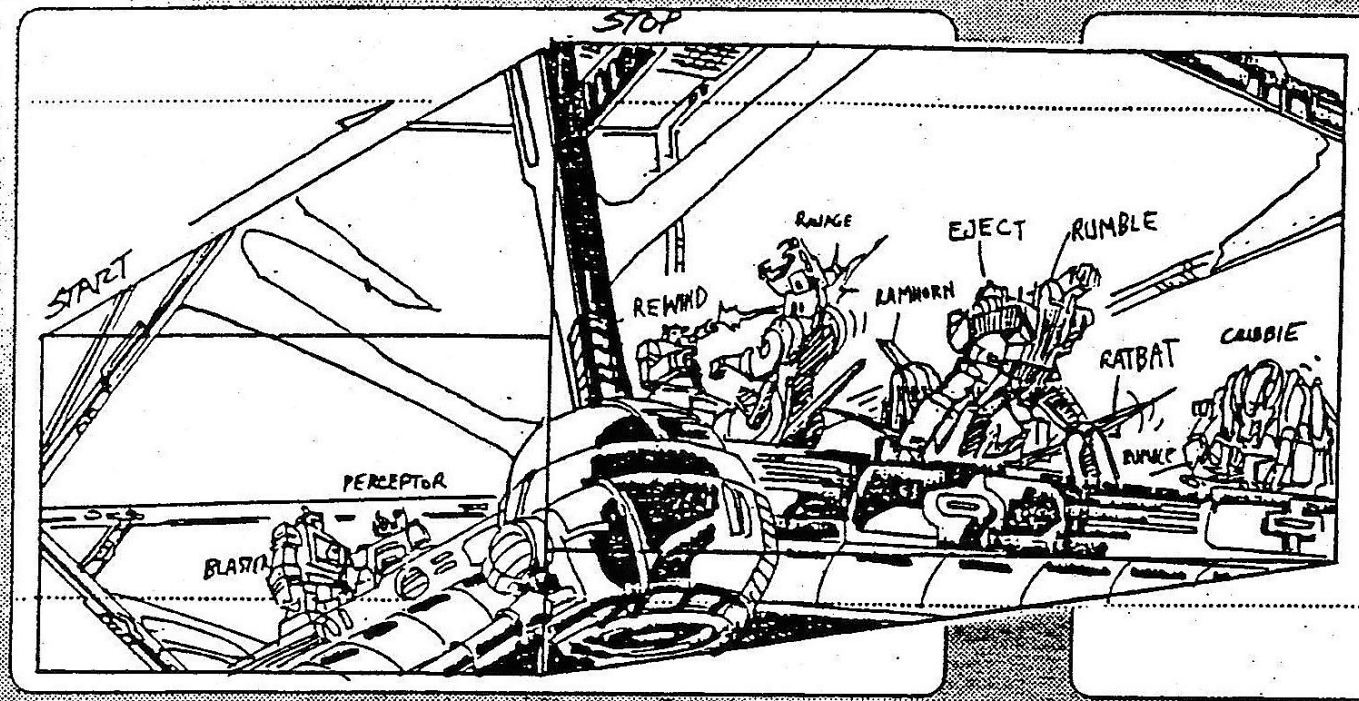
PERCEPTOR You think you got through to Prime?

BLASTER Let's hope so! 'Cause if I didn't,

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.L.S. BLASTER AND PERCEPTOR (FROM OUTSIDE THE TOWER) LOOKING IN. WE PAN FROM THEM TO SEE BLASTER'S AND SOUND-WAVE'S CASSETTES FIGHTING EACH OTHER.

DIAL BLASTER (CONT) We're gonna look like burnt out toaster ovens.

MUSIC/SFX

CAMERA

ACTION

END OF SEQ. 7

DIAL

MUSIC/SFX

CAMERA

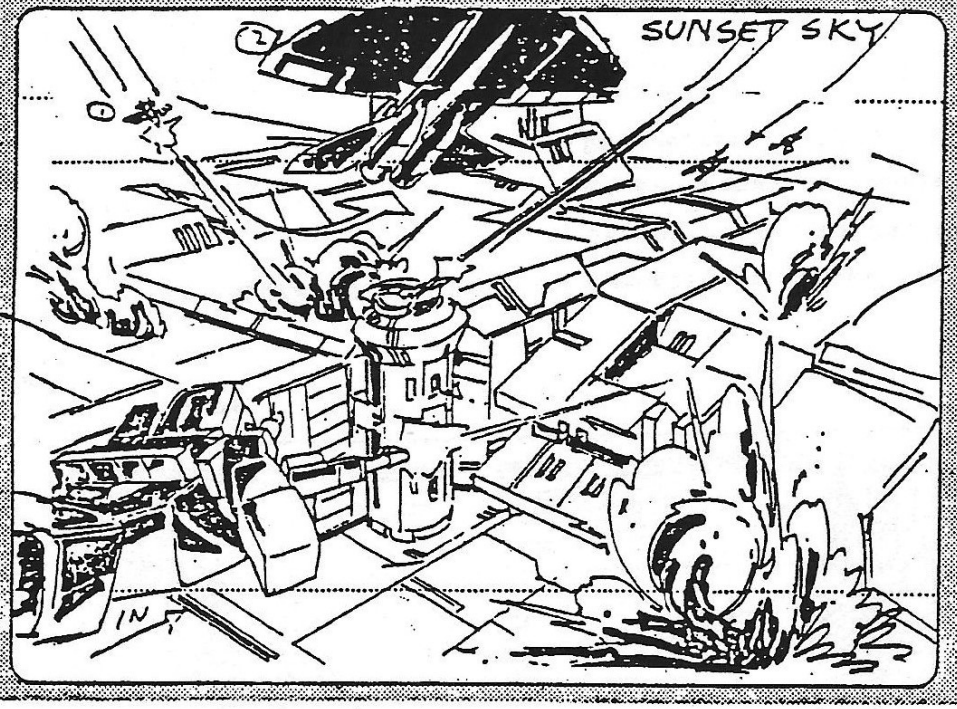
TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

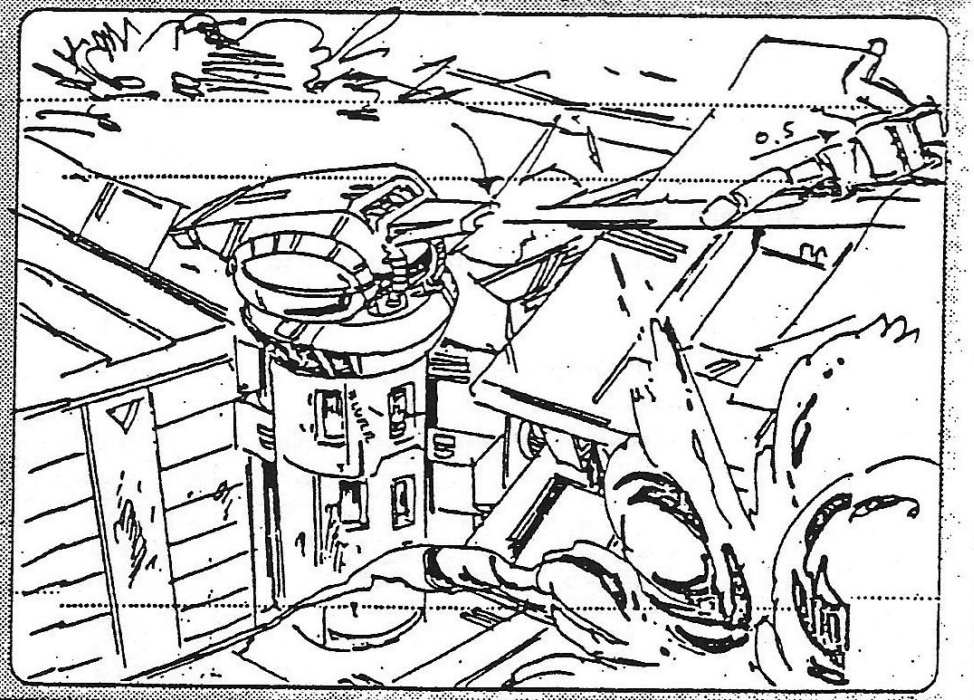
SC. 8-1 TRUCK IN

SC. CONT TRUCK IN

SEQ. 8

Page 1





ACTION X.L.S. AUTOBOT CITY (FORTRESS MAXIMUS) BESIEGED. THE DECEPTICONS IN ROBOT AND JET MODE STRAFE THE CITY. SMOKE AND FLAMES RISE FROM MANY AREAS OF THE SEVERELY DAMAGED CITY, ILLUMINATED BY THE WARM COLORS OF THE SUNSET SKY.

DIAL

MUSIC/SFX

CAMERA

ACTION WE TRUCK IN ON A LASER CANNON TOWER. INSIDE ONE OF THE WINDOWS IS BLURR. HE FIRES A BLAST AT ONE OF THE DECEPTICONS.

DIAL

BLURR (V.O.)We've got Decepticons at the gates, ...

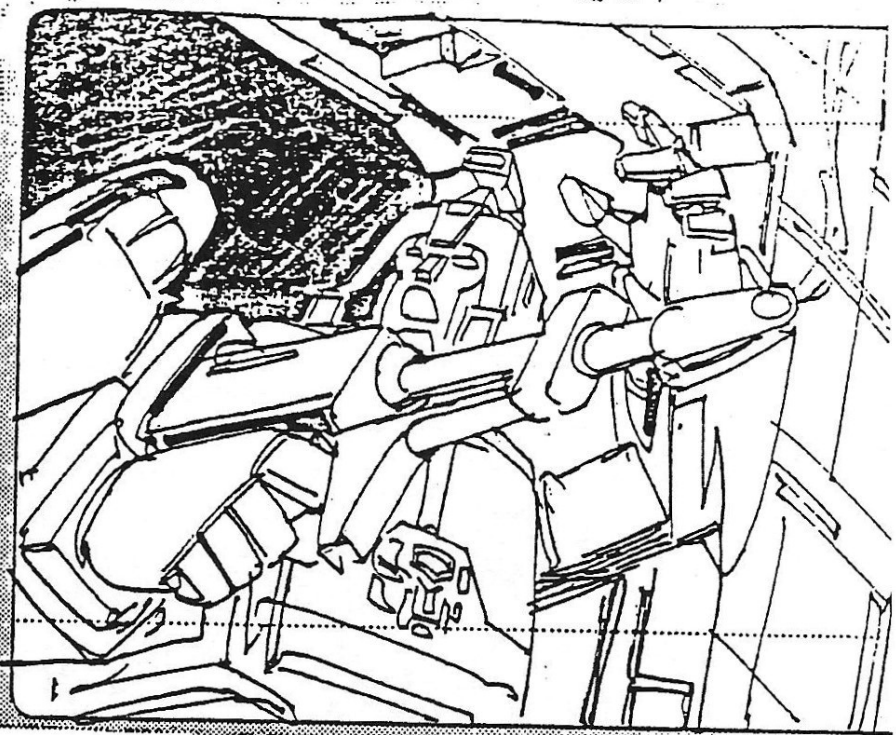
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-1 TRUCK-IN

SC. 5-2 SEQ. 8 PAGE 2



ACTION

DIAL BLURR (CONT) (V.O.) Decepticons in the air, Decepticons inside our walls. Decepticons, Decepticons, Decepticons. If we beat them off . . .

MUSIC/SFX

CAMERA

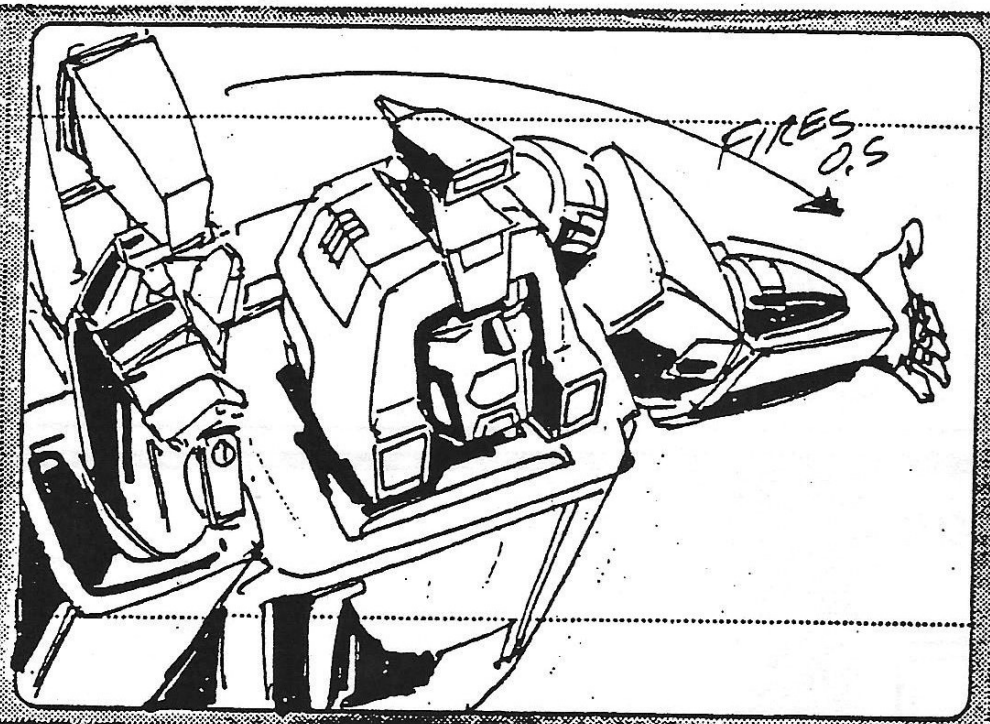
ACTION M.S. BLURR. HE CONTINUES TALKING...

DIAL BLURR (CONT) . . . the walls, then they're st in the air.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-2



ACTION ...AND MOTIONING.

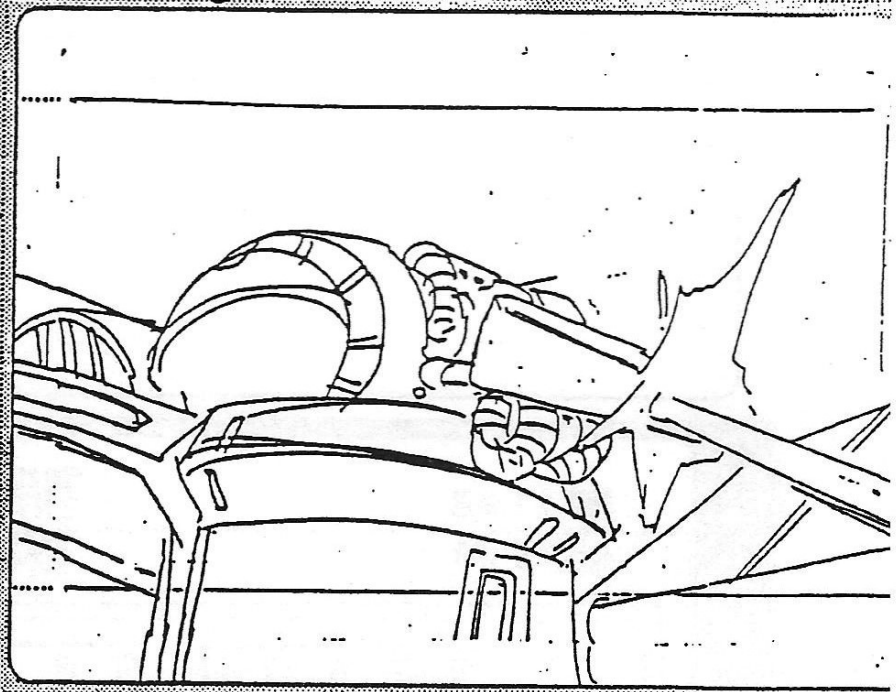
DIAL BLURR (CONT) If we shoot them out of the air then they're still at the gates.

MUSIC/SFX

CAMERA

SC. 8-3

SEQ. 8 Page 3



ACTION M.C.U. THE LASER CANNON TTURRET. IT FIRES A SHOT AT THE O. DECEPTICONS.

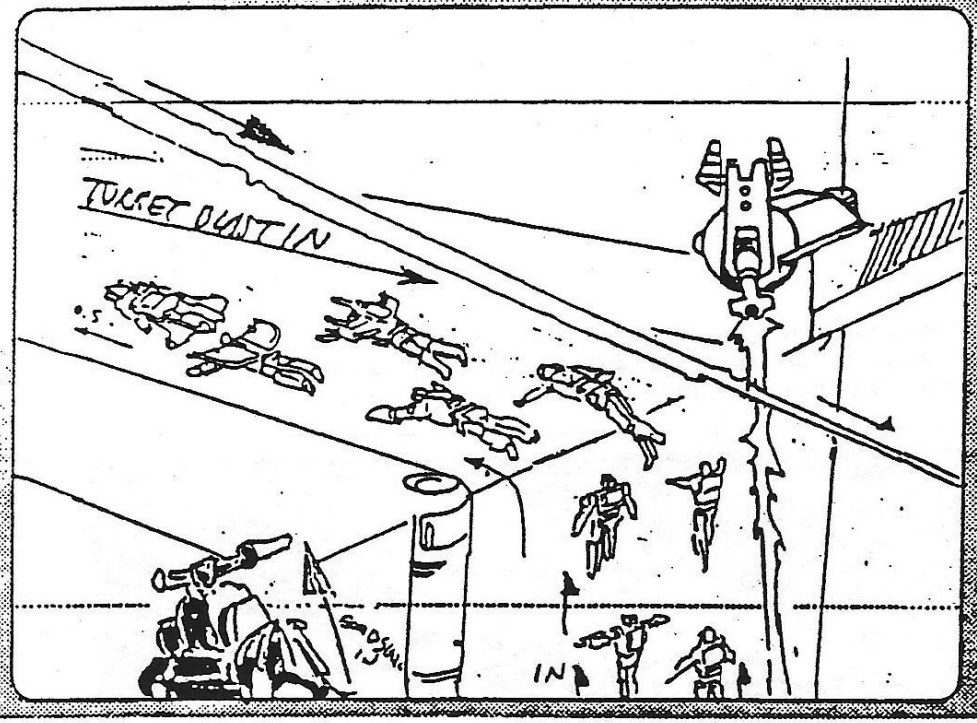
DIAL BLURR (CONT) (V.O.) So where does that leave us?

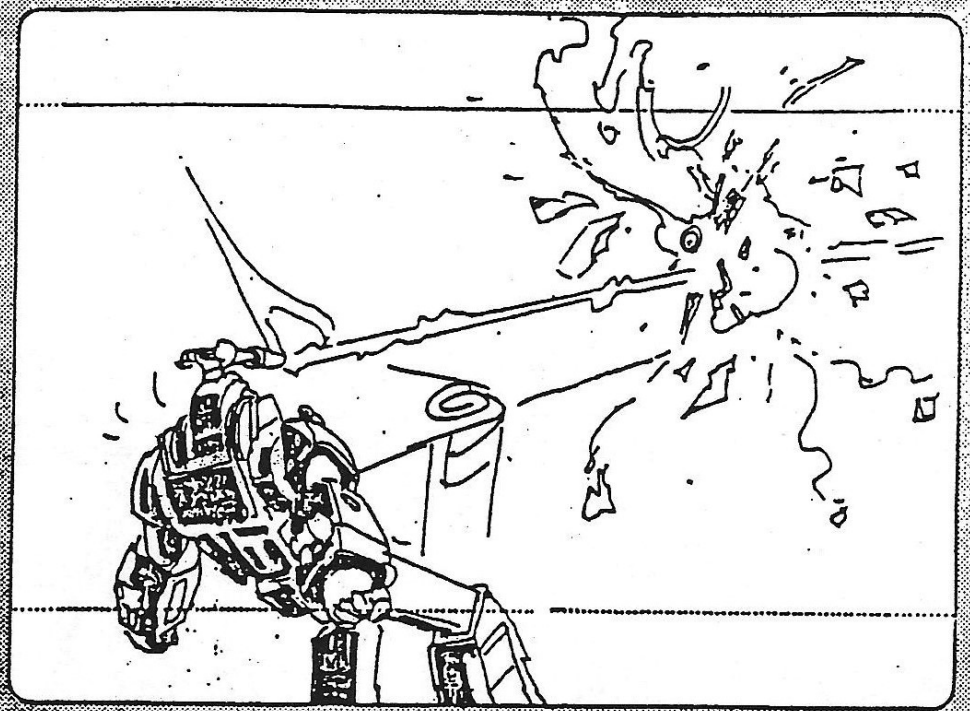
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

MPL-40





ACTION L.S. DECEPTICONS. THEY SNEAK UP AND OVER THE EDGE OF A WALL OF AUTOBOT CITY AS THE BLAST SHOOTS THROUGH THE SCENE OVER THE TOP OF THEIR HEADS. BOMBSHELL MOVES UP INTO SCENE.

DIAL BLURR (CONT) (V.O.) Nowhere! That's where.

MUSIC/SFX

CAMERA

ACTION ...HE BLASTS A GUN TURRET TO PIECES AS IT IS ABOUT TO TAKE A SHOT AT THE DECEPTICONS.

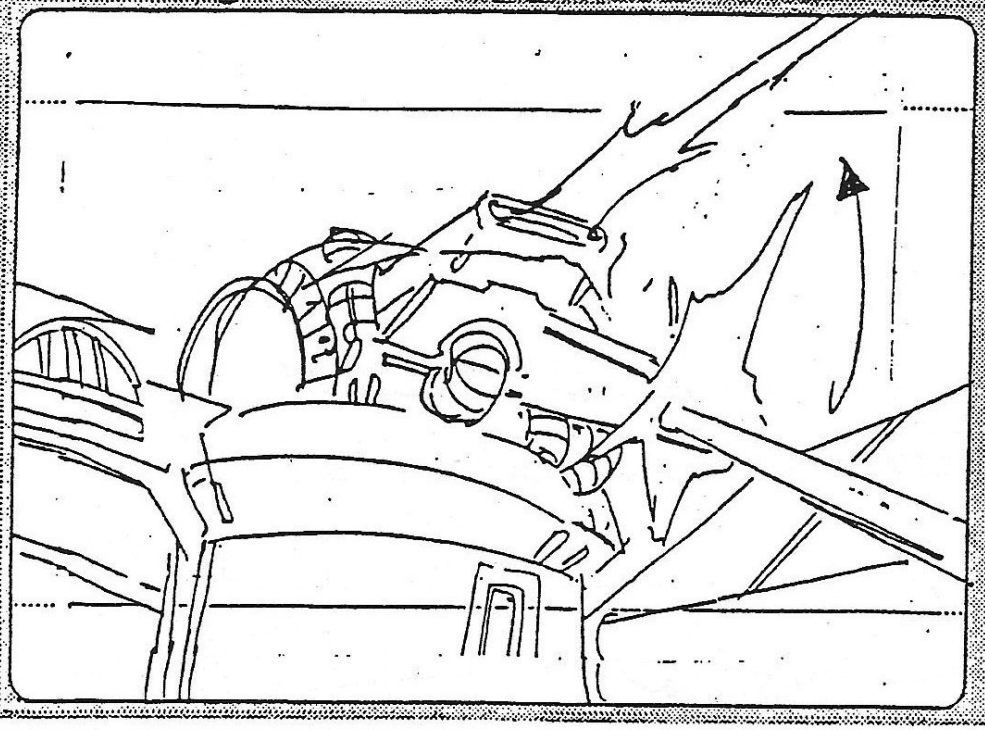
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-5



ACTION M.C.U. THE LASER CANNON TURRET. IT FIRES A SHOT AT THE O.S. DECEPTICONS.

IT SWIVELS AND FIRES ANOTHER BLAST.

DIAL

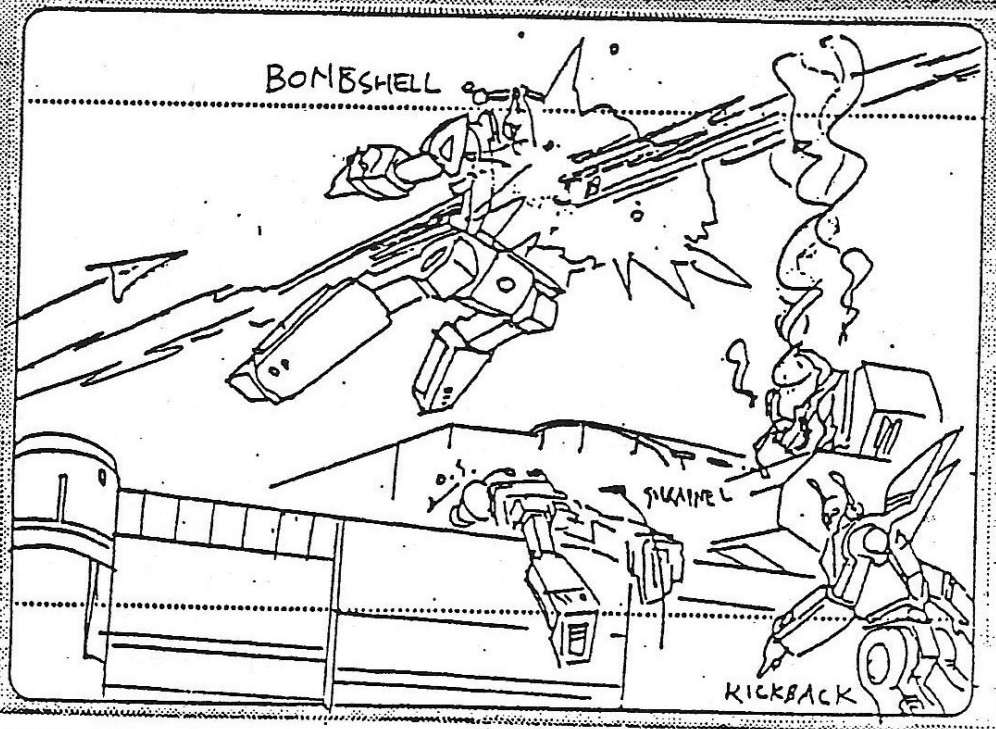
MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-6

SEQ. 8 Page 5



ACTION M.L.S. THE DECEPTICONS SNEAKING OVER THE CITY WALL. THE LASER BLAST ENTERS THE SCENE AND EXPLODES INTO BOMBSHELL...

DIAL

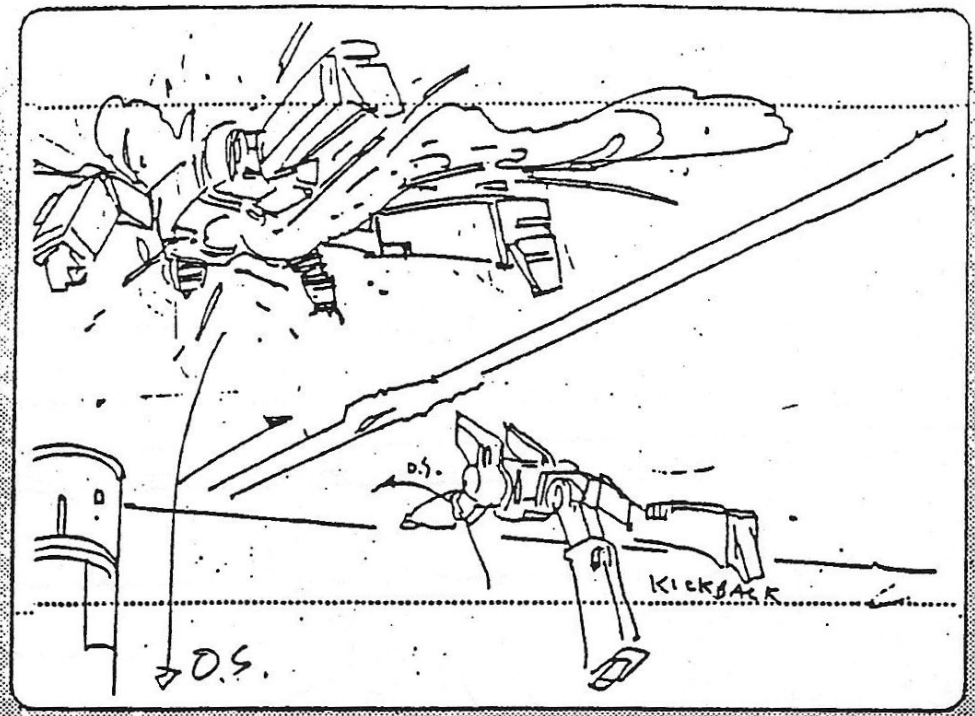
MUSIC/SFX

CAMERA

SC. CONT'D

SC.

SEQ. 5 PAGE 3



ACTION ...SENDING HIM BLAZING TO THE GROUND. KICKBACK SLIPS OVER THE EDGE OF THE WALL.

DIAL

MUSIC/SFX

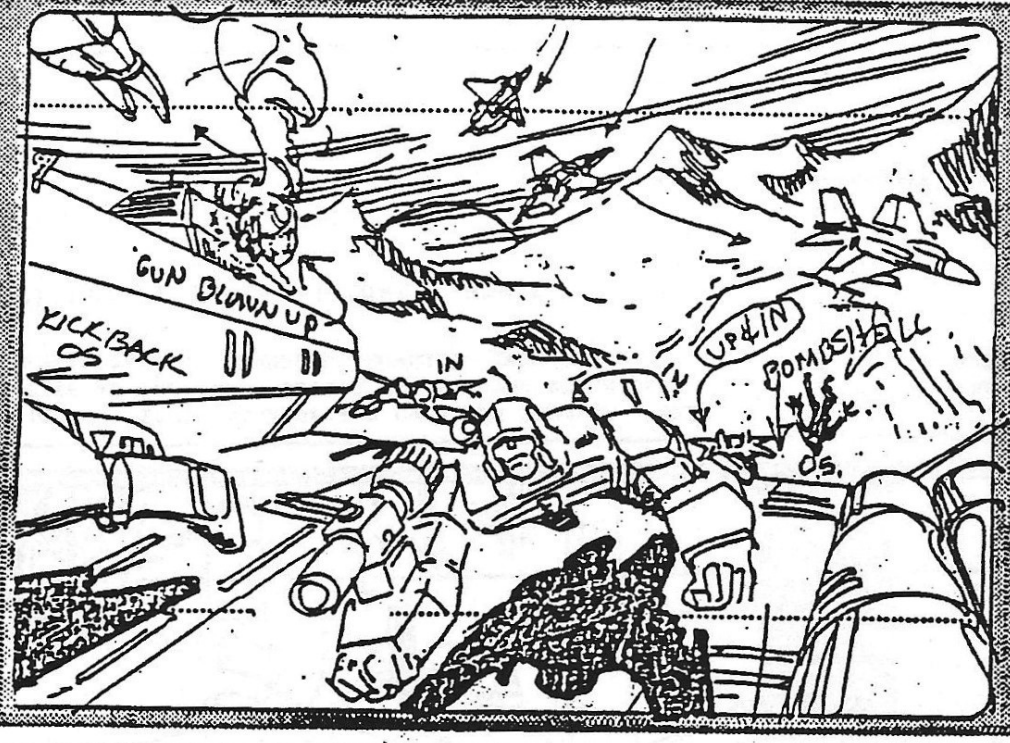
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-7



ACTION M.L.S. THE DECEPTICONS SNEAKING OVER THE WALL OF AUTOBOT CITY. IN THE DISTANCE WE CAN . SEE THE SETTING SUN. AS KICKBACK FLIES O.S. MEGATRON COMES INTO SCENE OVER THE WALL.

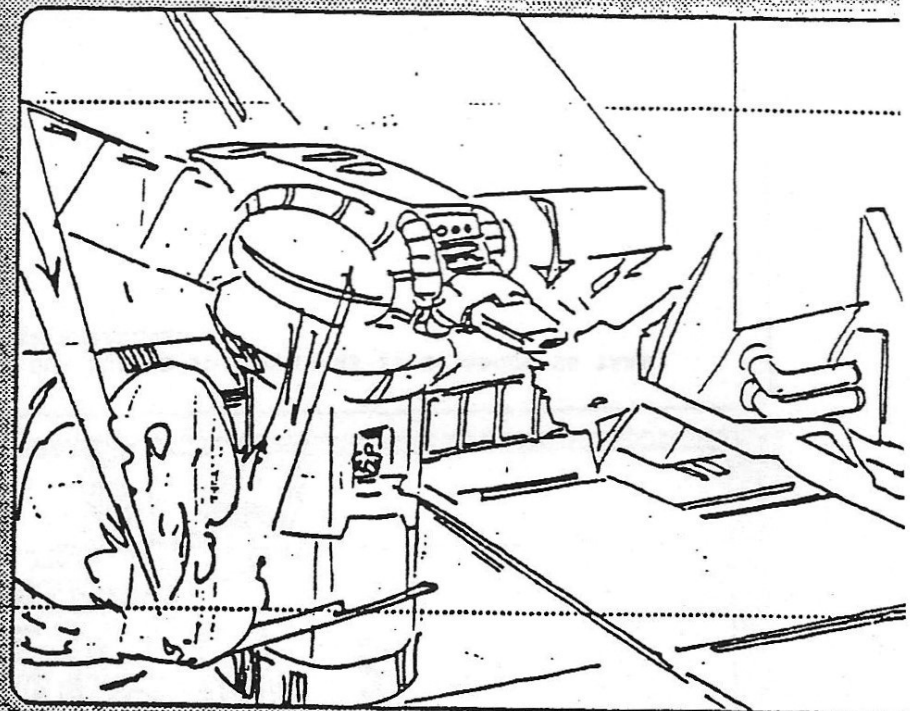
DIAL

MUSIC/SFX

CAMERA

SC. 8-8

SEQ. 8 Page 7



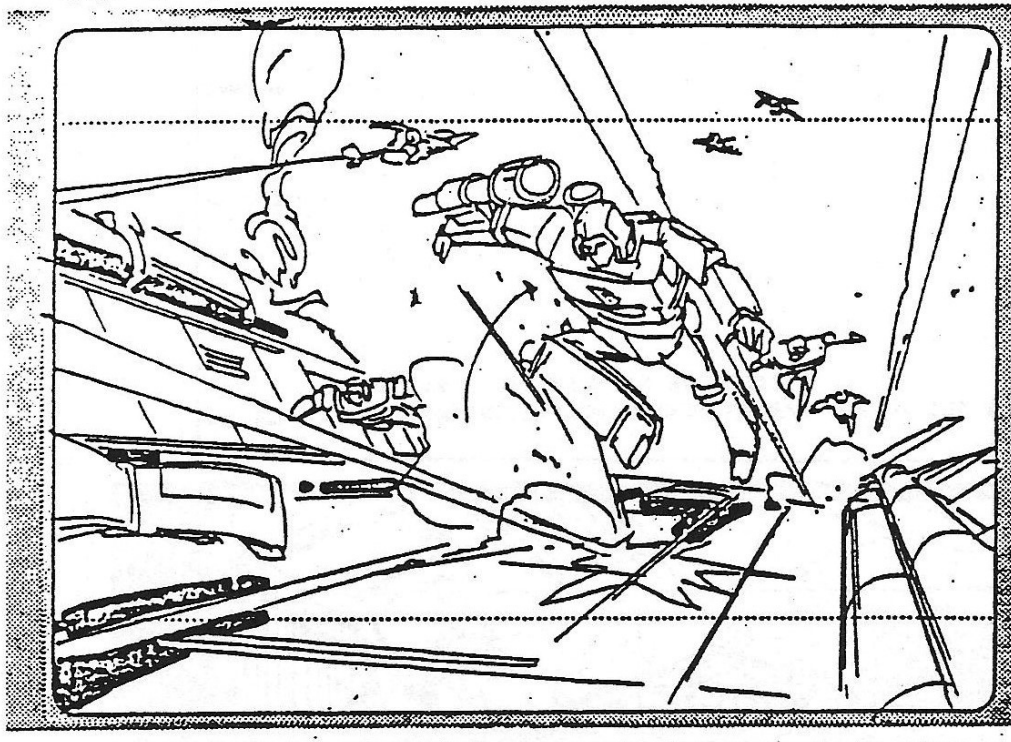
ACTION M.S. THE LASER CANNON. IT FIRES A BLAST AT THE O.S. DECEPT

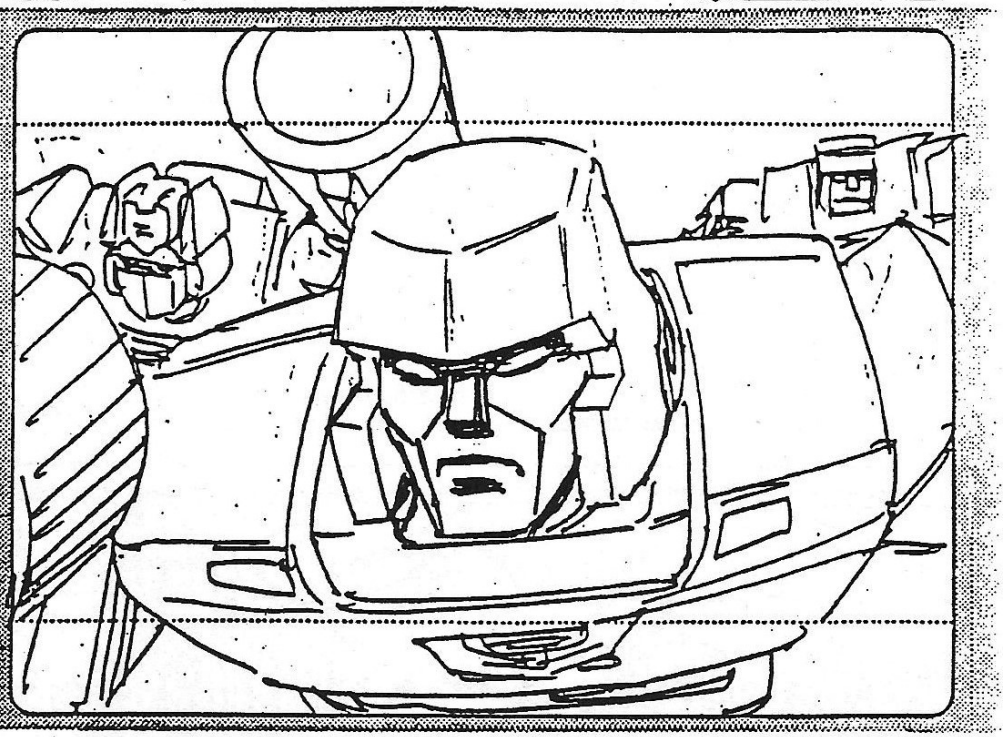
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. THE DECEPTICONS FLYHING OVER THE WALL. MEGATRON JUMPS TO AVOID THE BLAST FROM THE LASER CANNON.

DIAL

MUSIC/SFX

CAMERA

ACTION ...HE FLIES ON INTO A C.U.

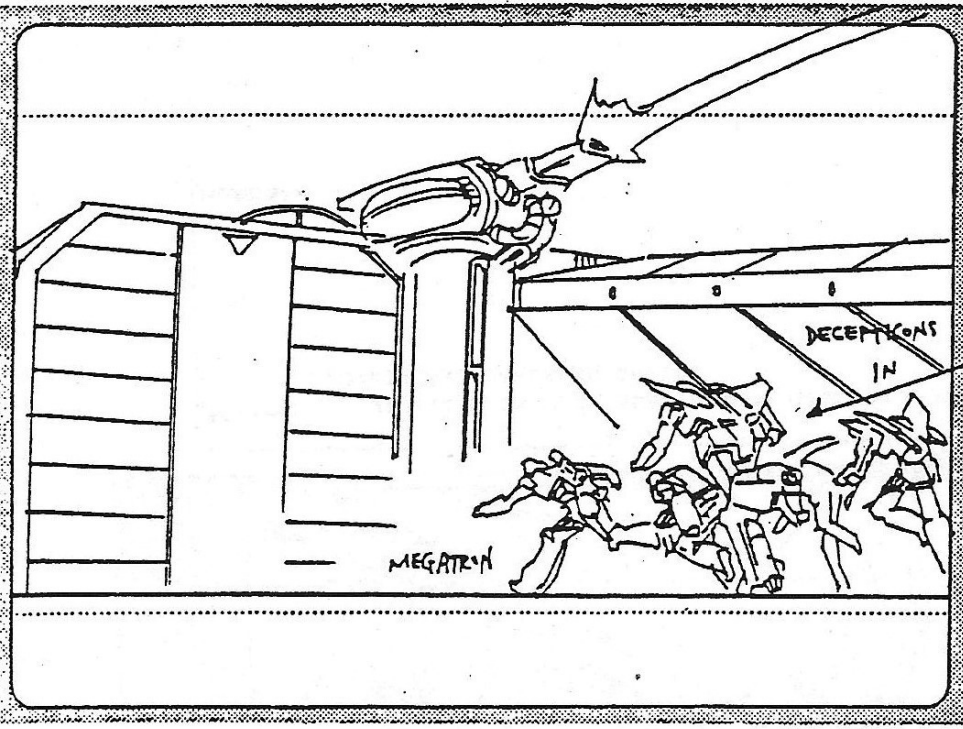
DIAL

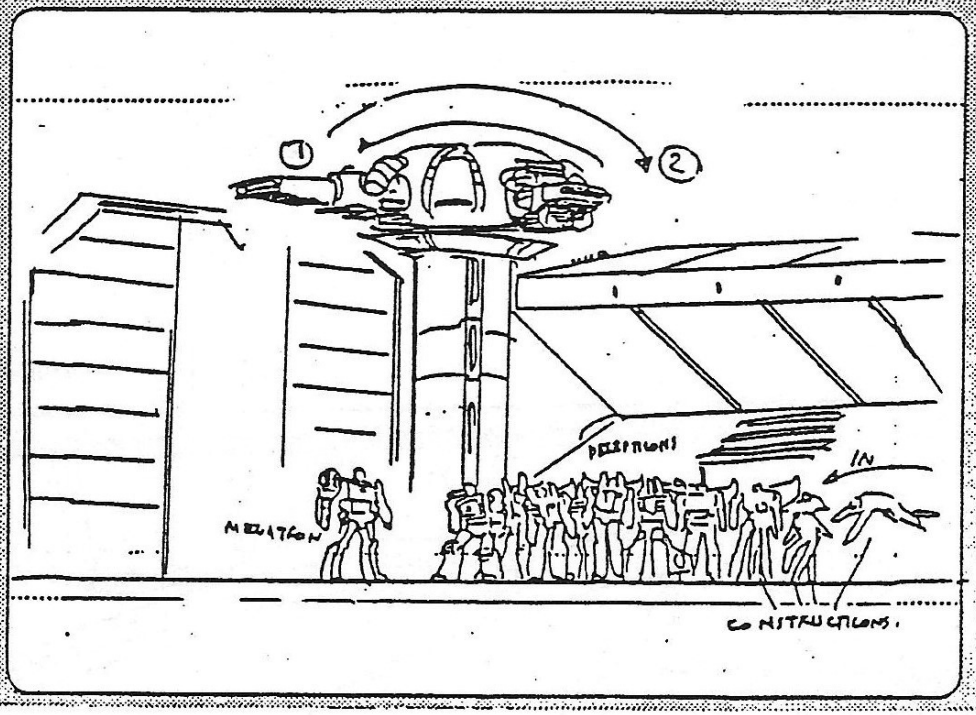
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-10 SC. CONT SEQ. 8 Page 9





ACTION L.S. THE ARMY OF DECEPTICONS HEADED BY MEGATRON LANDS AT THE BASE OF THE AUTOBOTS HUGE LASER CANNON...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE CONSTRUCTICONS JOIN THEM. THE TURRET OF THE CANNON SWIVELS FROM SIDE TO SIDE IN SEARCH OF THE DECEPTICONS.

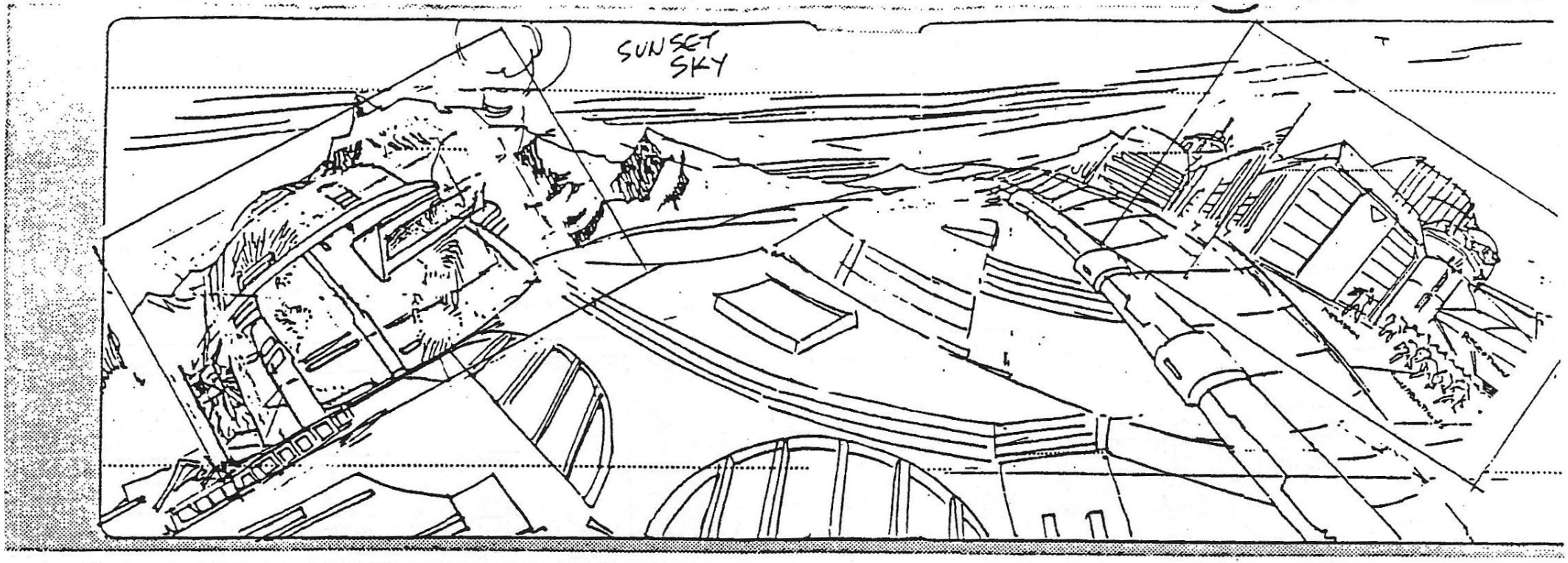
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-11 STOP PAN ← START SEQ. 8 Page



ACTION ...WE PAN FROM THE LASER CANNON OVER TO A SEVERELY DAMAGED BUNKER AND TRUCK IN ON IT.

DIAL

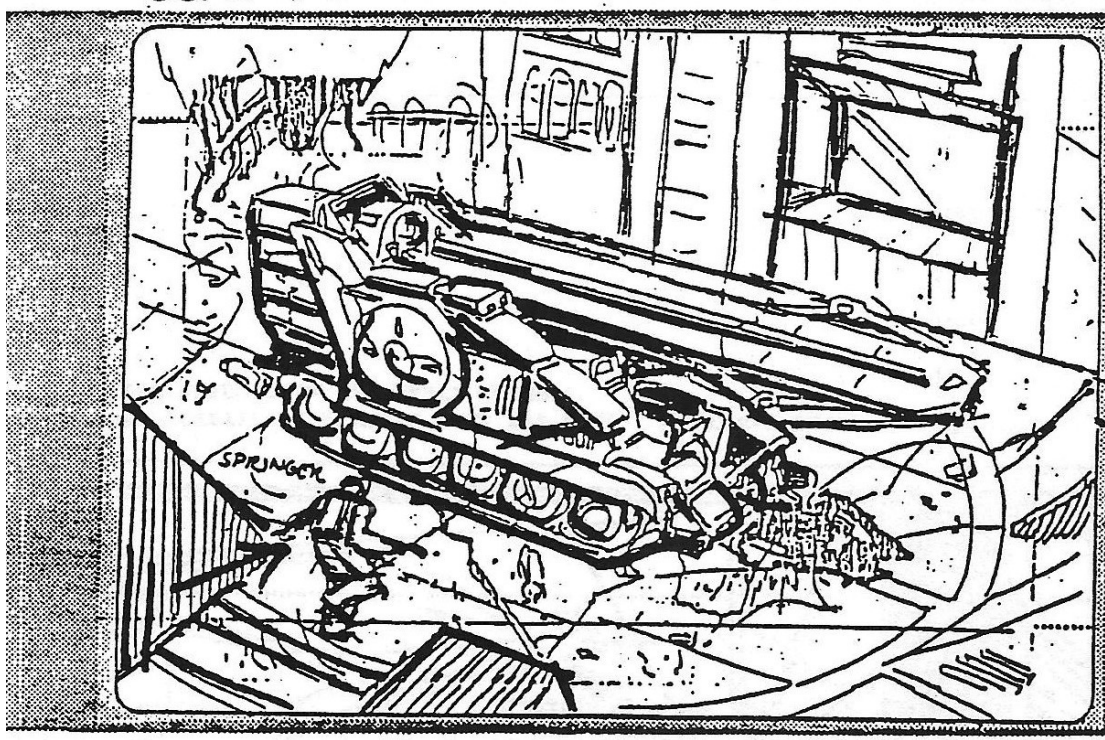
MUSIC/SFX

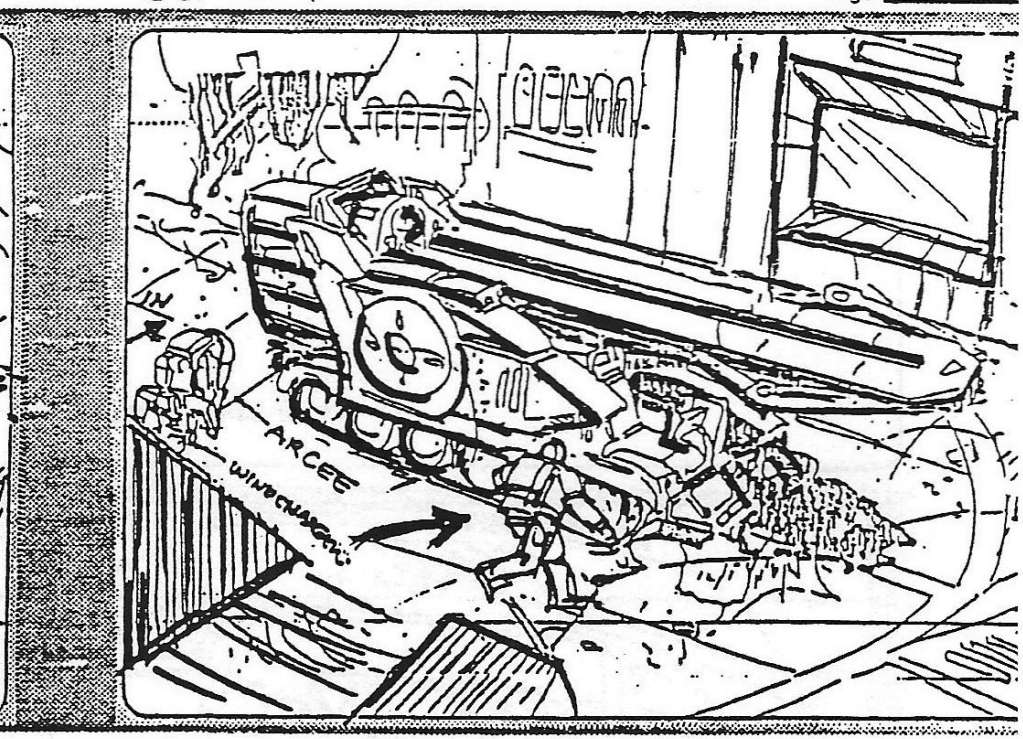
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION DOWN SHOT INSIDE THE BUNKER WE SEE ONE OF THE AUTOBOT'S HUGE CATAPULTS. SPRINGER IS RUNNING...

DIAL

MUSIC/SFX

CAMERA

ACTION ...TO THE FRONT OF THE CATAPULT, ARCEE IS PULLING THE WOU WINDCHARGER O.S.

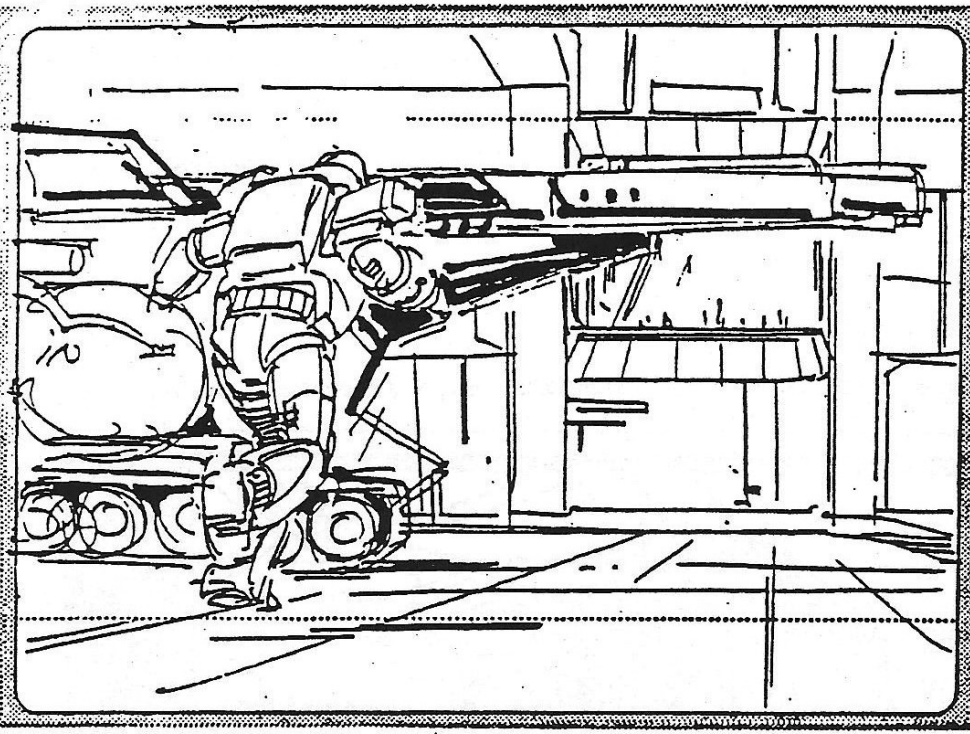
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Wars and Beyond!!!

SC. 8-13 SC. SEQ. 8 Page 12



ACTION M.L.S. SPRINGER. HE IS RUNNING TOWARD A WINDOW IN THE BUNKER.

DIAL

MUSIC/SFX

ACTION

DIAL

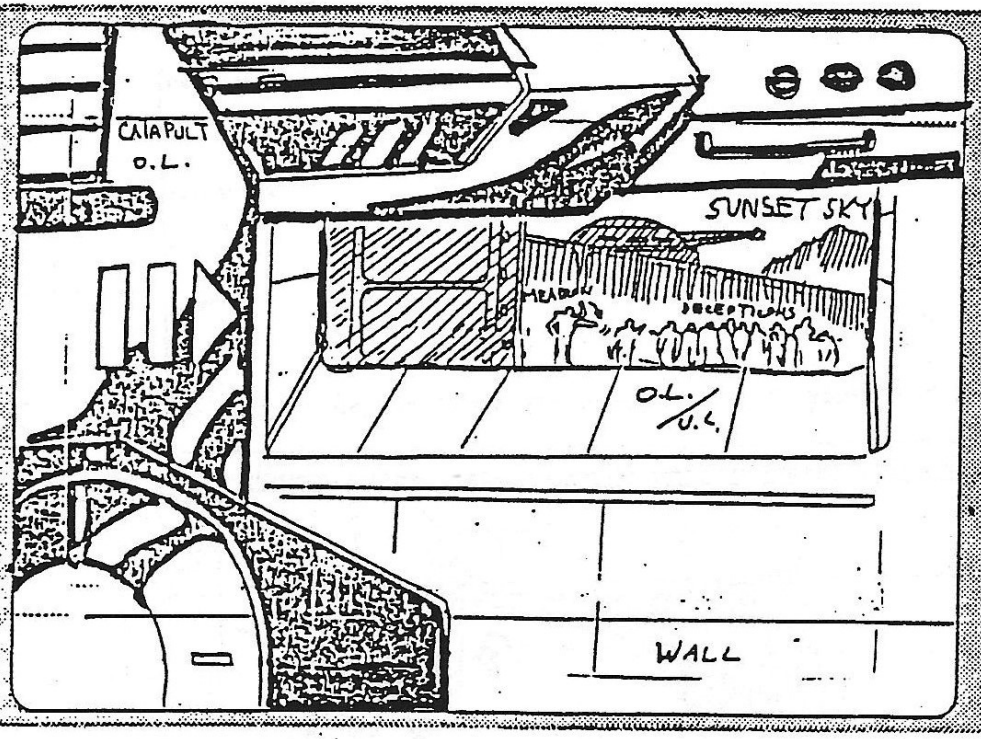
MUSIC/SFX

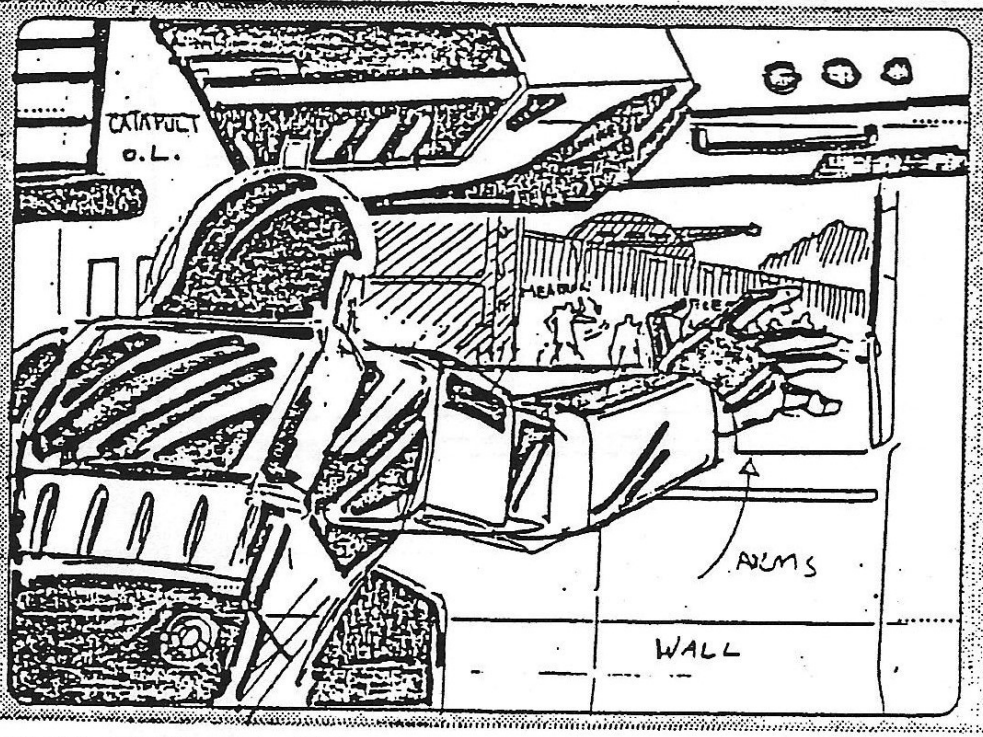
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-14

SC. CONT

SEQ. 8 Page 13





ACTION C.U. THE WINDOW IN THE BUNKER.

DIAL

MUSIC/SFX

CAMERA

ACTION SPRINGER RUNS INTO THE SCENE AND REACHES UP...

DIAL

MUSIC/SFX

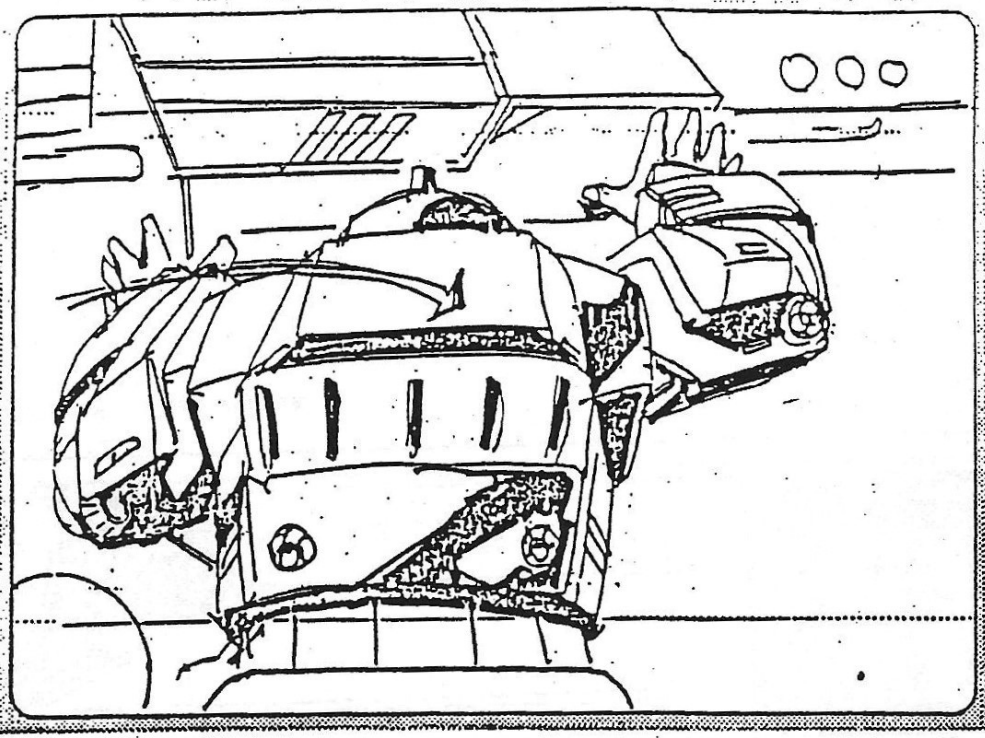
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 0-14

SC.

SEQ. 5 Page 17



ACTION ...HE POSITIONS HIS HANDS ON THE CATAPULT AND STARTS TO PUSH.

DIAL

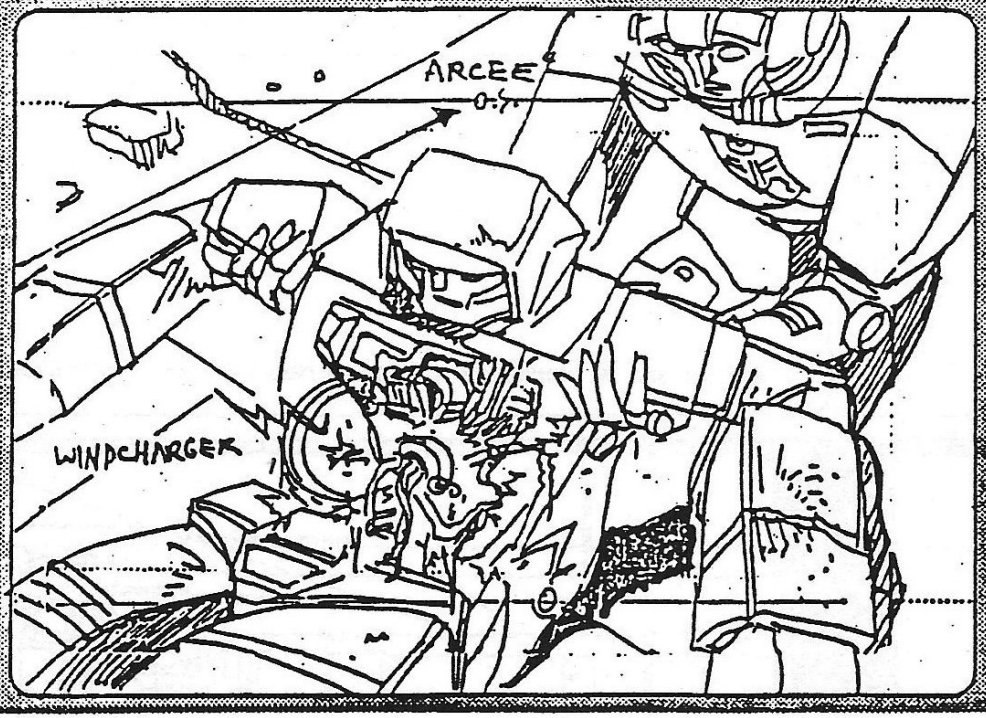
MUSIC/SFX

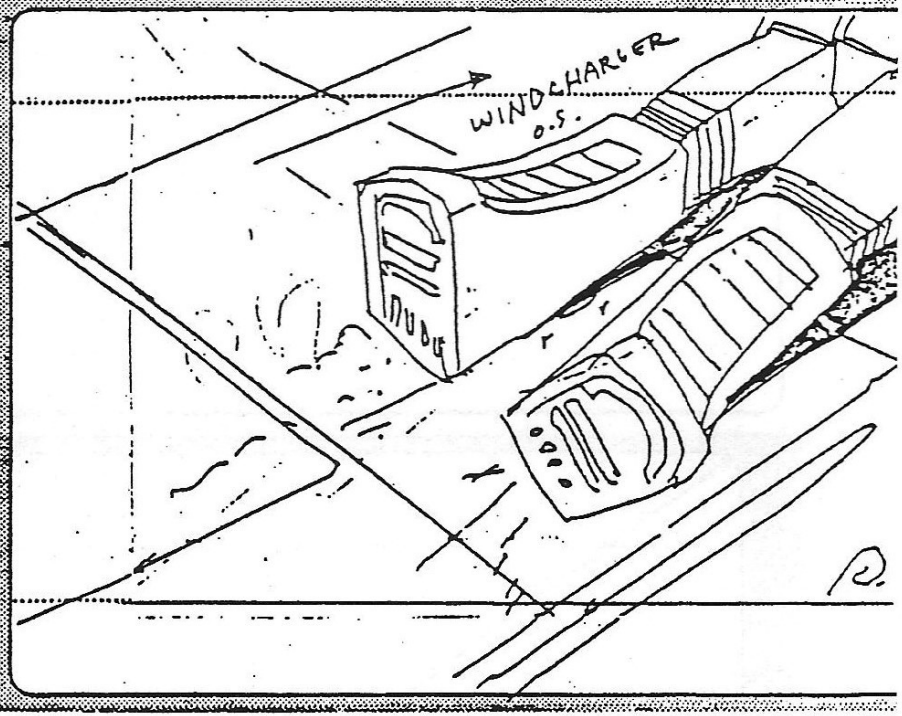
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ARCEE AND WINDCHARGER. ARCEE CONTINUES TO DRAG THE WOUNDED...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WINDCAHRGER O.S.

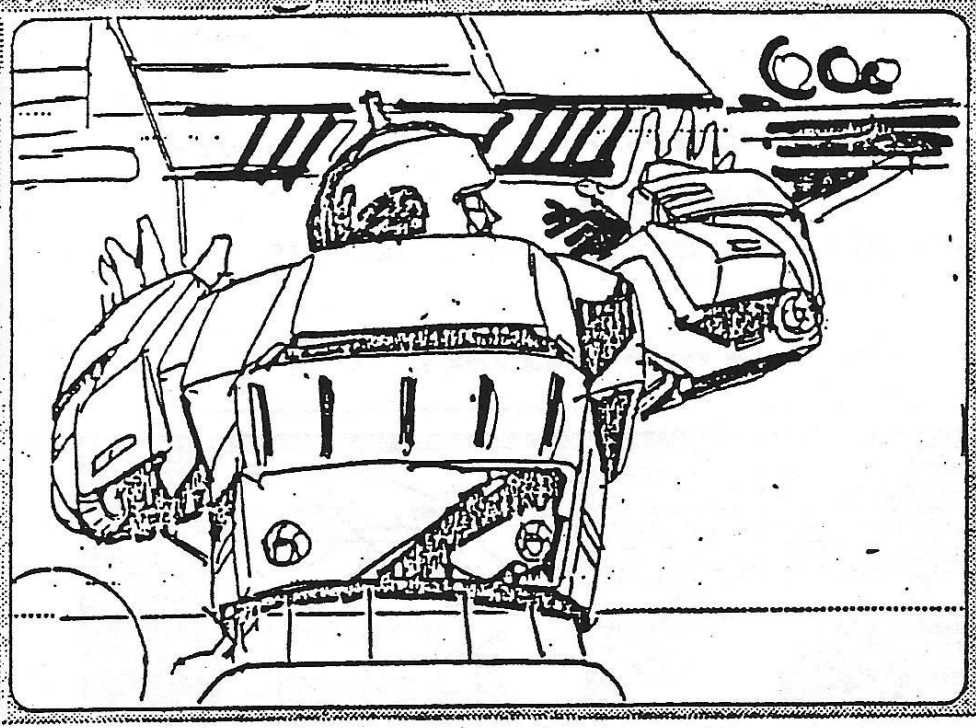
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-16 SC. SEQ. 8 Page 16



ACTION. M.S. SPRINGER. HE PUSHES ON THE CATAPULT, THEN TURNS TO HIS RIGHT.

DIAL SPRINGER Great! Megatron's making his . . .

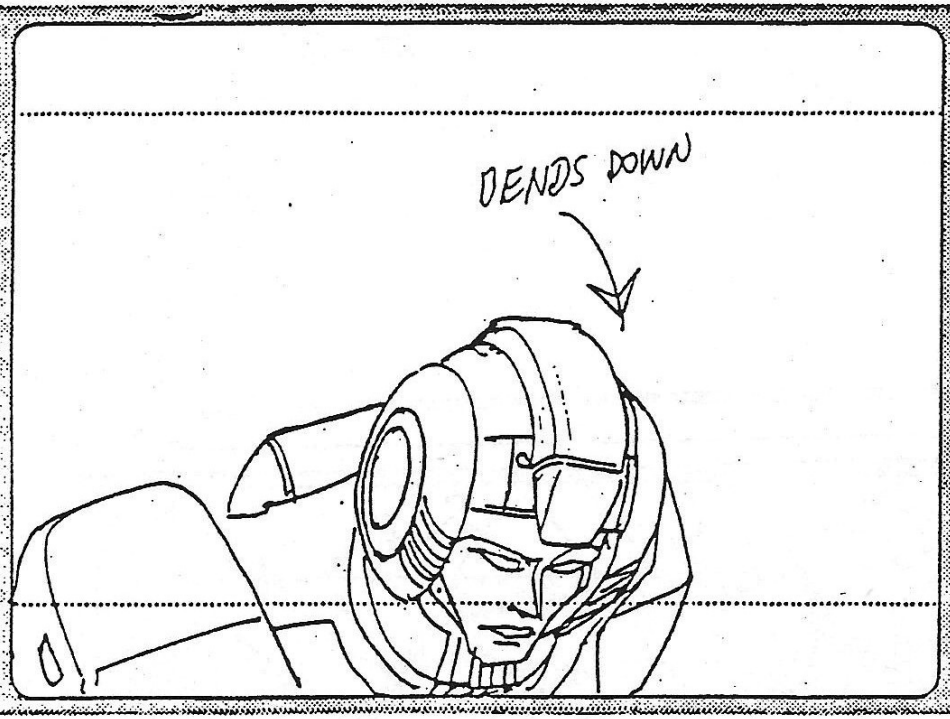
MUSIC/SFX

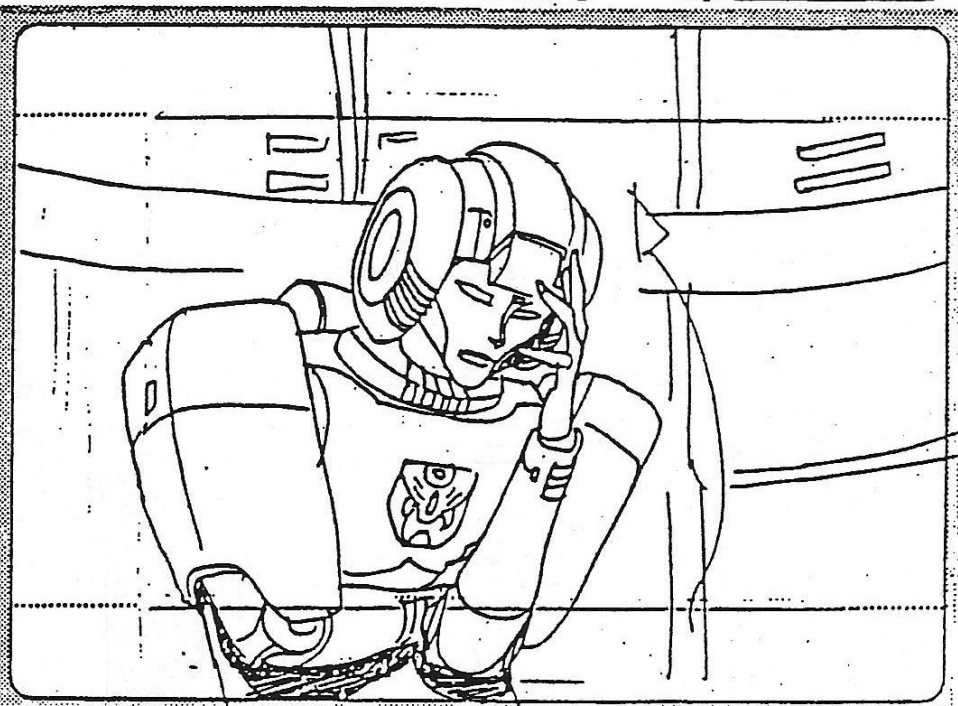
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ARCEE. SHE BENDS DOWN TO CHECK THE O.S. WINDCHARGER.

DIAL SPRINGER (CONT) (V.O.) big push and ...

MUSIC/SFX

CAMERA

ACTION ...THEN STRAIGHTENS UP AND REACTS SADDENED BY HIS DEATH.

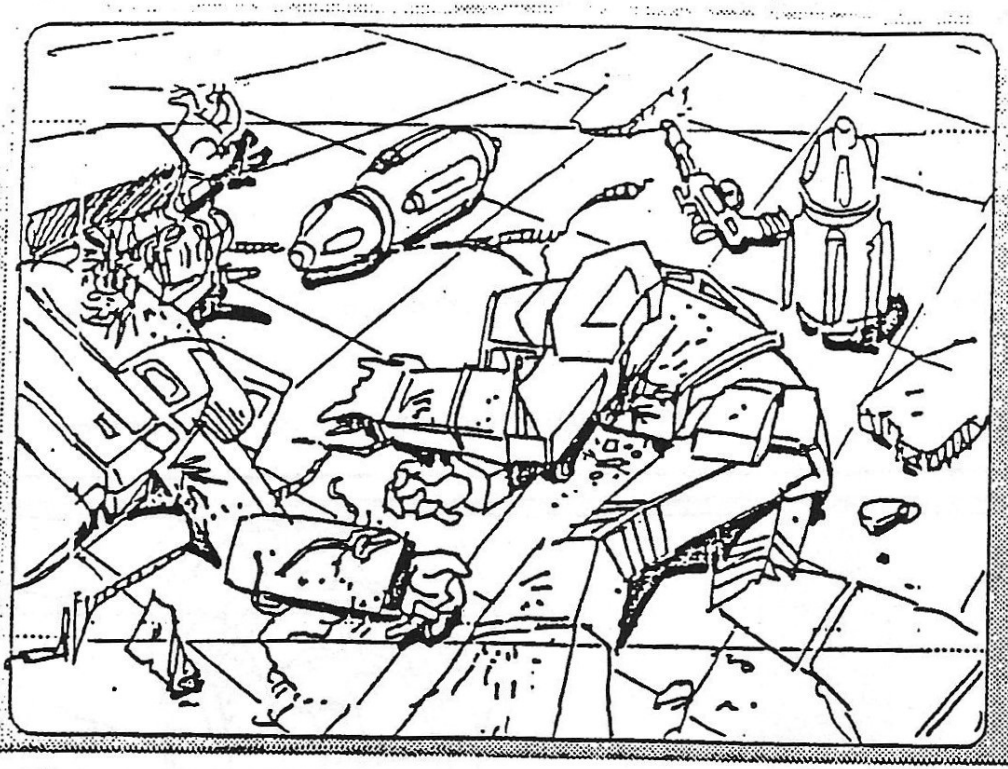
DIAL SPRINGER (CONT) (V.O.) ... we can't even ...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-18

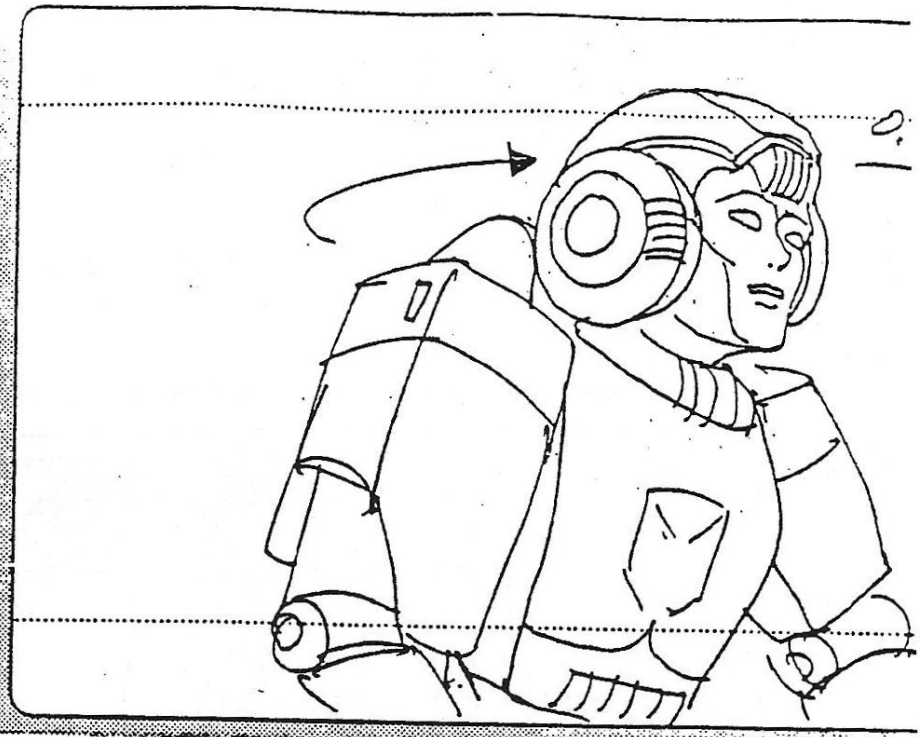


ACTION TWO SHOT WINDCHARGER AND ANOTHER AUTOBOT ON THE FLOOR DEAD.

DIAL

MUSIC/SFX

SC. 6-19 SEQ. 6 PAGE 3

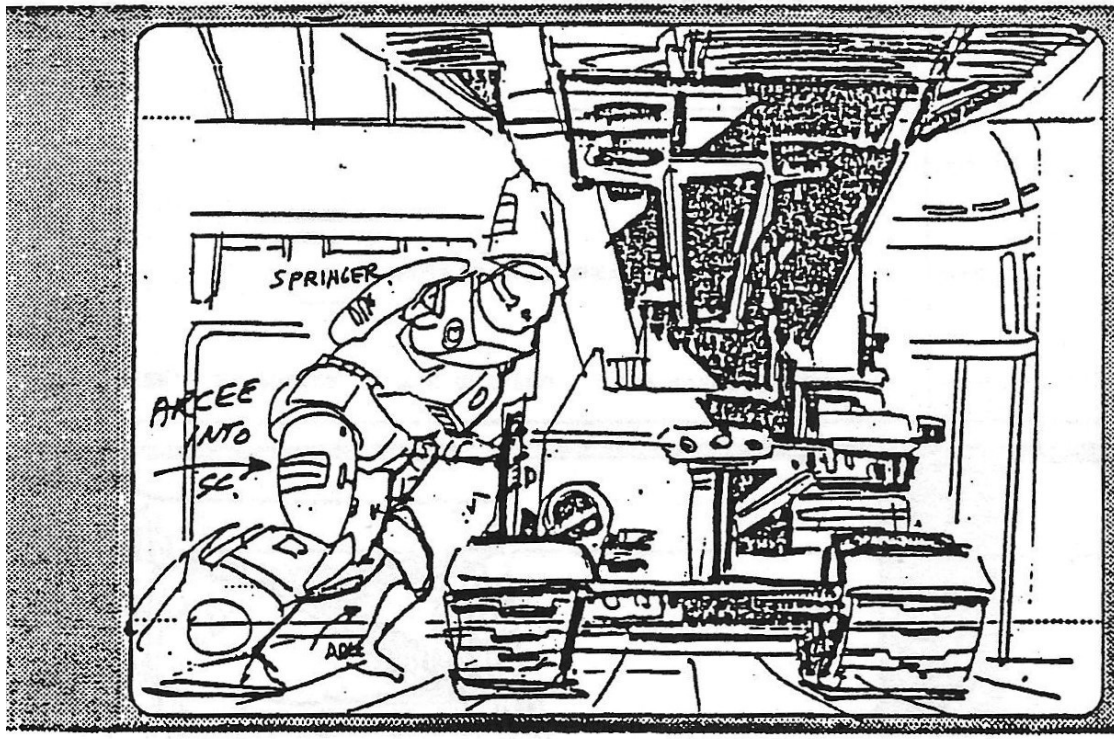


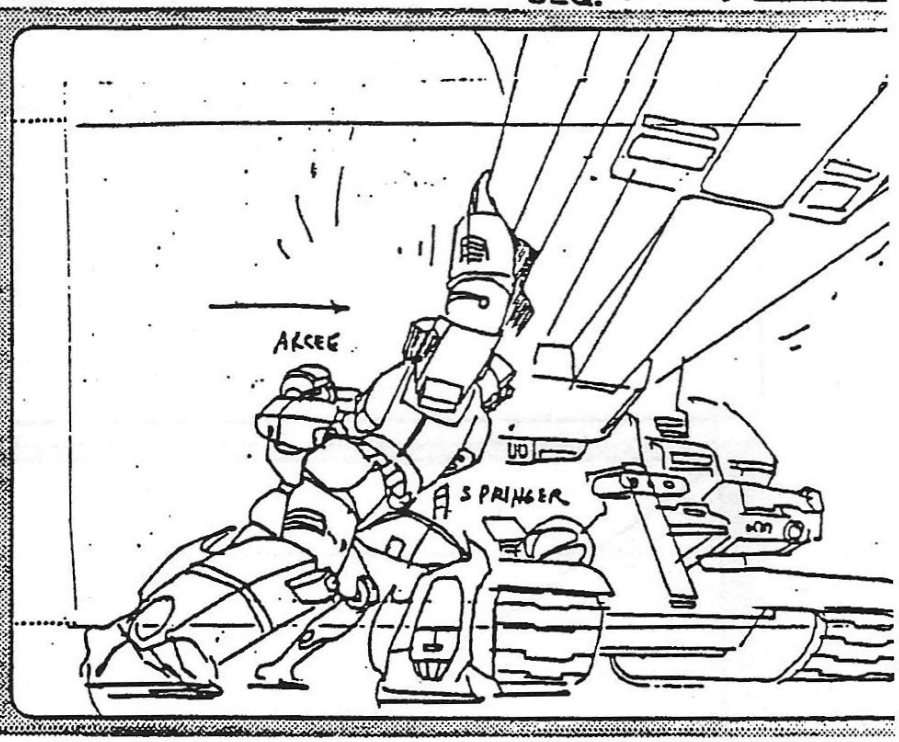
ACTION M.S. ARCEE. SHE TURNS AND WALKS O.S.

DIAL SPRINGER (CONT) (V.O.) ... push....

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. SPRINGER PUSHES ON THE HUGE CATAPULT. ARCEE MOVES IN FROM BEHIND AND...

DIAL SPRINGER (V.O.) (STRUGGLING TO TURN CATAPULT AROUND TO RE-AIM IT)

MUSIC/SFX ....back!

CAMERA

ACTION ...JOINS IN TO HELP MOVE THE CATAPULT.

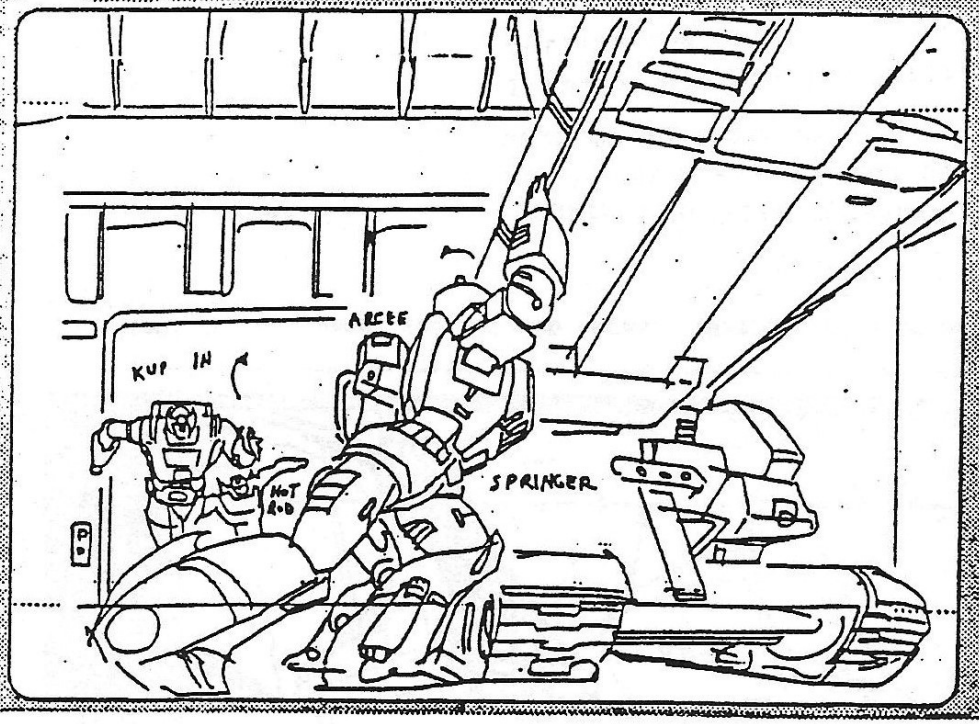
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-21



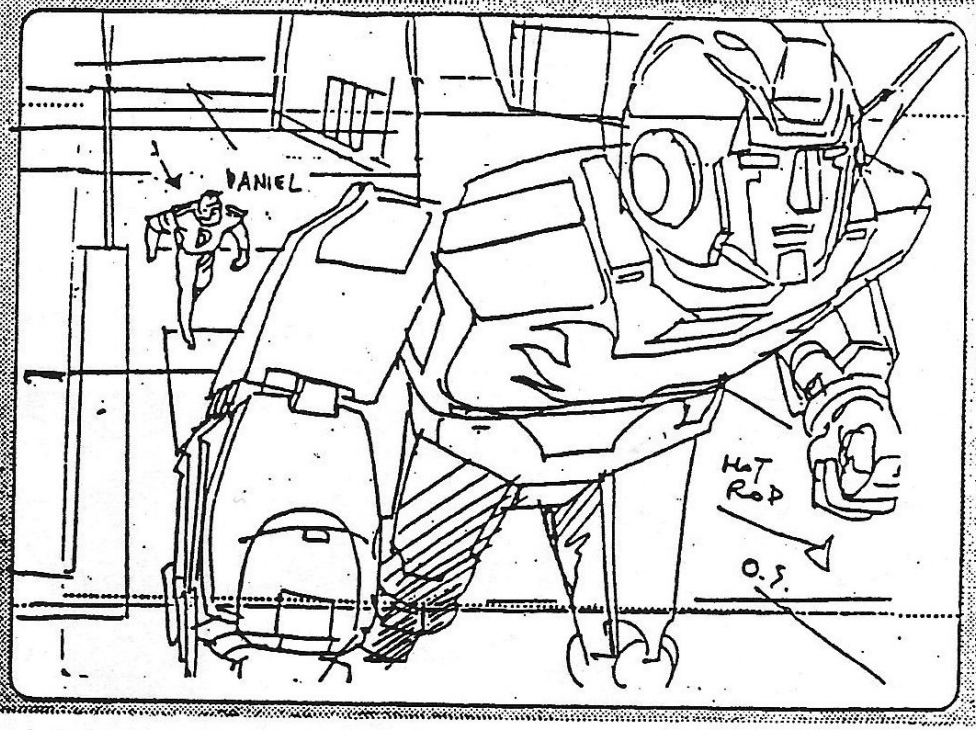
ACTION ...KUP AND HOT ROD COME RUNNING INTO THE BUNKER.

DIAL KUP Keep at it, Springer, lad! Help's at hand!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

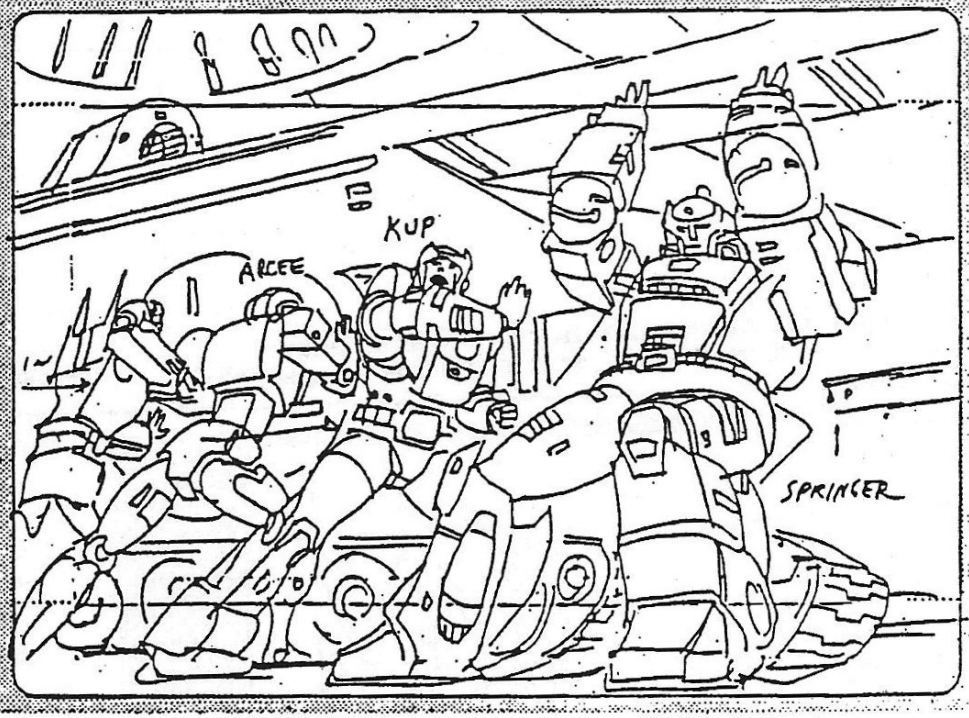
SC. 8-22



ACTION M.S. HOT ROD. HE RUNS O.S. FOLLOWING BEHIND HIM IS DANIEL.

DIAL

MUSIC/SFX



ACTION ...DANIEL RUNS O.S. AFTER HOT ROD.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. HOT ROD, ARCEE, KUP AND SPRINGER. HOT ROD AND KUP JOIN ARCEE AND SPRINGER. THEY ALL PUSH TOGETHER TO MOVE THE CATAPULT.

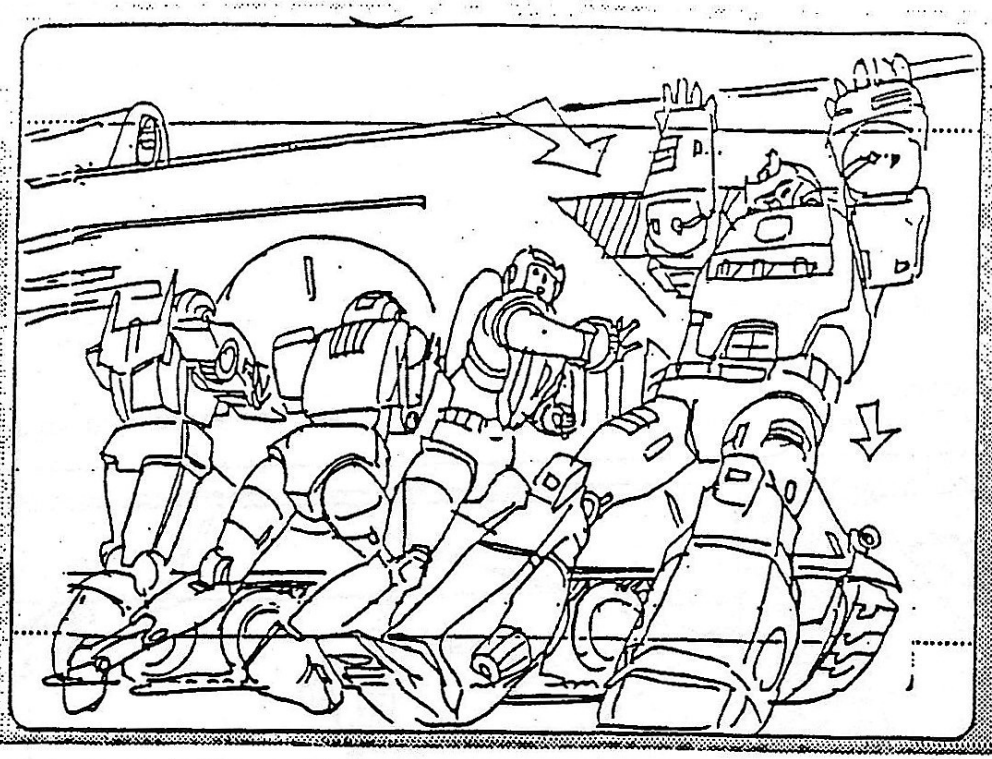
DIAL KUP (CONT)
Together now!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-23



ACTION ...AS THEY WORK TOGETHER THE CATAPULT IS SLOWLY TURNED AROUND.

DIAL

MUSIC/SFX

CAMERA

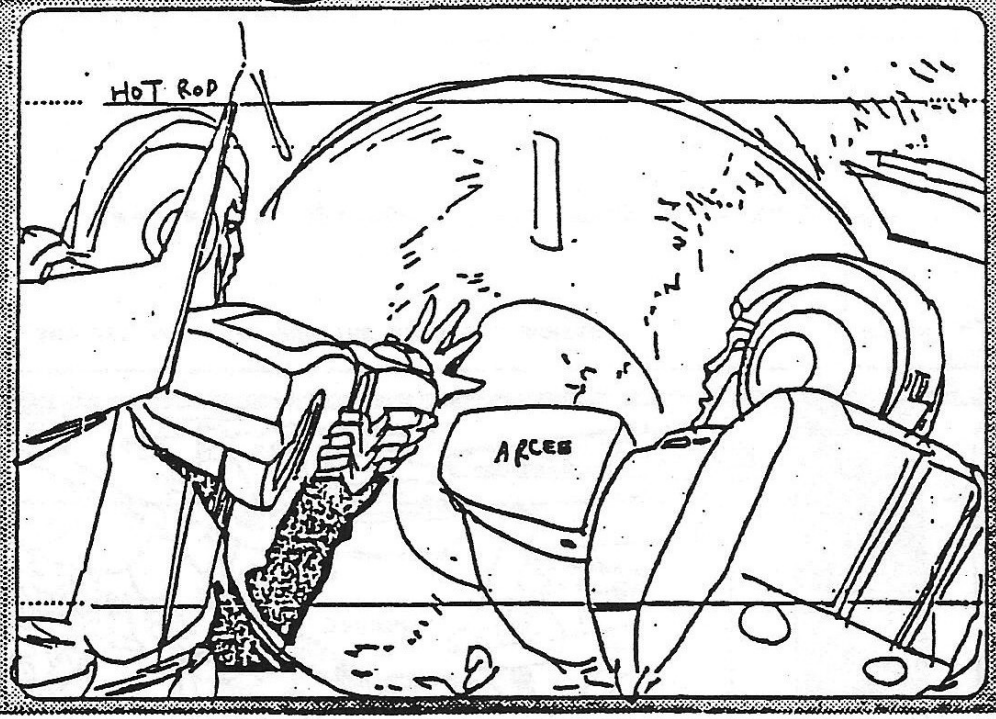
SC. 8-24 SEQ. 8 PAGE 22

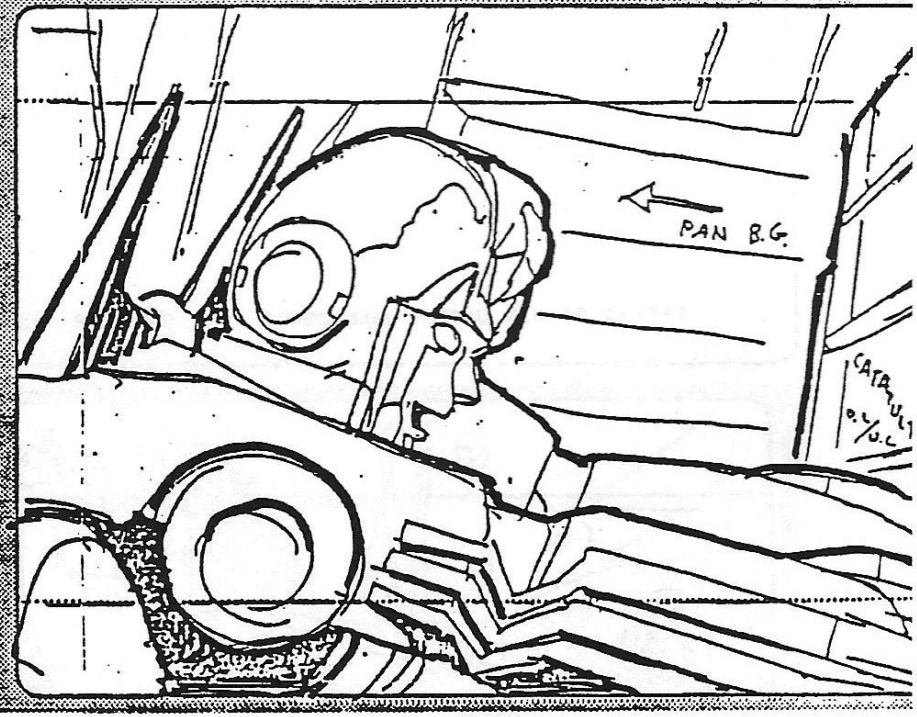
ACTION M.C.U. HOT ROD'S LEGS. DANIEL MOVES IN NEXT TO HOT ROD AN LEANS WITH ALL HIS WEIGHT AGAINST THE CATAPULT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION TWO SHOT, HOT ROD AND ARCEE. THEY ARE PUSHING ON THE CATAPULT.

DIAL ARCEE (PUSHING, MANAGES TO SPEAK TO HOT ROD. SHE LIKES HIM BUT DOESN'T WANT TO GO TOO FAR)

MUSIC/SFX I was afraid you'd be trapped outside the city ...

CAMERA

ACTION M.C.U. HOT ROD. HE TALKS TO ARCEE WHILE HE PUSHES ON THE CAT

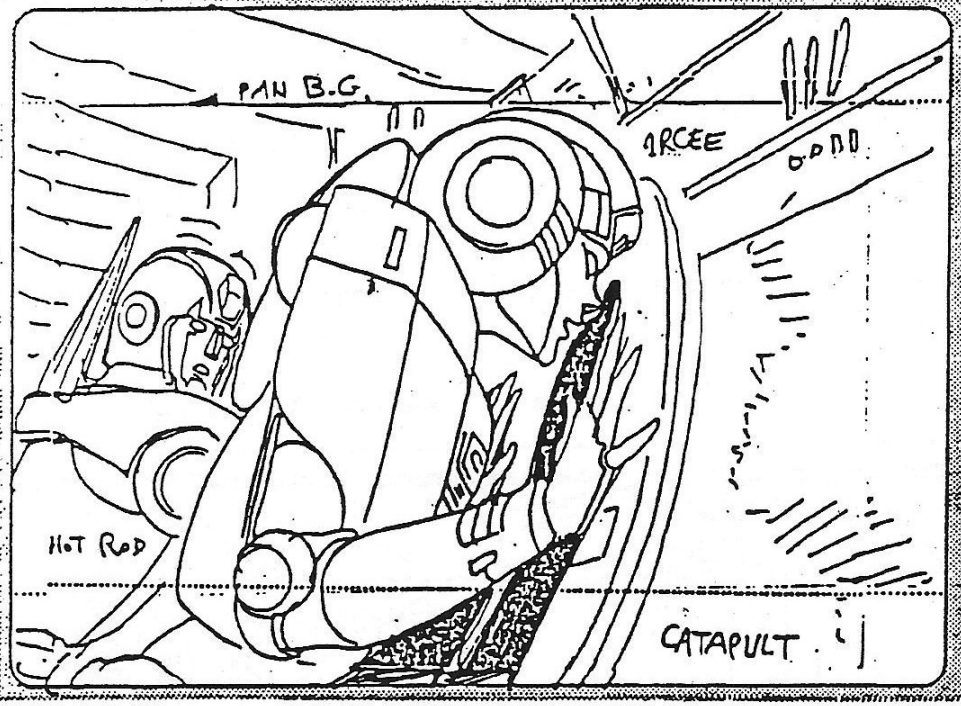
DIAL HOT ROD (LIKES HER, TOO, BUT TRIES TO BE COOL AND COLLECTED)

MUSIC/SFX Hey, I wasn't worried for a micro-second!

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-27



ACTION TWO SHOT HOT ROD AND ARCEE. THEY TALK AND CONTINUE TO SHOVE ON THE CATAPULT.

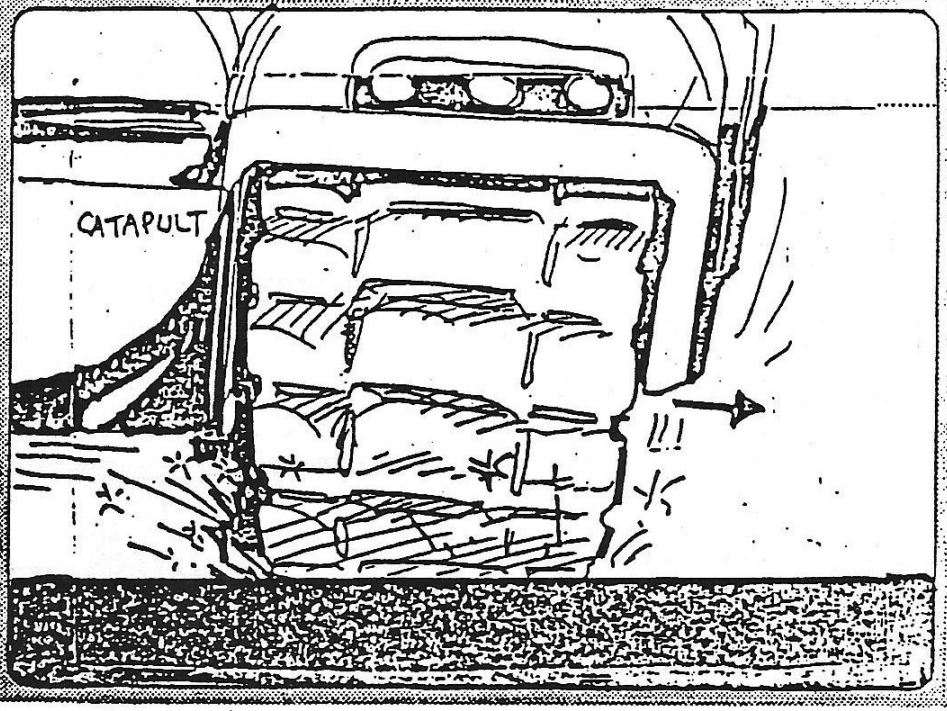
DIAL ARCEE (ENJOYING LETTING HIM HAVE IT)
Then you probably didn't understand the situation.

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-28

SEQ. 8 Page 24

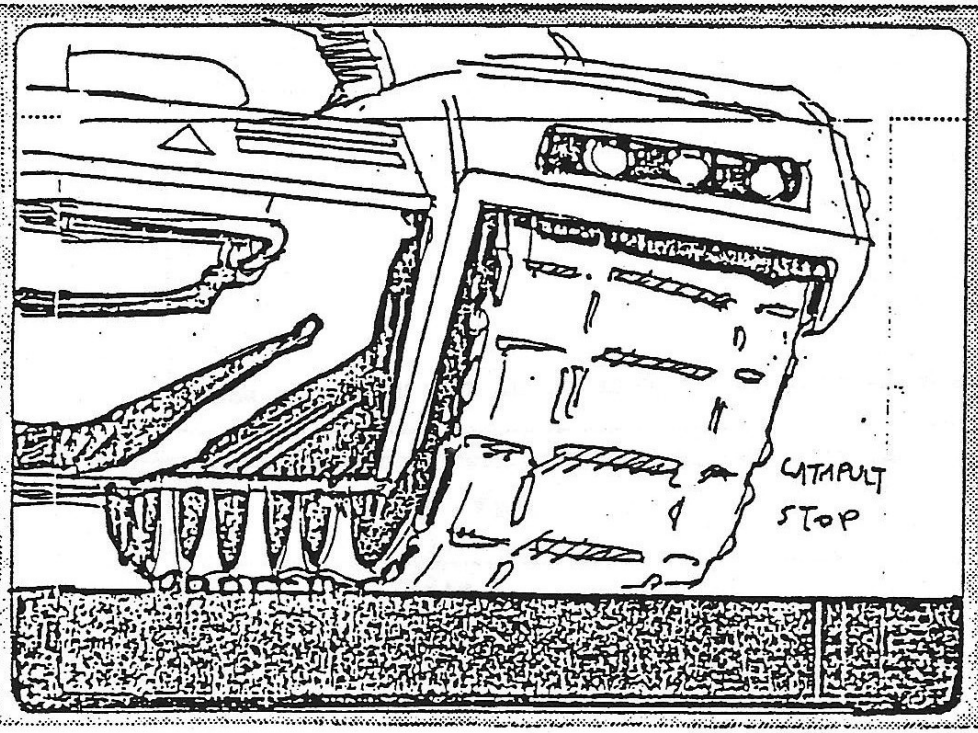


ACTION C.U. THE TREAD OF THE CATAPULT AS IT SCRAPES AND SPARKS ALONG ACROSS THE FLOOR...

DIAL

MUSIC/SFX

SC. CONT 8-28



ACTION ...UNTIL IT COMES TO A STOP.

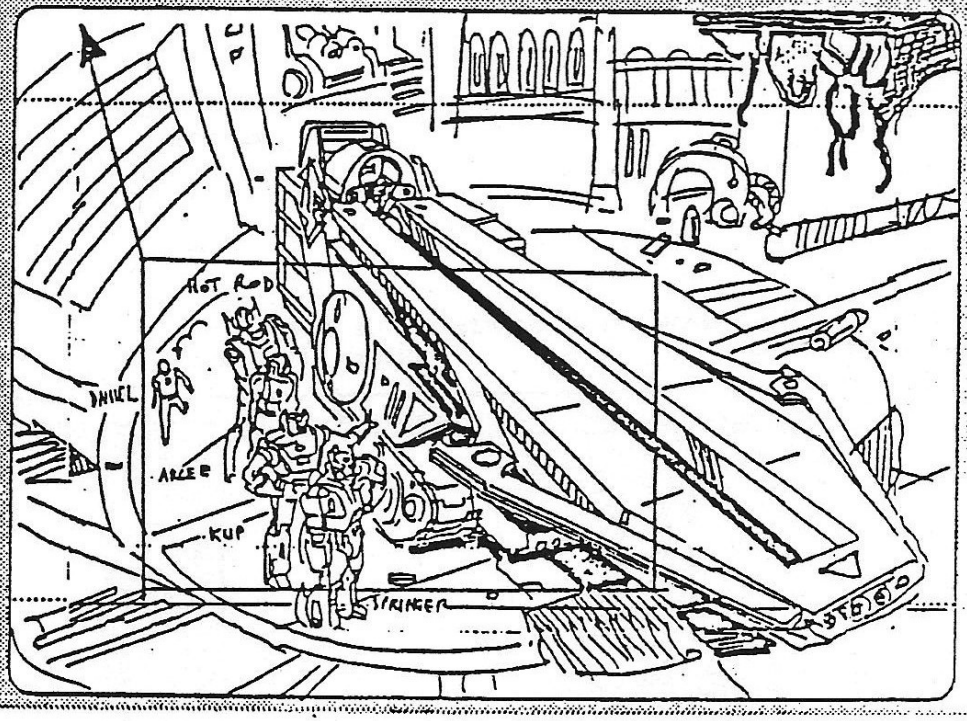
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-29 TRUCK-OUT SEQ. 8 Page 25



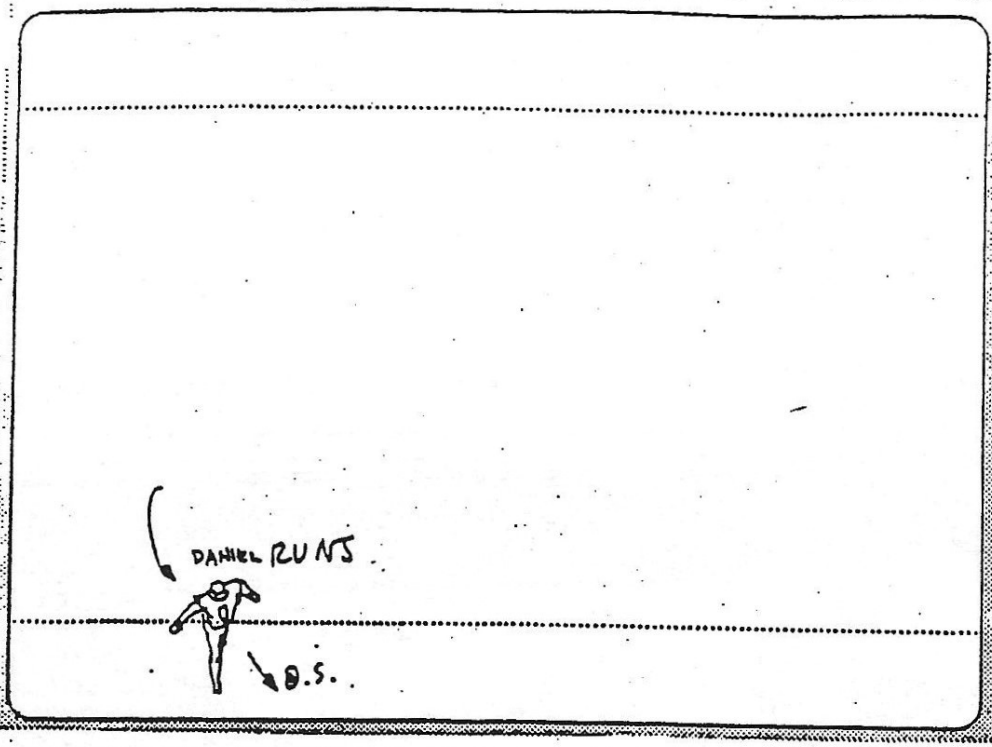
ACTION L.S. THE HUGE CATAPULT. WE TRUCK IN ON THE AUTOBOTS SPRINGER, KUP, ARCEE, HOT ROD, DANIEL.

DIAL KUP That did it!

MUSIC/SFX

CAMERA

SC. CONT 8-29

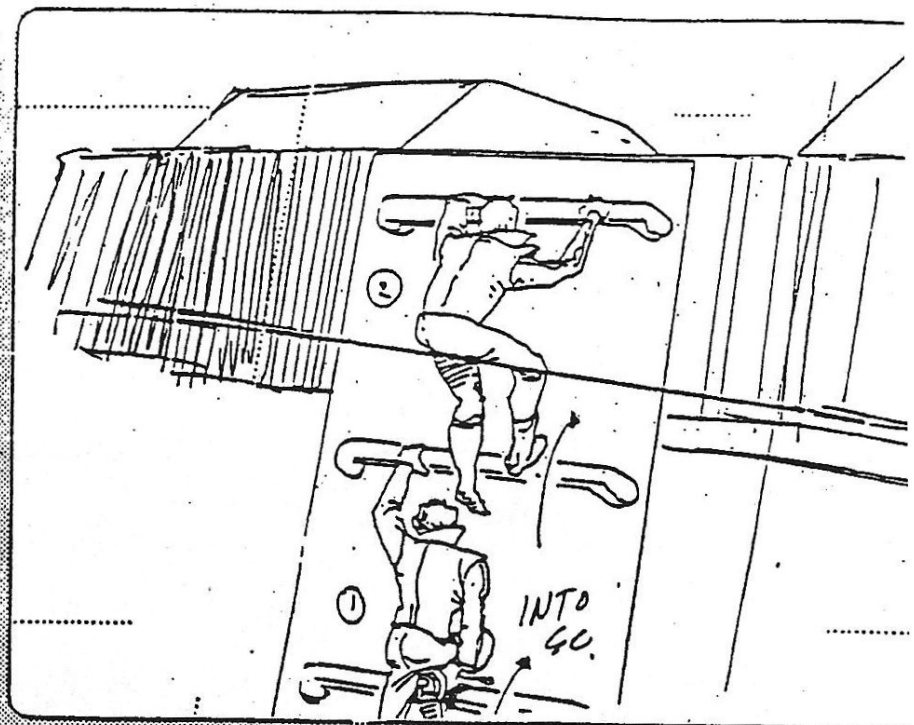


ACTION ...DANIEL RUNS TO THE FRONT OF THE AUTOBOTS AND O.S.

DIAL

MUSIC/SFX

SC. 8-30

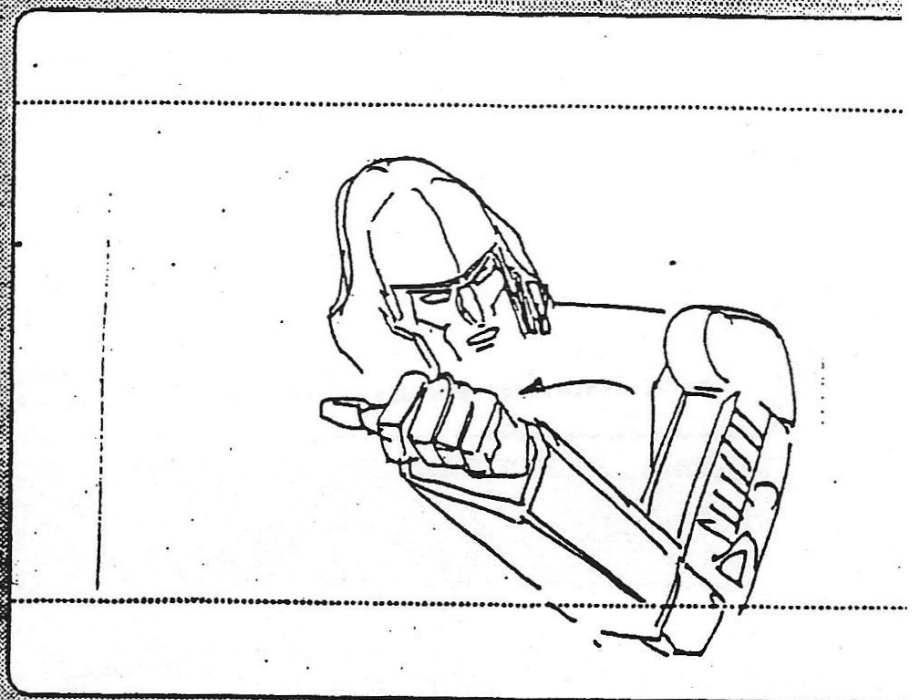


ACTION M.S. DANIEL. HE CLIMBS UP LARGE METAL
HOLDS TO THE WINDOW OF THE BUNKER.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



ACTION M.S. MEGATRON. HE TALKS...

DIAL MEGATRON Constructicons, ...

MUSIC/SFX

CAMERA

ACTION ...AND MOTIONS TO THE O.S. DECEPTICONS.

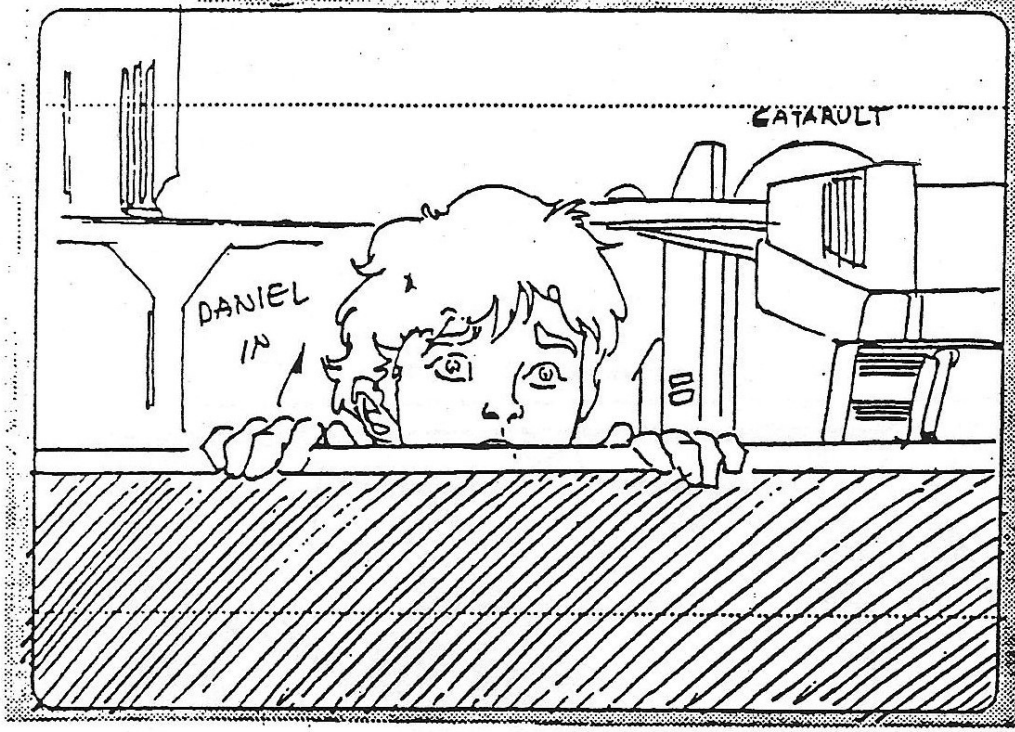
DIAL MEGATRON (CONT) ... merge for the kill!

MUSIC/SFX

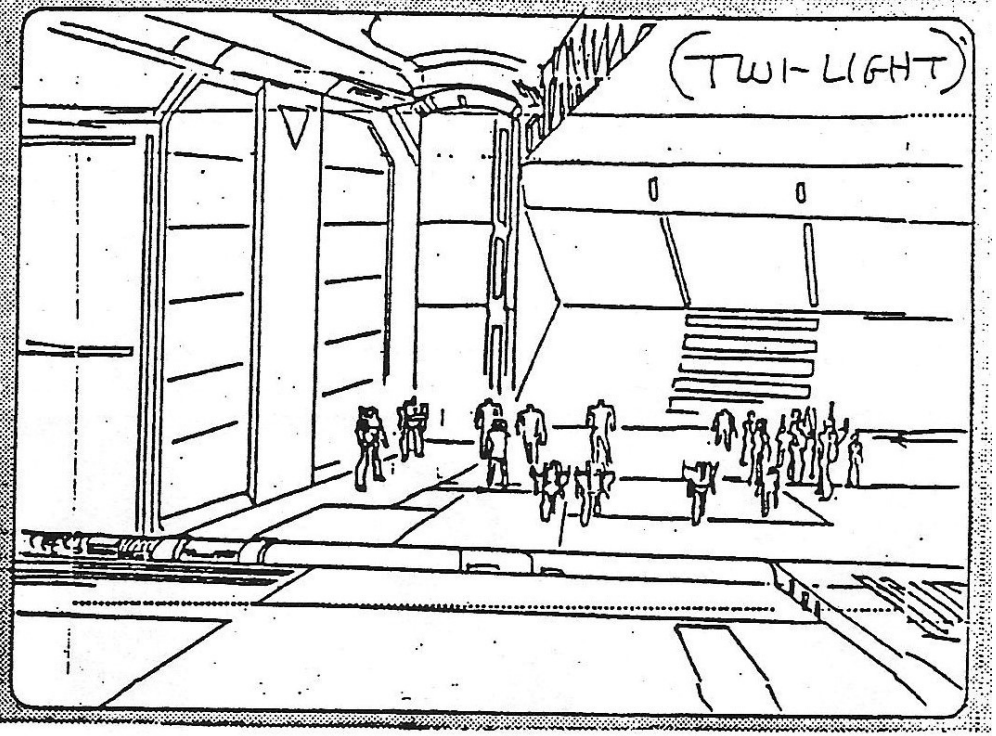
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-32



SC. 8-33 SEQ. 8 Page 28



CTION M.C.U. DANIEL AS HE MOVES INTO SCENE AND PEERS OUT OF THE WINDOW.

IAL

IUSIC/SFX

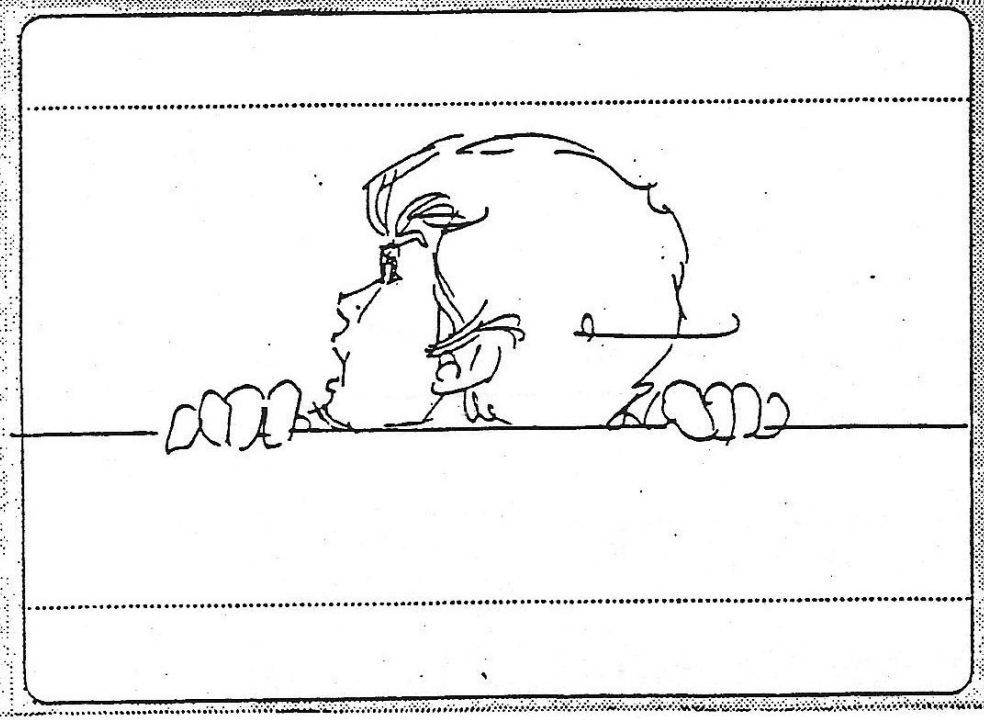
AMERA

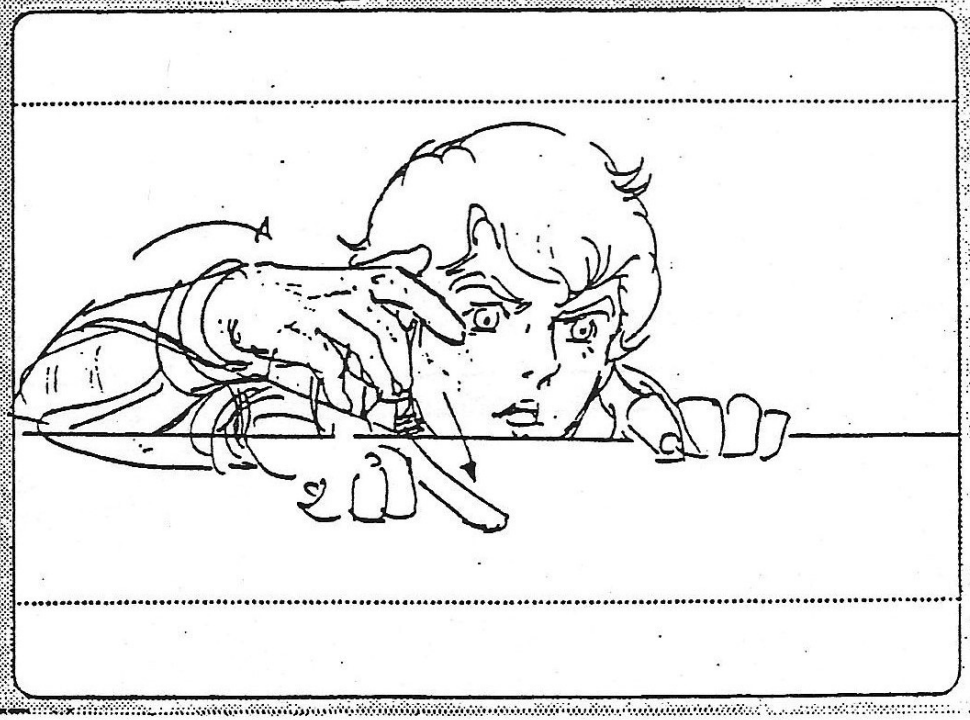
ACTION X.L.S. THE ARMY OF DECEPTICONS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. DANIEL. HE TURNS TO THE O.S. AUTOBOTS, THEN...

DIAL DANIEL Kup, Hot Rod!

MUSIC/SFX

CAMERA

ACTION ...WAVES THEM OVER AND LOOKS BACK OUT THE WINDOW.

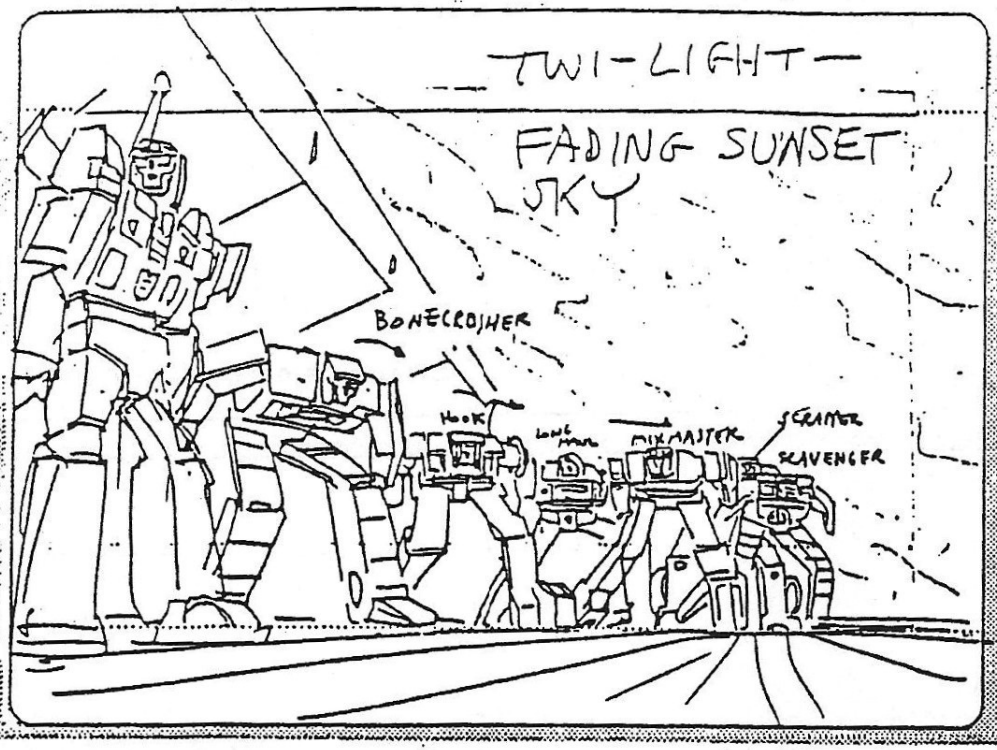
DIAL DANIEL (CONT) (HE POINTS)
Look!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 6-33



ACTION L.S. THE ARMY OF DECEPTICONS. NIGHT IS APPROACHING, THE SKY IS GROWING DARK.

DIAL

MUSIC/SFX

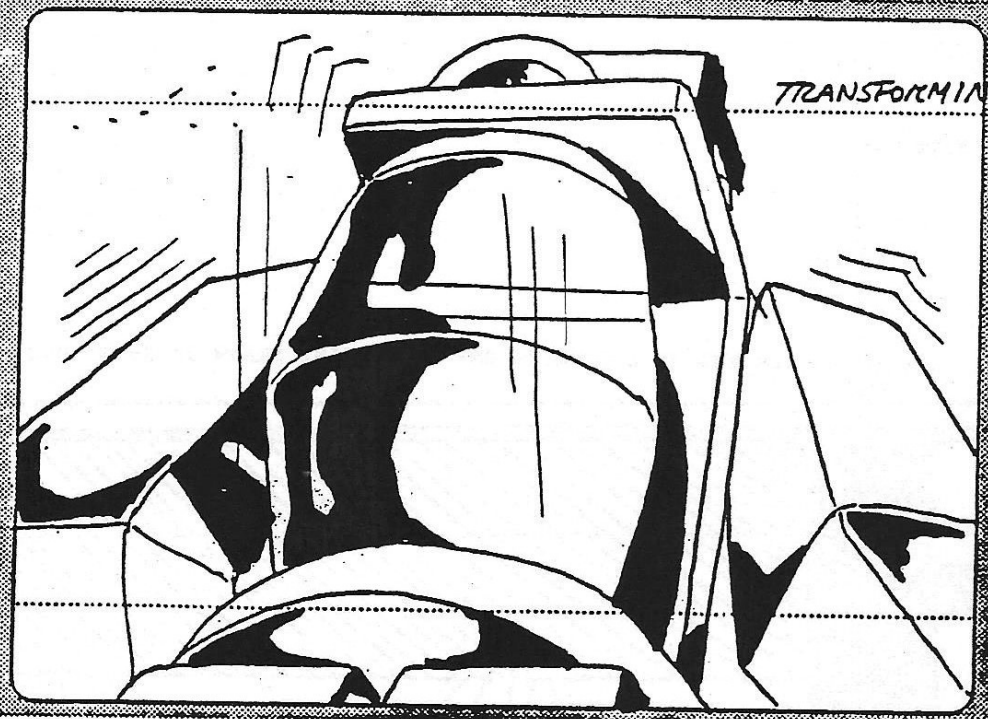
SC. 6-33 SEQ. 5

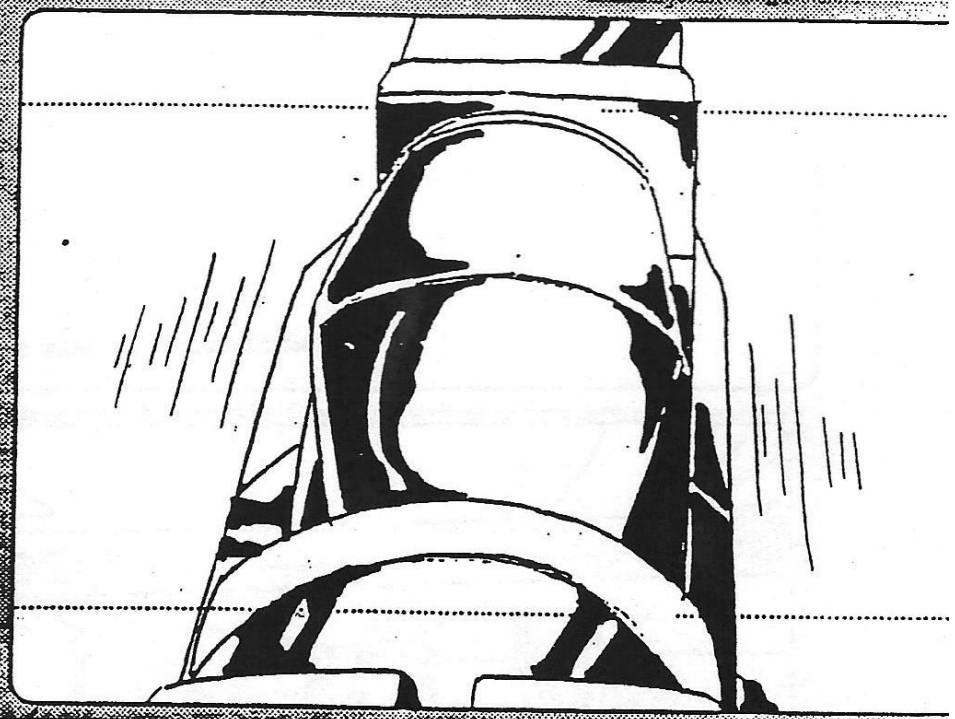
ACTION M.S: DANIEL LOOKING OUT THE WINDOW. KUP MOVES INTO SCENE NEXT TO HIM.

DIAL KUP Devastator!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ACTION C.U. MIXMASTER. HE TRANSFORMS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...INTO POSITION AS ONE OF DEVASTATOR'S LEGS.

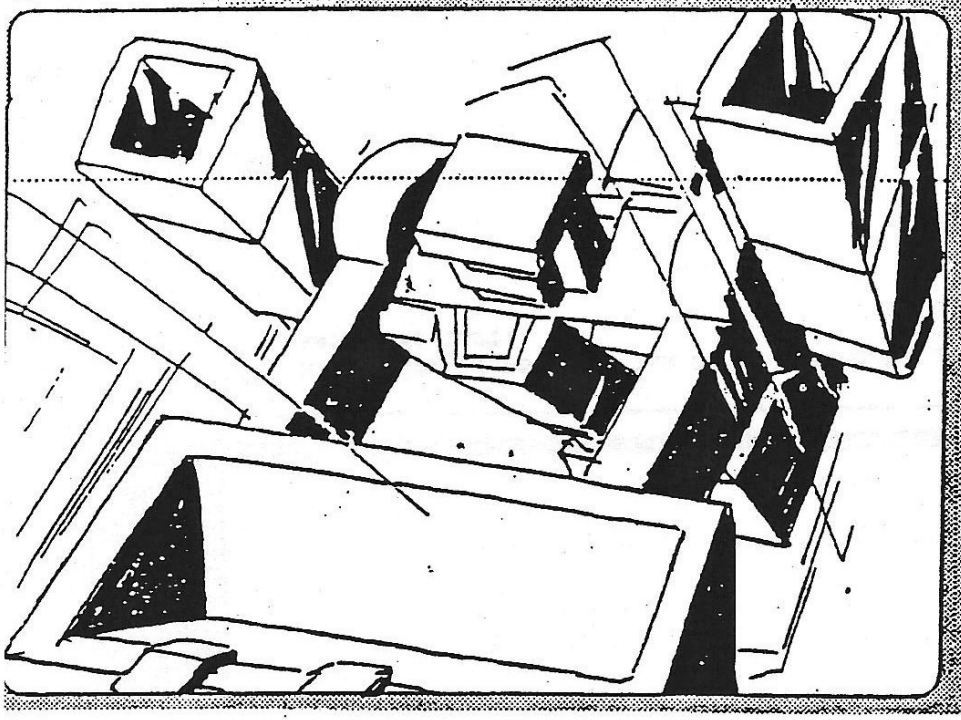
DIAL

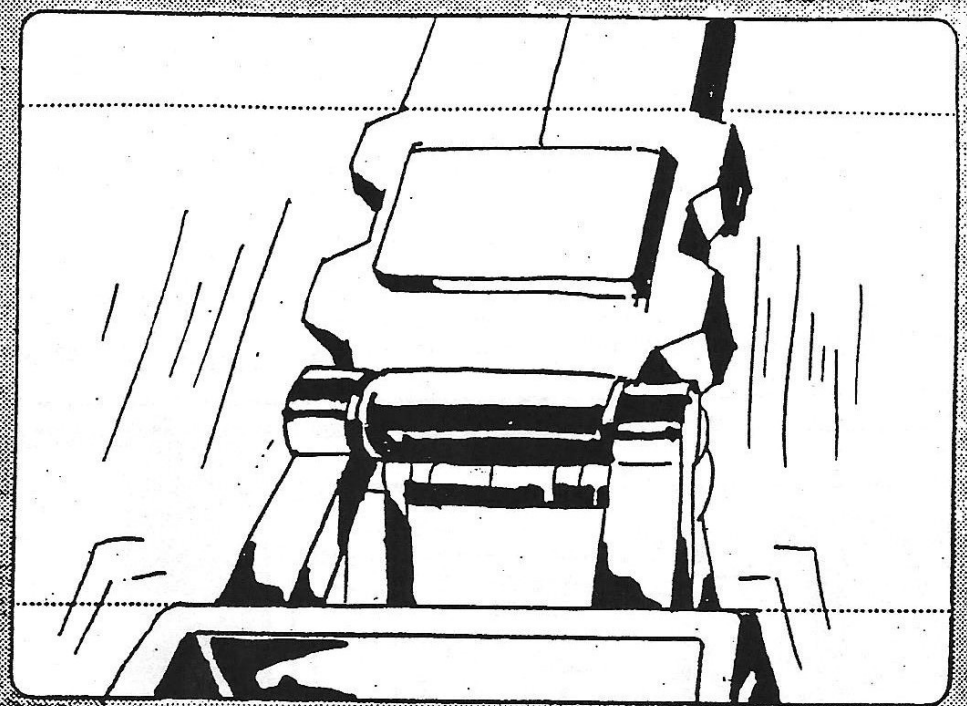
MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-37A SC. CONT. SEQ. B Page 31A





NEXT PAGE. 32

ION M.S. SCRAPPER. HE TRANSFORMS.

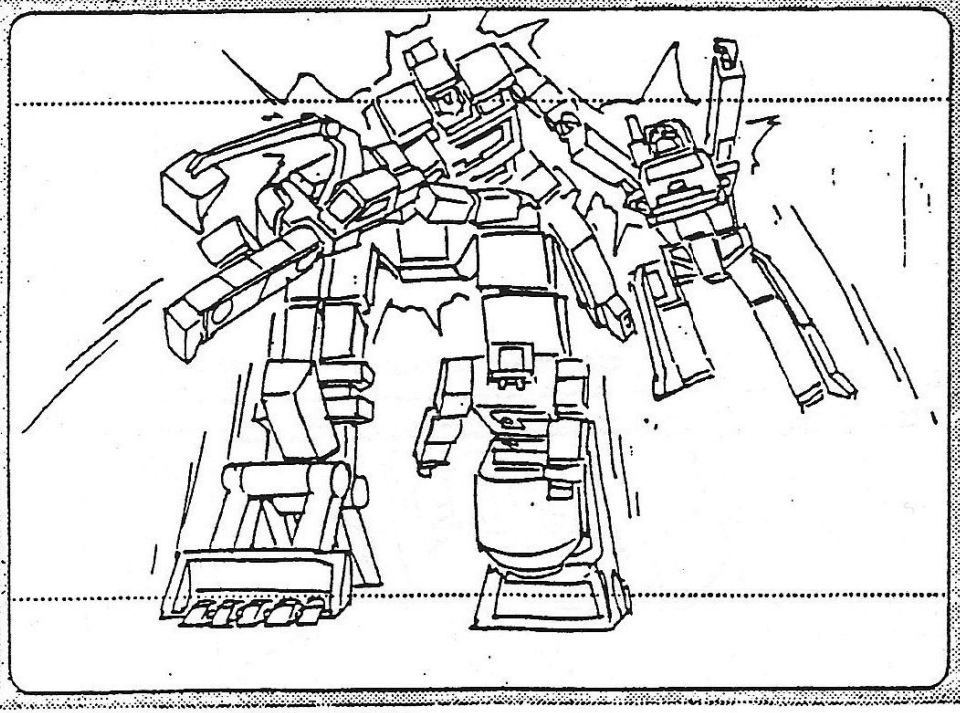
IC/SFX

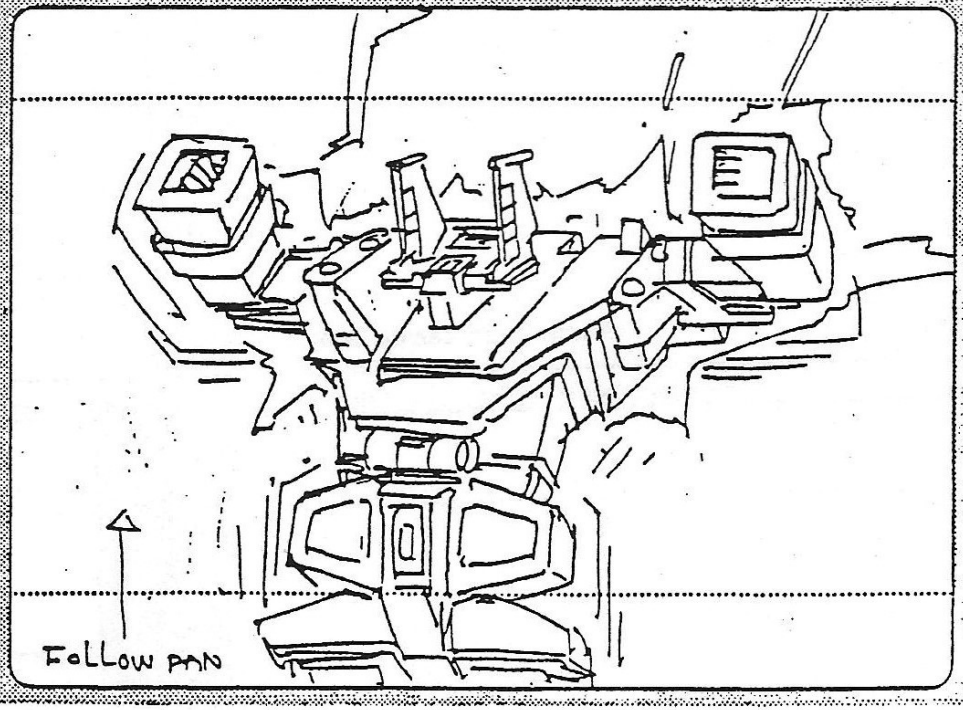
ACTION ...TO TAKE UP HIS PLACE AS DEVASTATOR'S OTHER LEG.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THE CONSTRUCTICONS JOIN TOGETHER TO FORM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE POWERFUL DEVASTATOR.

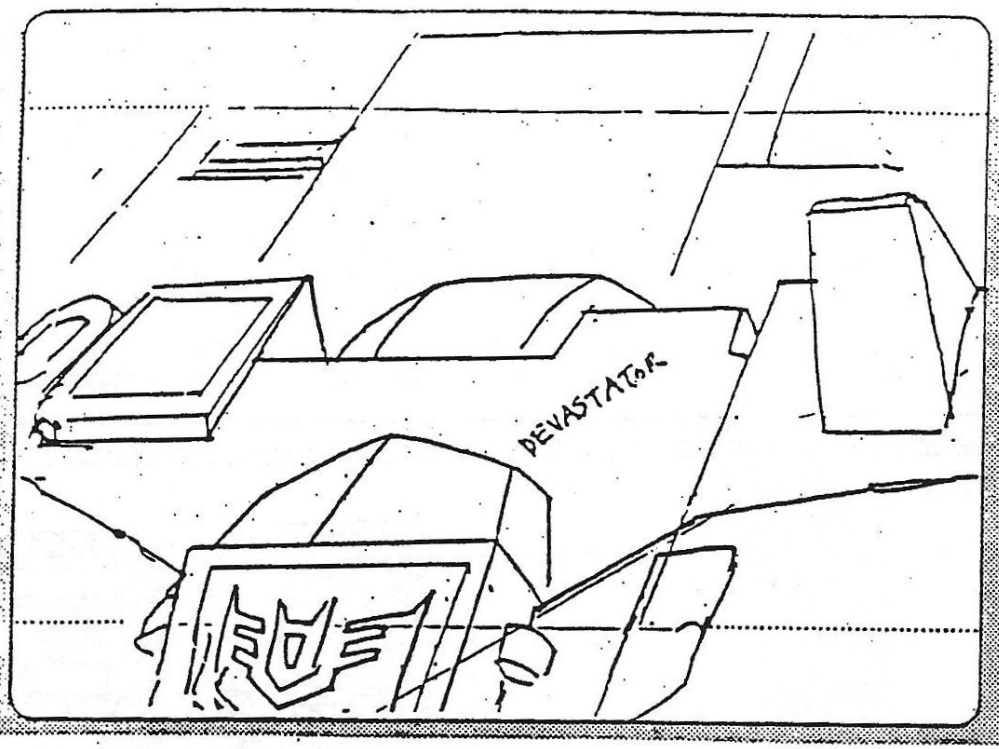
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-39

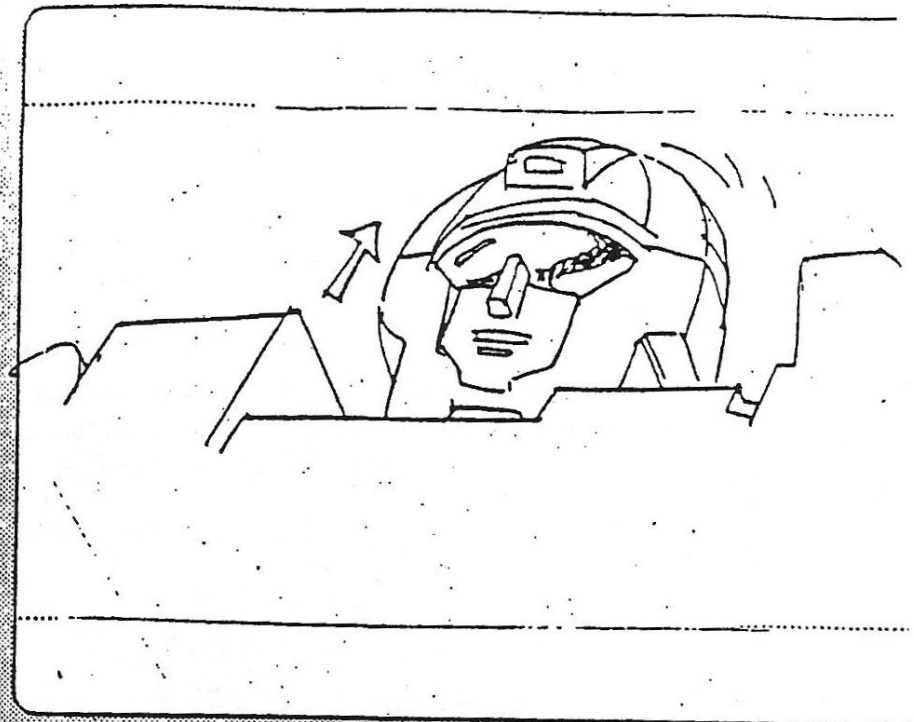


ACTION C.U. DEVASTATOR AS HIS...

DIAL

MUSIC/SFX

SC. 5-39 CONT



ACTION ...HEAD MOVES INTO PLACE.

DIAL

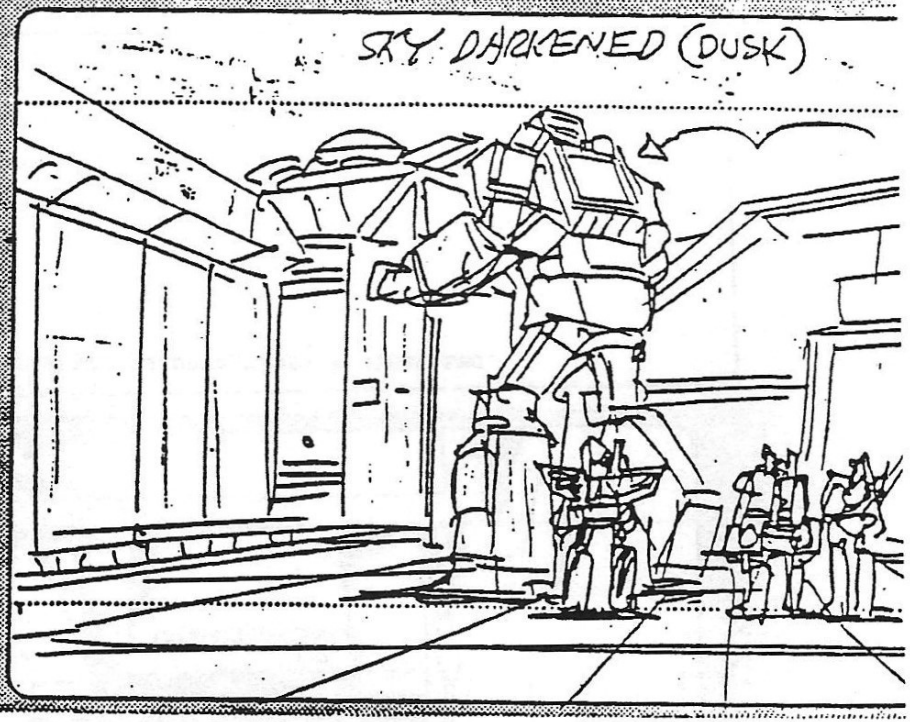
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-40

SC. 8-41

SEQ. 8 Page 34



ACTION M.S. DECEPTICONS AS WE PAN UP AS DEVASTATOR STRAIGHTENS UP AND WALKS PAST.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. THE DECEPTICONS AND DEVASTATOR AS DEVASTATOR WALKS T THE LASER CANNON.

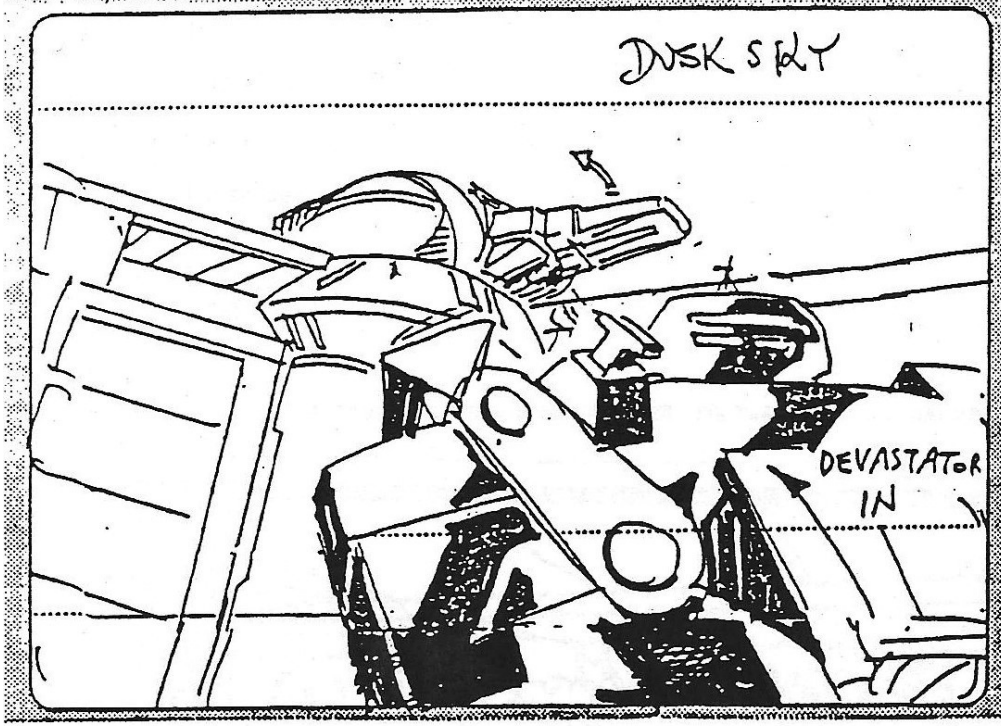
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-42 SC. SEQ. 8 Page 35



ACTION UP SHOT THE LASER CANNON TURRET. DEVASTATOR MOVES INTO SCENE.

DIAL

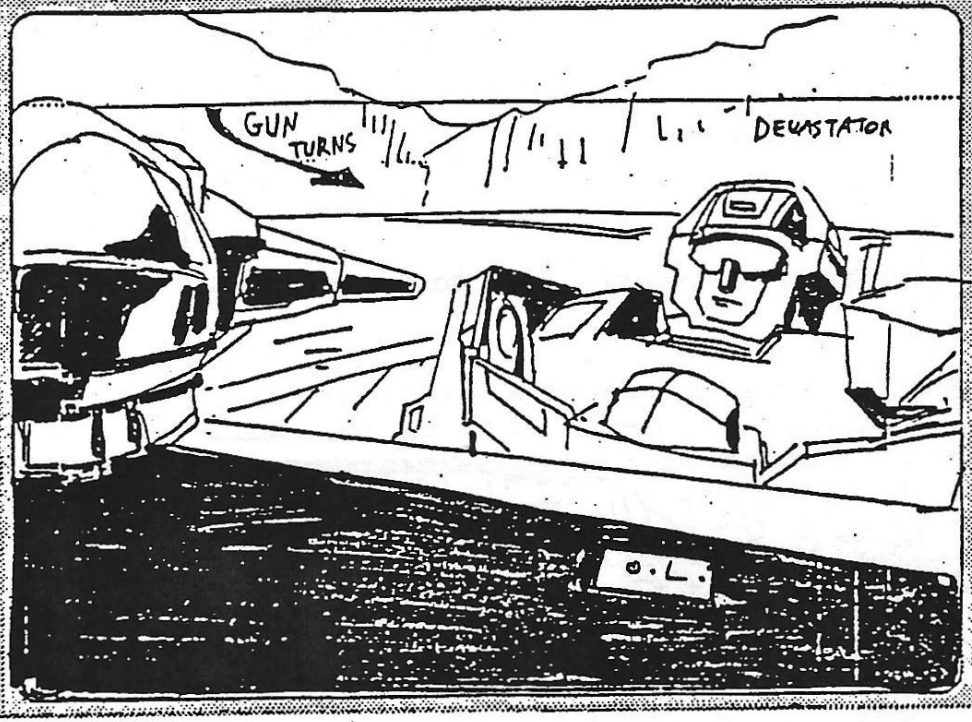
MUSIC/SFX

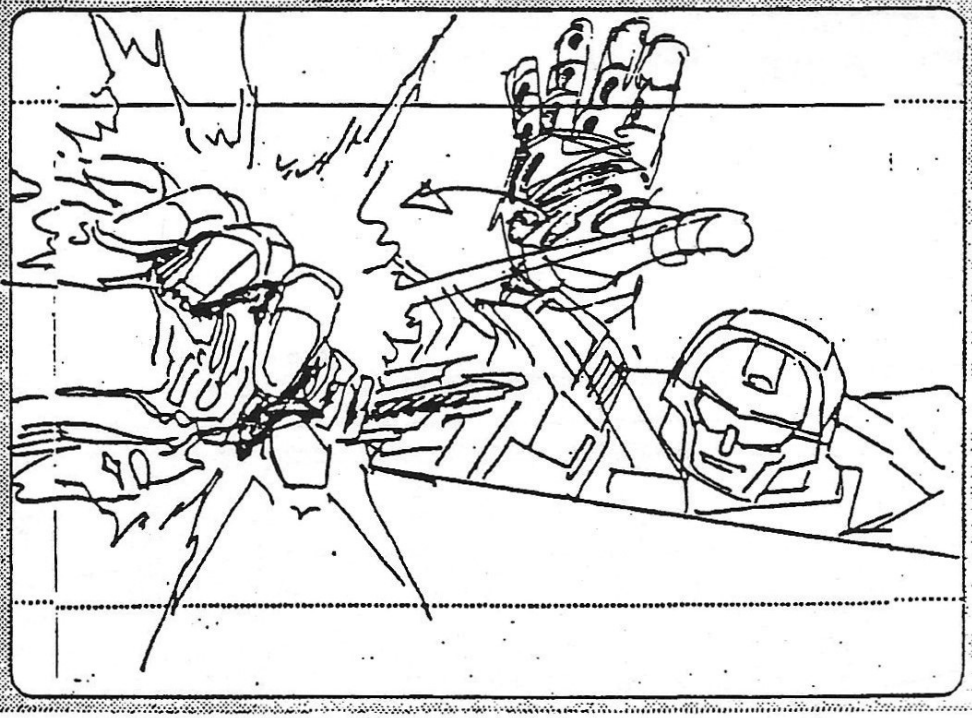
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. DEVASTATOR. THE TURRET OF THE LASER CANNON SWIVELS, TAKING AIM AT DEVASTATOR...

DIAL

MUSIC/SFX

CAMERA

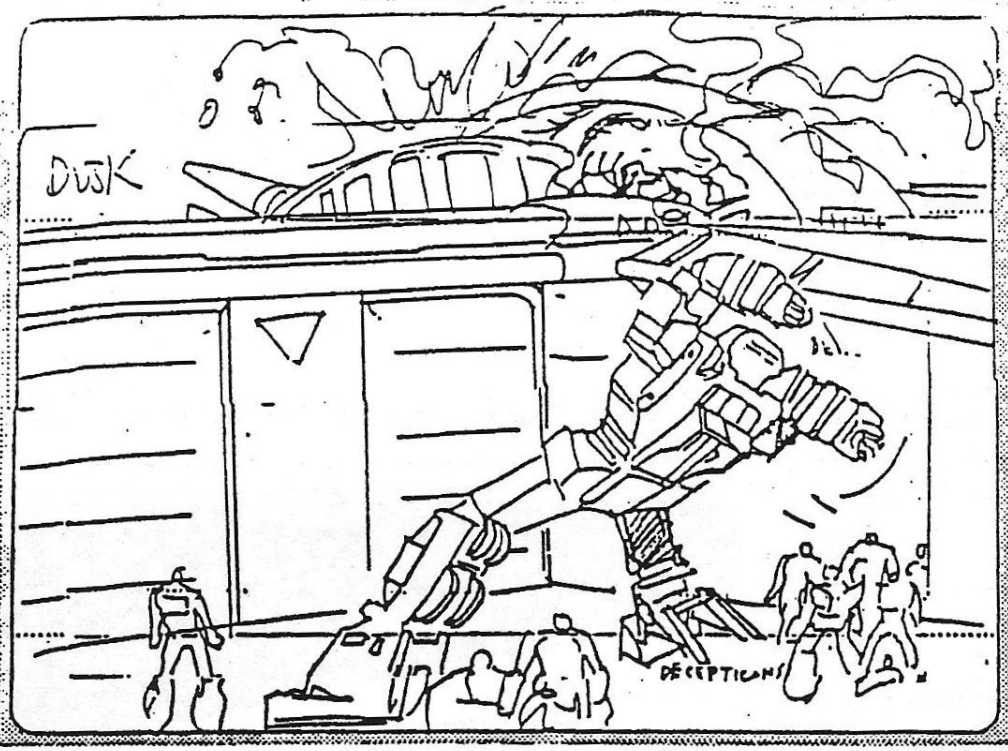
ACTION ...BUT BEFORE THEY CAN SHOOT DEVASTATOR REACHES UP AND SMASHES THE CANNON.

DIAL

MUSIC/SFX

CAMERA

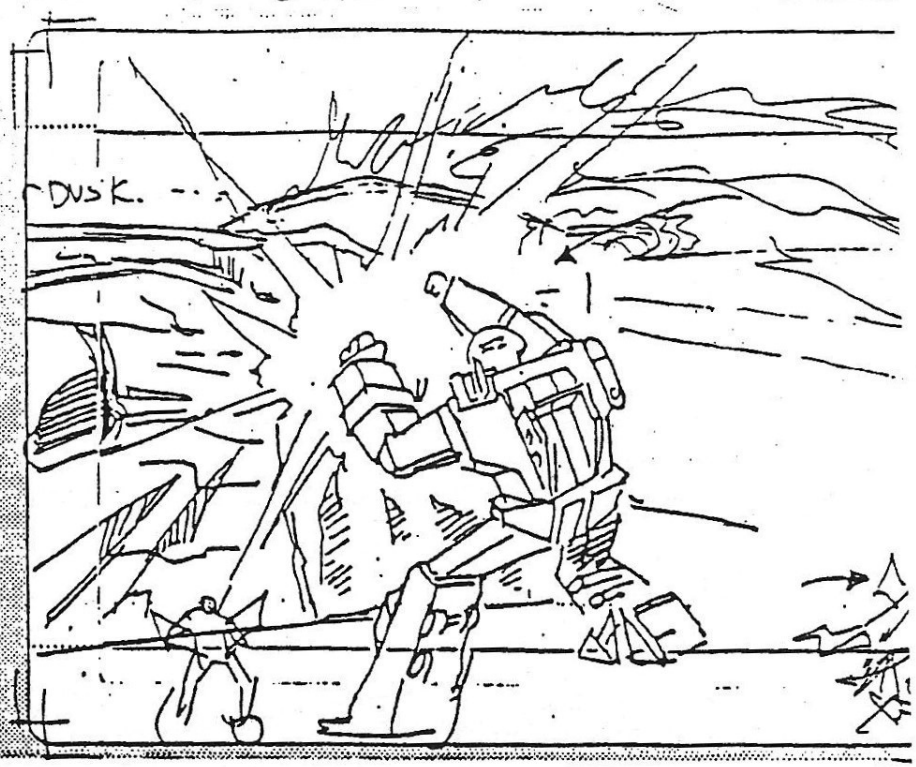
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. DEVASTATOR AND THE DECEPTICONS. DEVASTATOR SWINGS HIS ARMS BACK...

DIAL DEVASTATOR Prepare for extermination.

MUSIC/SFX

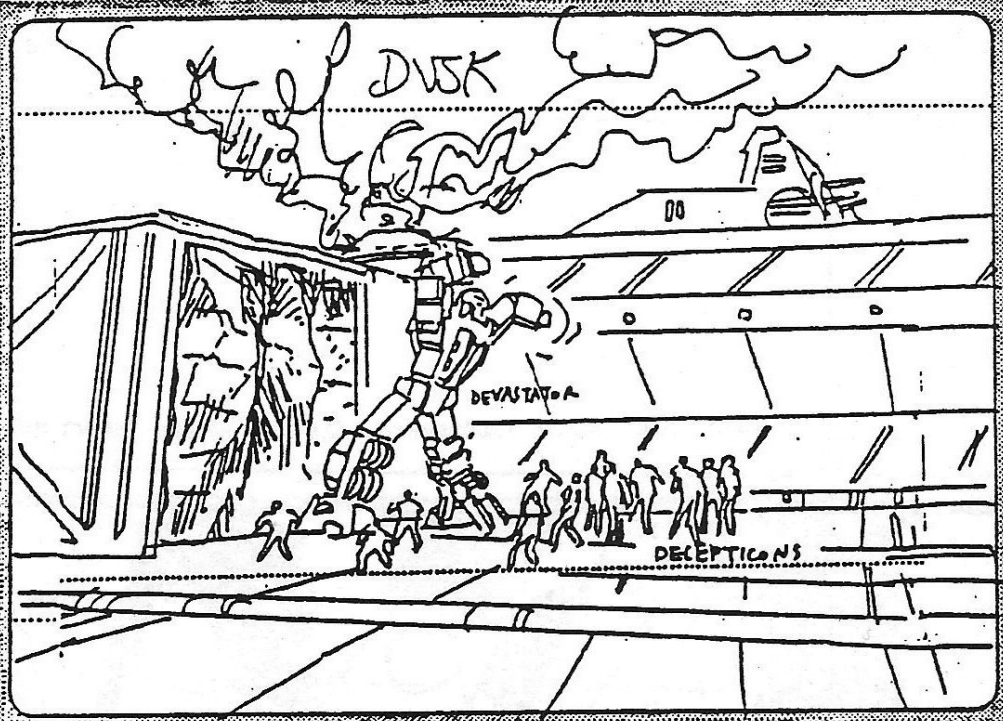


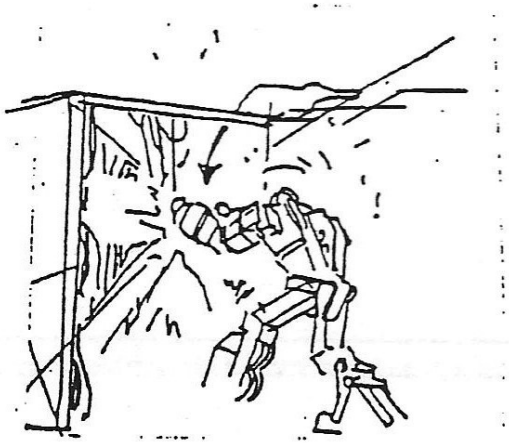
ACTION ...THE FORWARD SMASHING HIS FISTS INTO THE WALL OF AUTOBOT CITY.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. DEVASTATOR AND THE DECEPTICONS AS DEVASTATOR CONTINUES...

DIAL

MUSIC/SFX

CAMERA

ACTION ...TO POUND IN THE WALL OF AUTOBOT CITY.

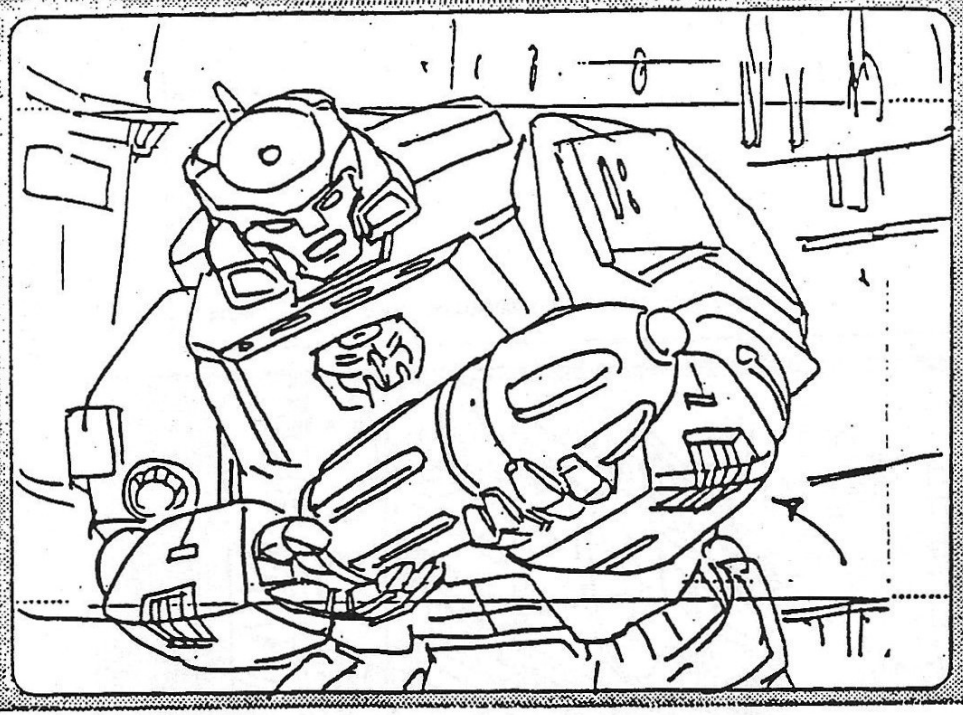
DIAL

MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-46



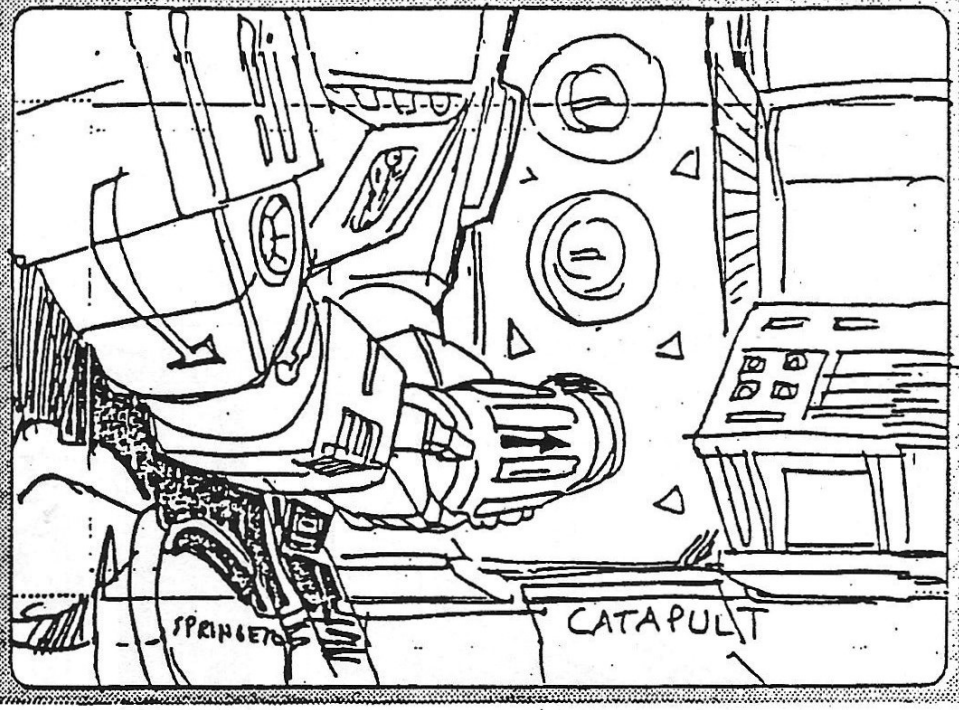
ACTION M.S. SPRINGER. HE PICKS UP A HYDROTHERMO SHELL.

DIAL

SPRINGER I got better things to do tonight than die.

MUSIC/SFX

SC. 8-47 SEQ. 8 Page 39



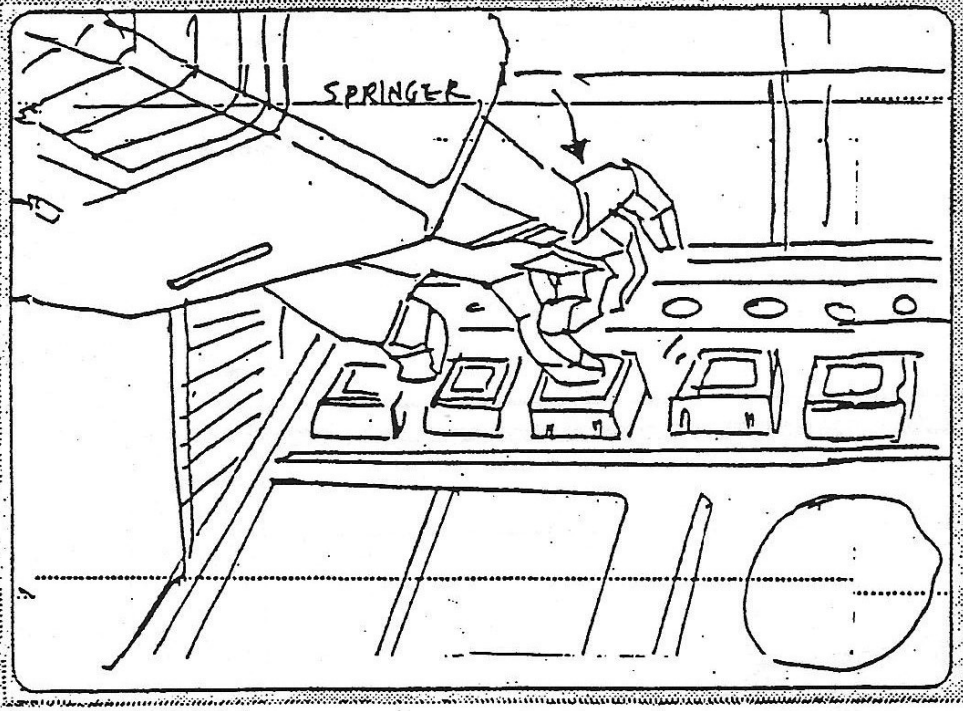
ACTION M.S. THE CATAPULT. SPRINGER PLACES THE SHELL INTO THE CATAPULT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-48



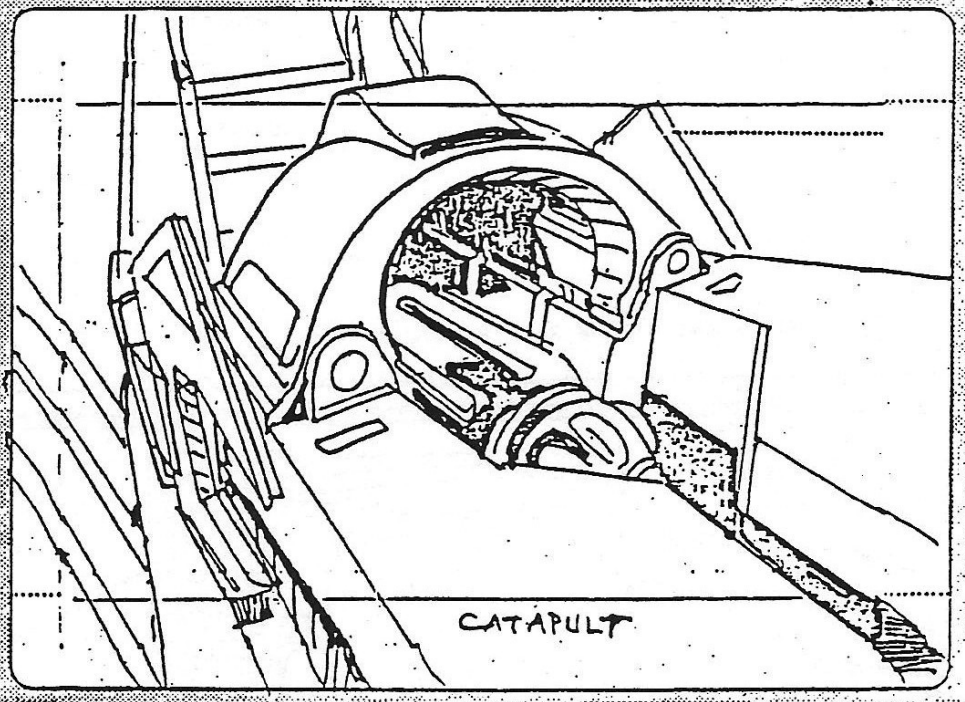
ACTION C.U. THE CATAPULT FIRING CONTROLS. SPRINGER PRESSES A FEW BUTTONS.

DIAL

MUSIC/SFX

CAMERA

SC. 8-49 SEQ. 8 Page 40



ACTION M.S. THE CATAPULT AS ONE OF THE SHELLS MOVES INTO FIRING POSITION.

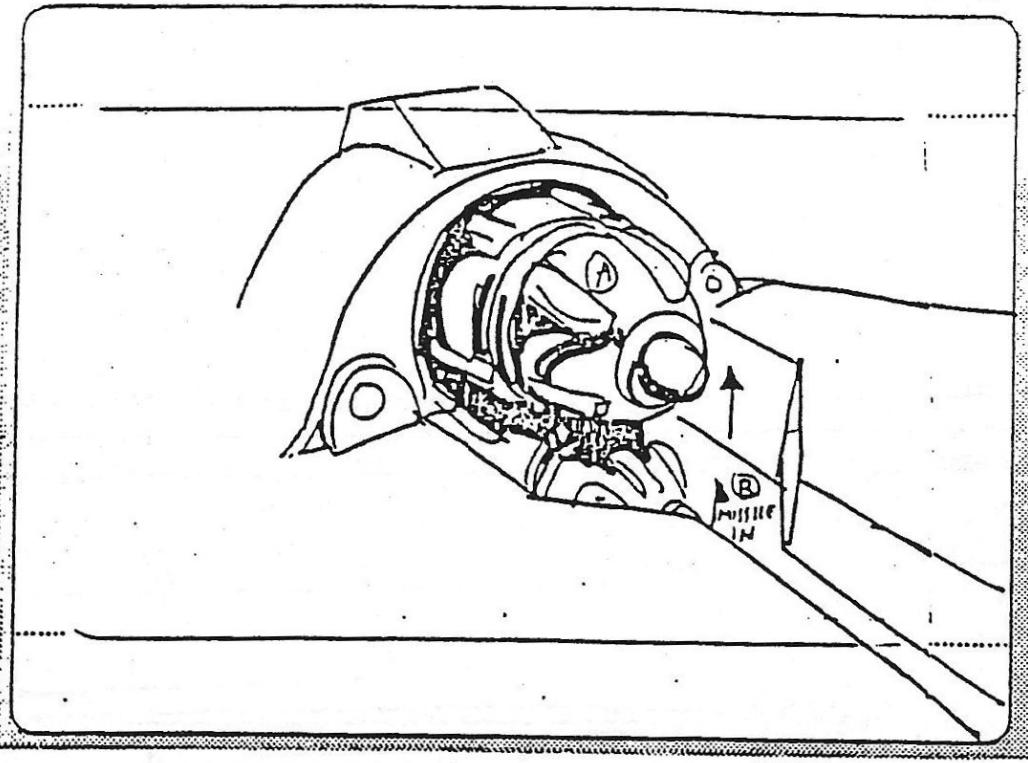
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-49 CONT



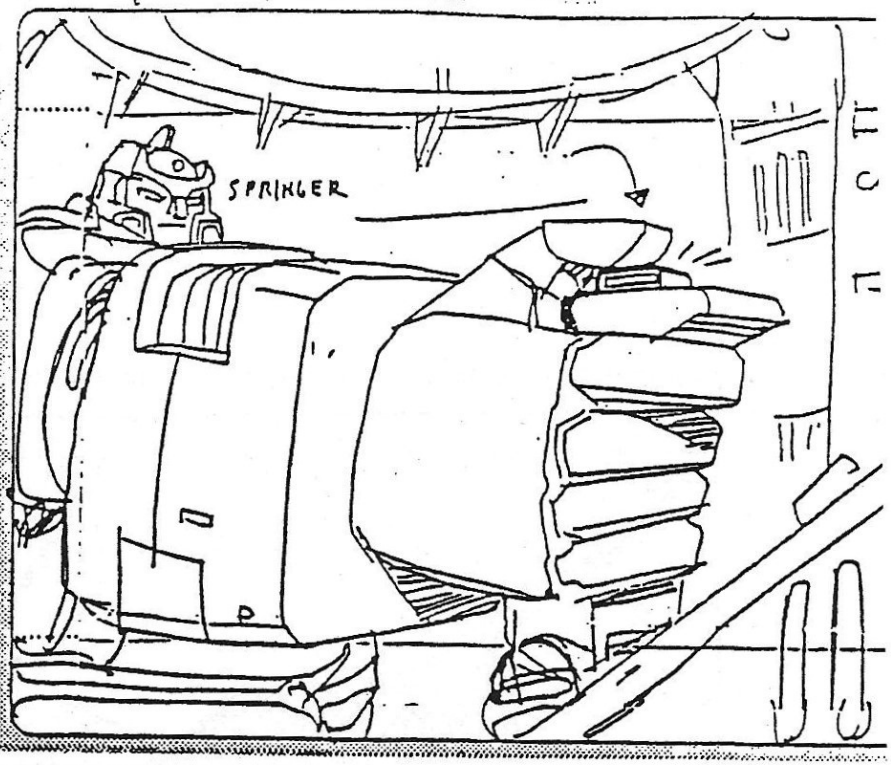
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 8-50 SEQ. 8



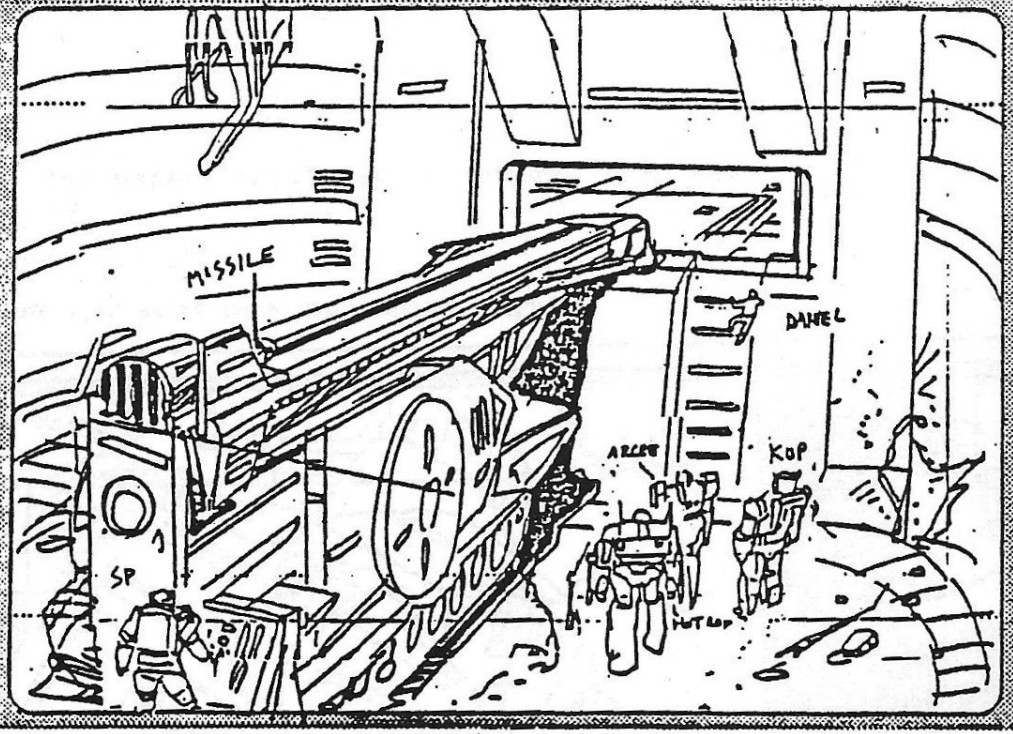
ACTION M.S. SPRINGER. HE PUSHES THE FIRING BUTTON.

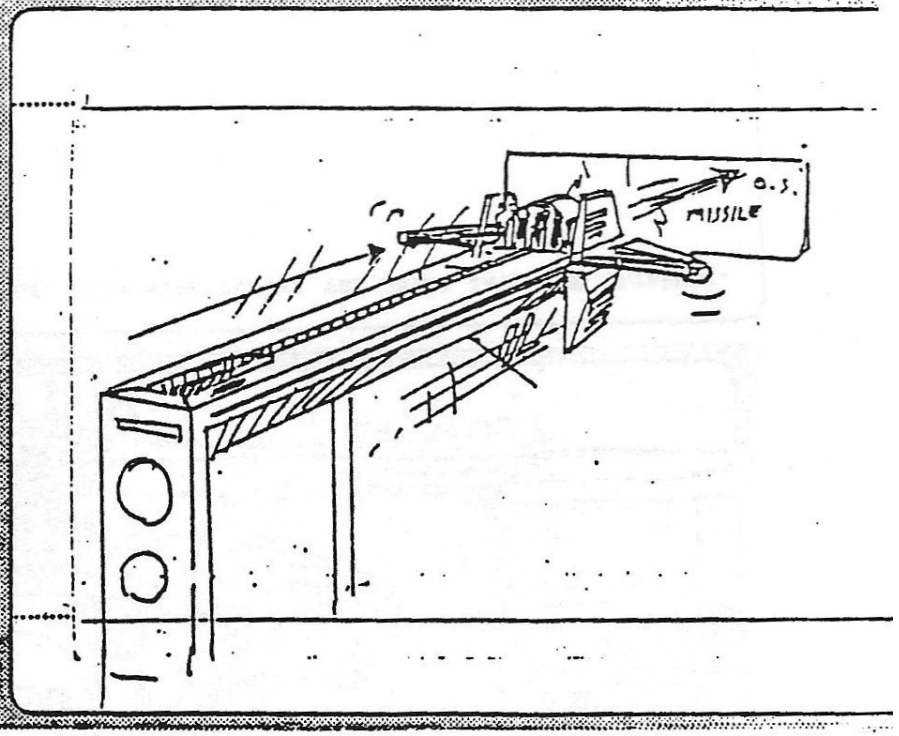
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast hunters and beyond!!!!





ACTION L.S. THE AUTOBOTS AND THE CATAPULT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE CATAPULT FIRES!

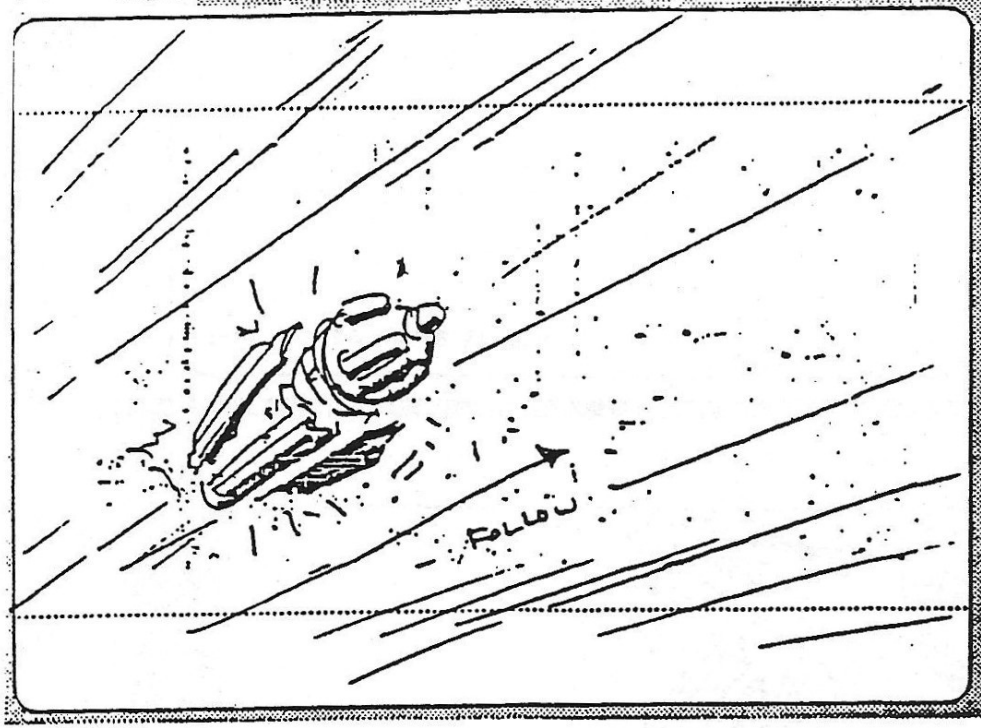
DIAL

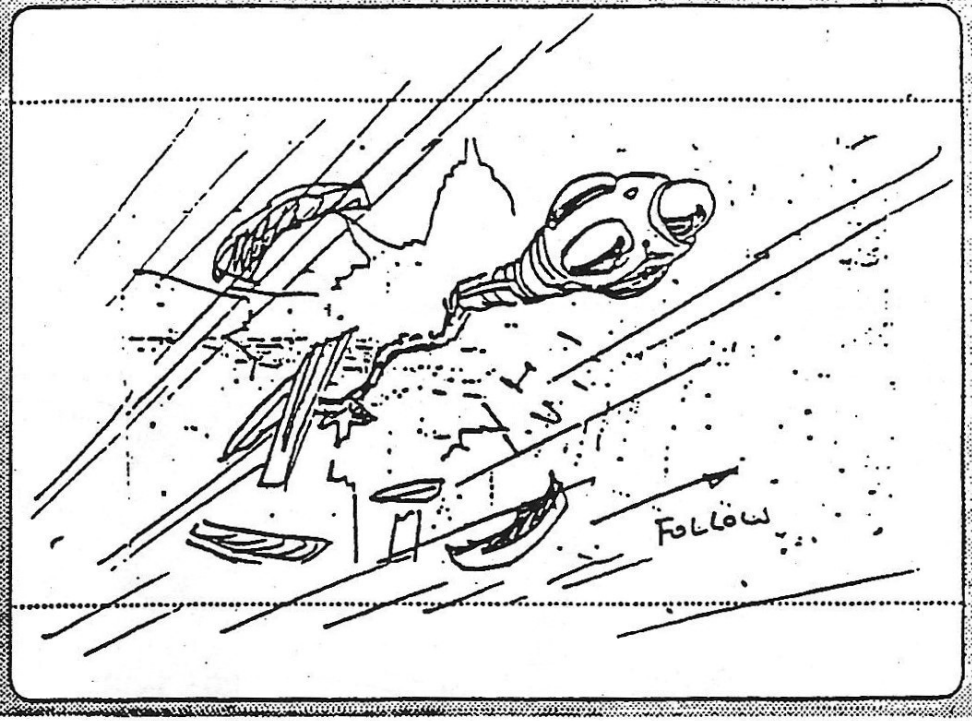
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-52 SC. CONT SEQ. 8 Page 43





:TION M.C.U. THE HYDROTHERMO SHELL AS IT FLIES...

AL

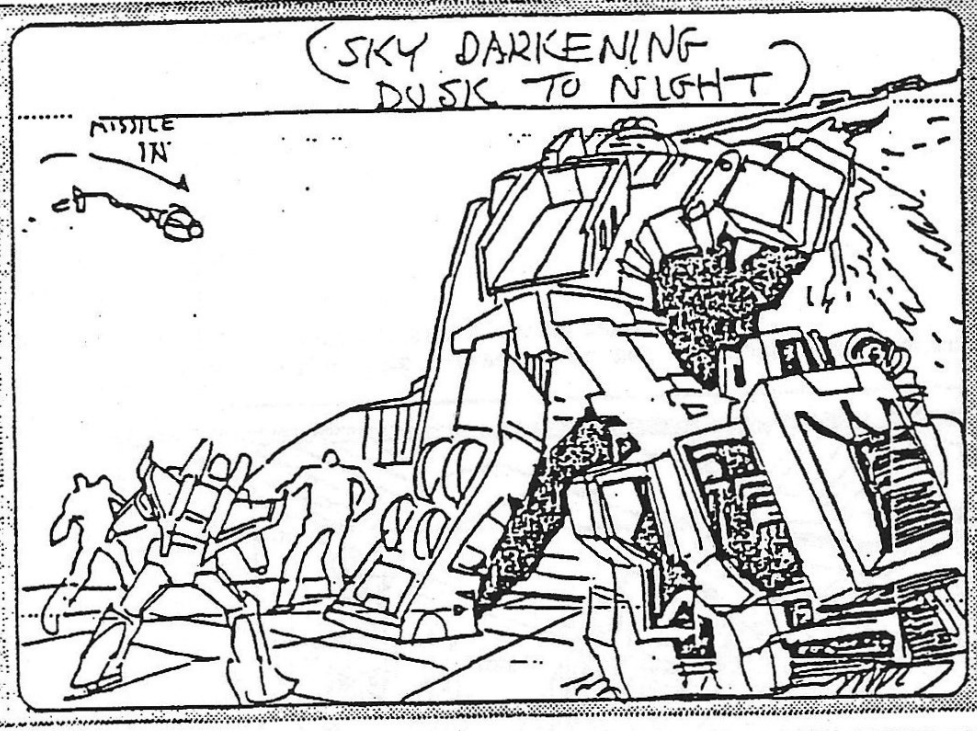
USIC/SFX

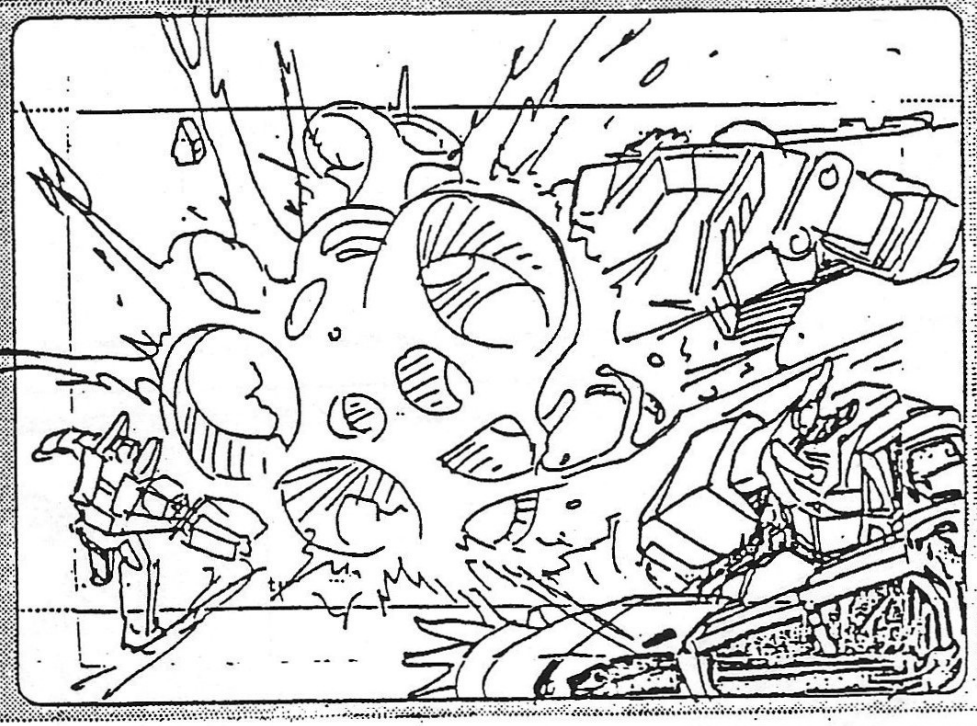
ACTION ...THROUGH THE AIR.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. DEVASTATOR AND THE DECEPTICONS. AS THE SHELL FLIES INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND EXPLODES NEAR THEM.

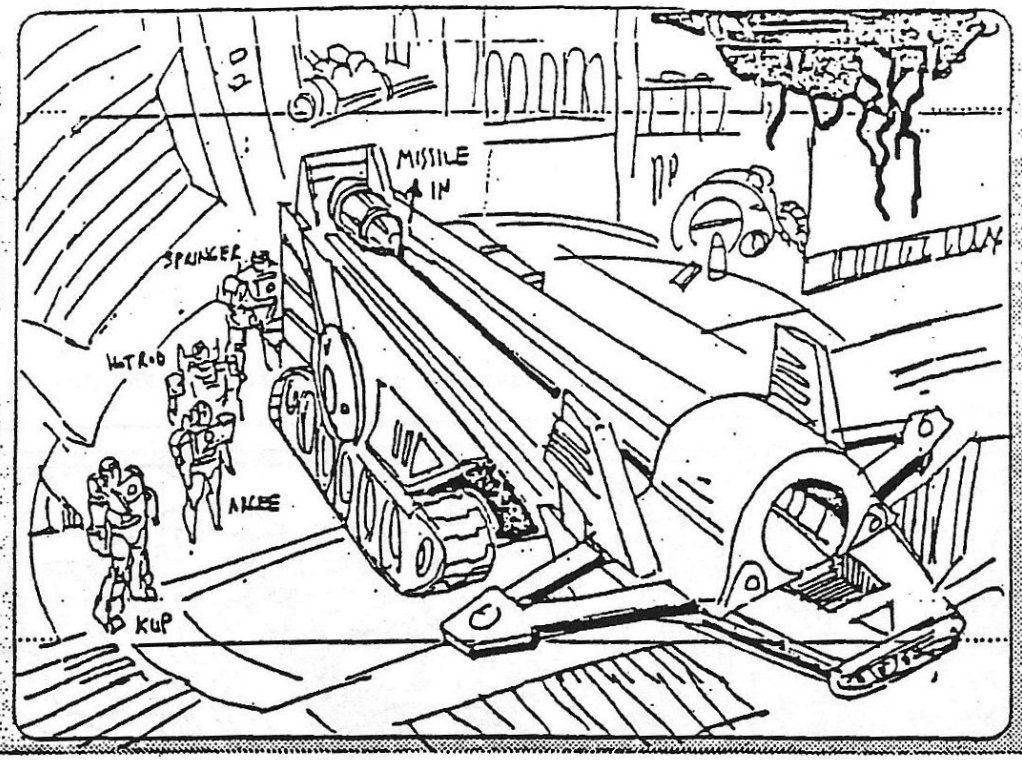
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-0T



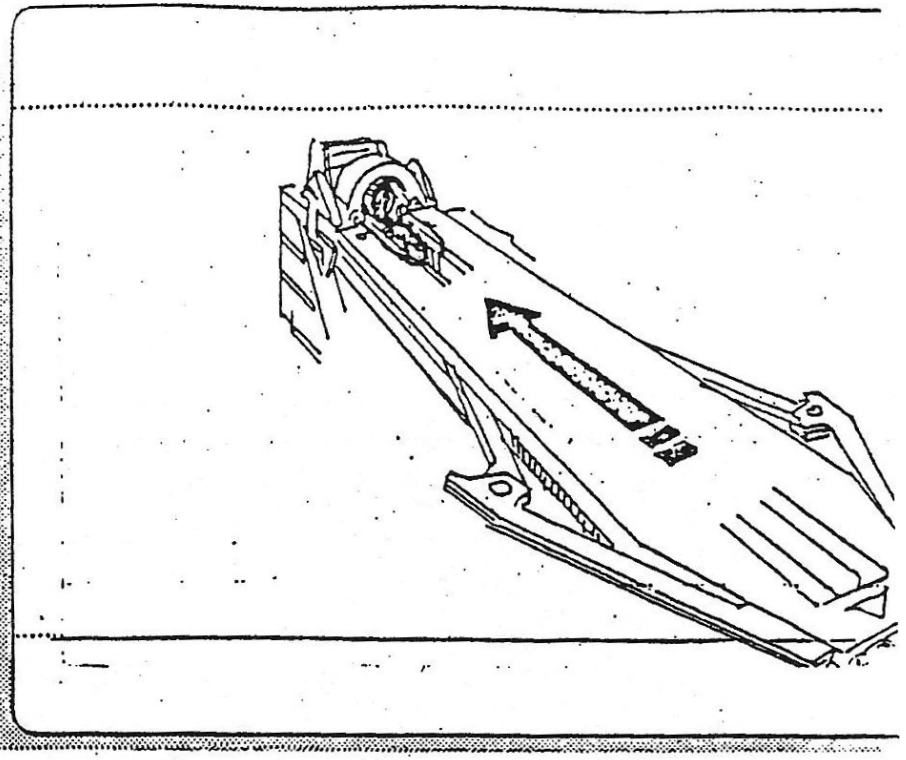
ACTION L.S. THE CATAPULT AND THE AUTOBOTS, KUP, ARCEE, HOT ROD, SPRINGER. ANOTHER SHELL MOVES INTO PLACE...

DIAL

MUSIC/SFX

SC. CONT

Page 4

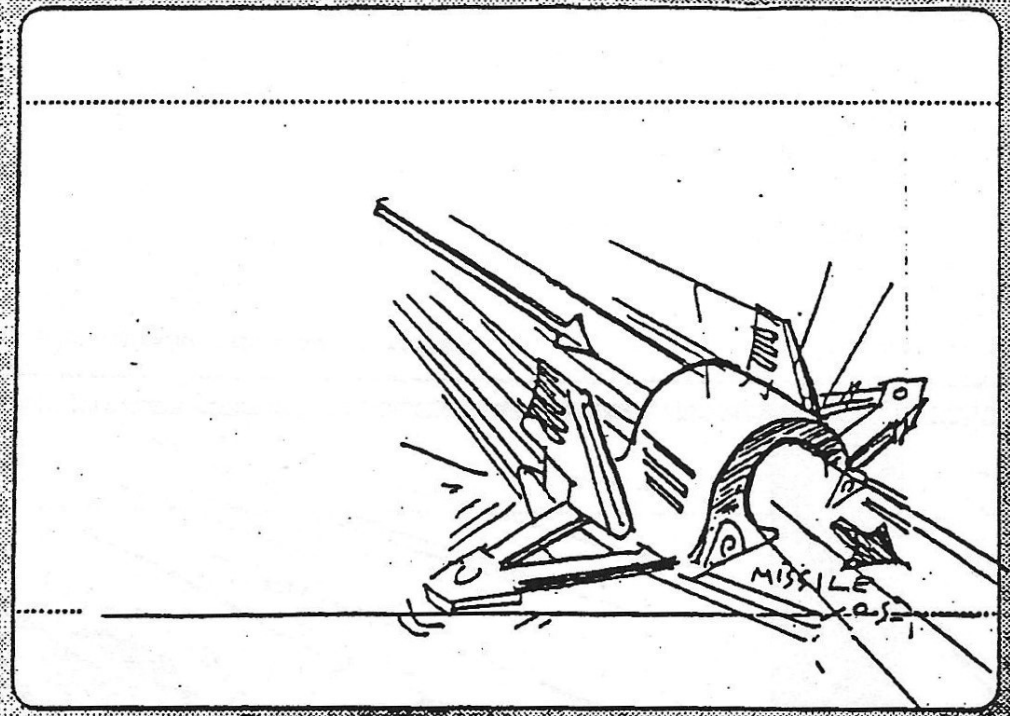


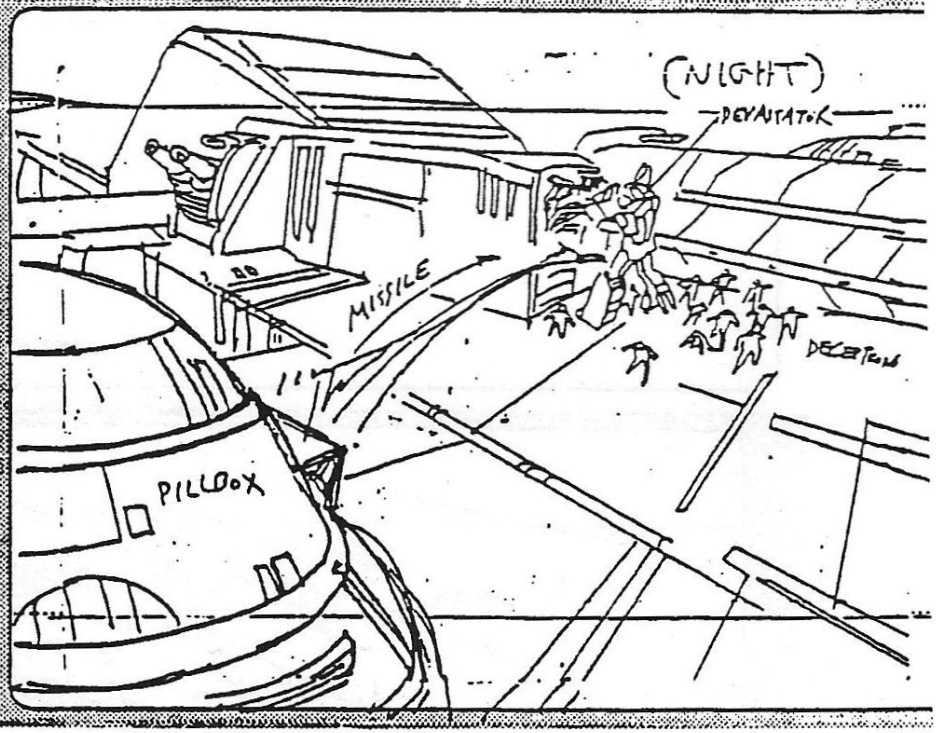
ACTION ...AND THE CATAPULT IS READIED FOR ANOTHER LAUNCH.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...IT FIRES THE SHELL O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. THE PILLBOX. DEVASTATOR AND THE DECEPTICONS. THE SHELL LEAVES THE PILLBOX AND LEAVING A GLOWING TRAIL, SHOOTS THROUGH THE NIGHT TOWARD THE DECEPTICONS...

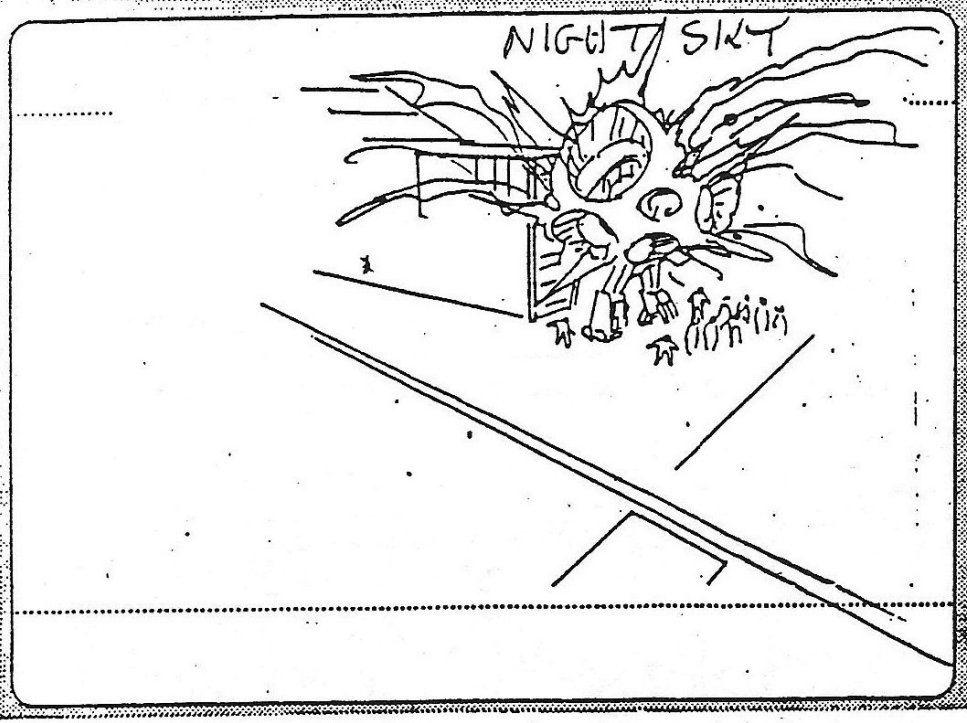
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-55



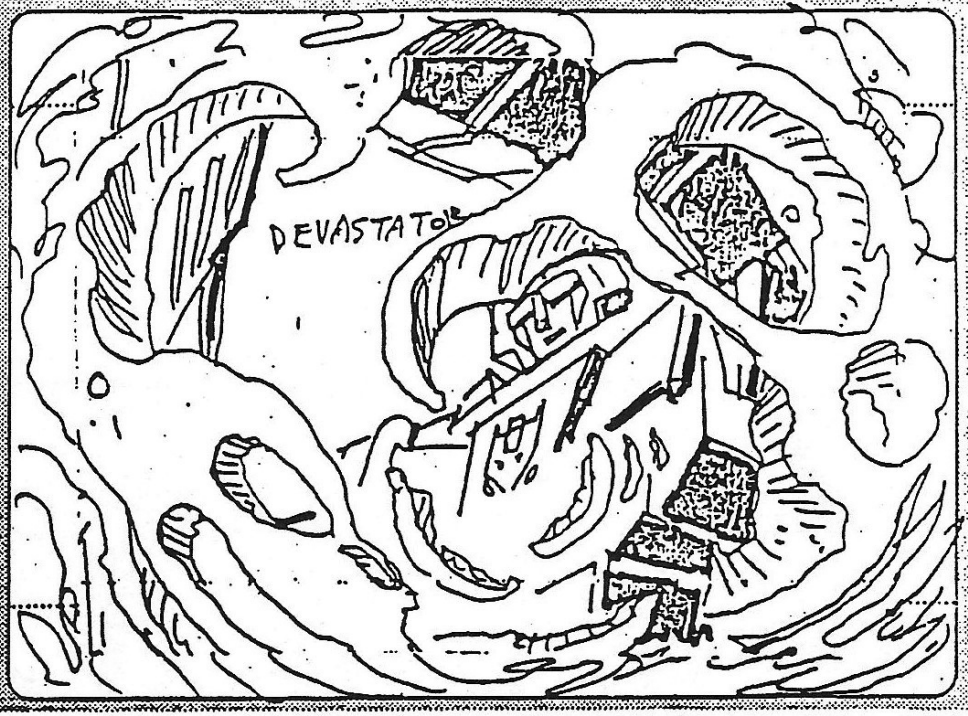
ACTION ...EXPLODING INTO DEVASTATOR...

DIAL

MUSIC/SFX

SC. 8-56

SEQ.8 Page 47



ACTION M.S. DEVASTATOR AS THE SMOKE FROM THE BLAST CLEARS...

DIAL

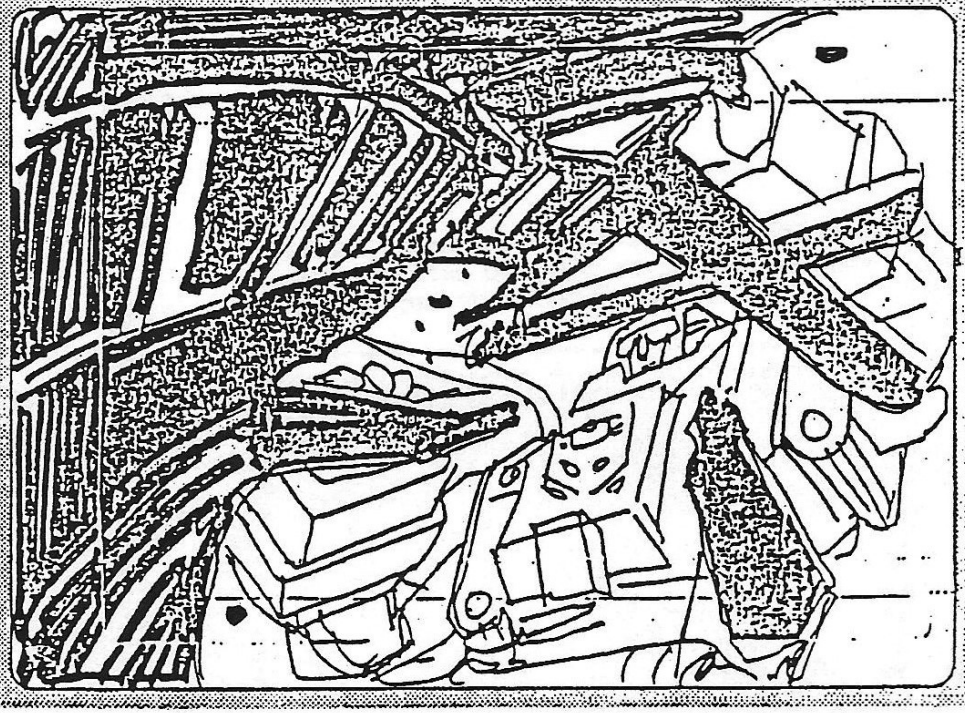
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-56 CONT

SC. CONT

SEQ. 8 Page 48



ACTION ...WE SEE THAT DEVASTATOR HAS NOT BEEN HURT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HE CONTINUES TO RIP AWAY AT THE FORTIFICATION.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-57

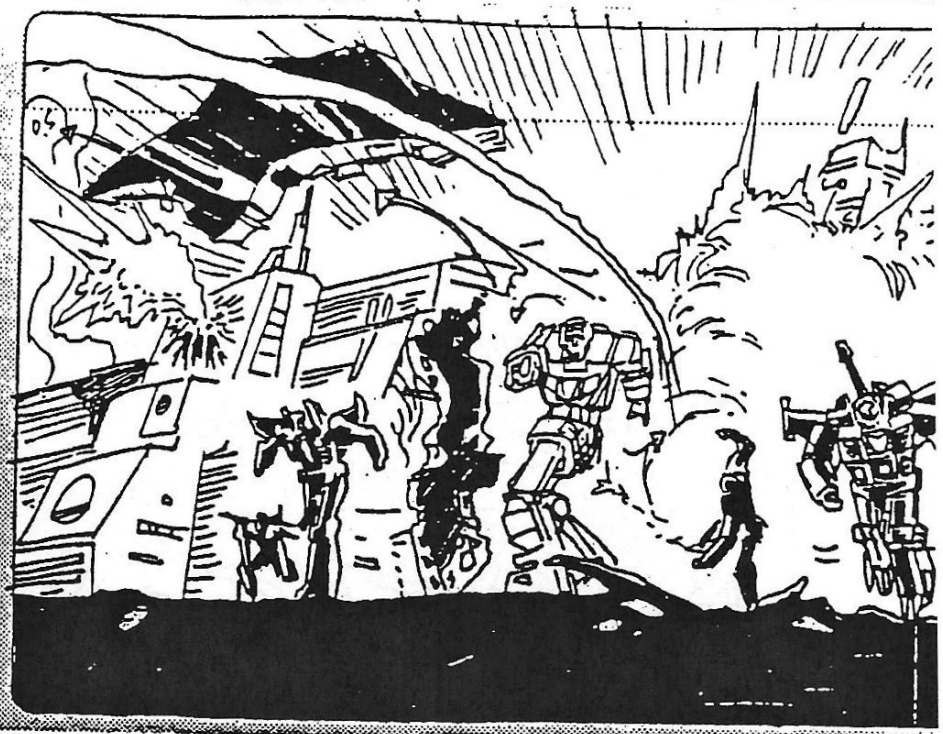
ACTION L.S. DEVASTATOR AND THE DECEPTICONS. DEVASTATOR SMASHES HIS FISTS INTO AUTOBOT CITY, AS GLOWING BLASTS FROM THE O.S. AUTOBOTS STREAK THROUGH THE SCENE...

DIAL

MUSIC/SFX

SC. CONT.

SEQ. 5 Page 77



ACTION ...AND EXPLODE! ILLUMINATING THE NIGHT WITH A BLAZING GLOW AND KNOCKING OUT SOME OF THE DECEPTICONS. OTHERS FLEE. DEVASTATOR TURNS AND THROWS A TWISTED METAL PANEL O.S.

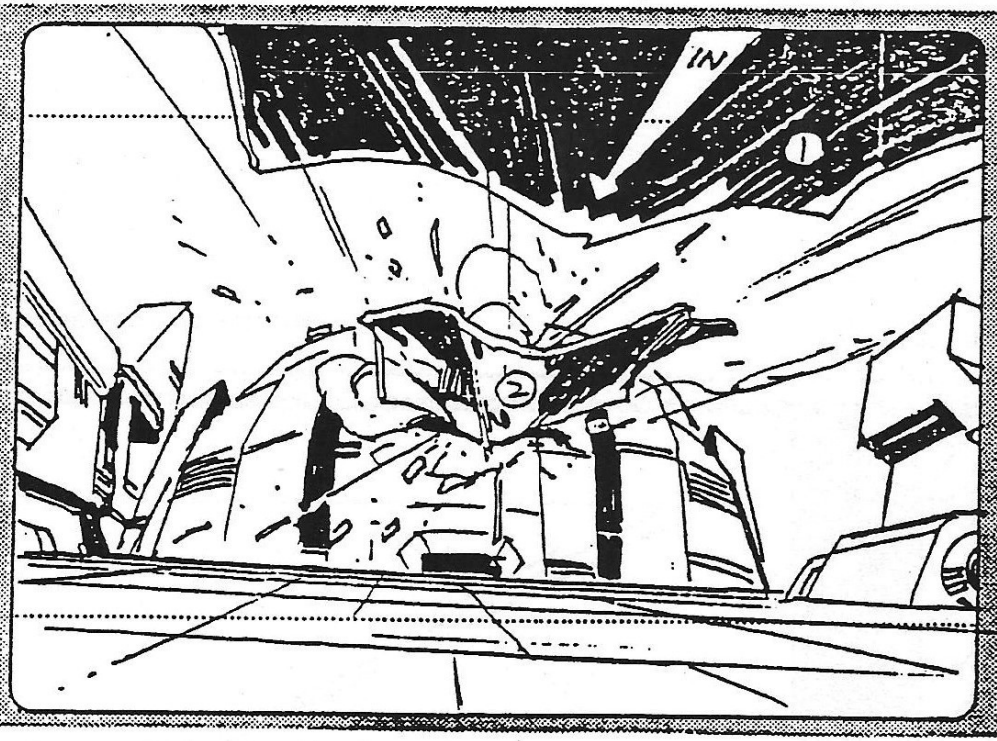
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-57A

SC. 8-57B



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

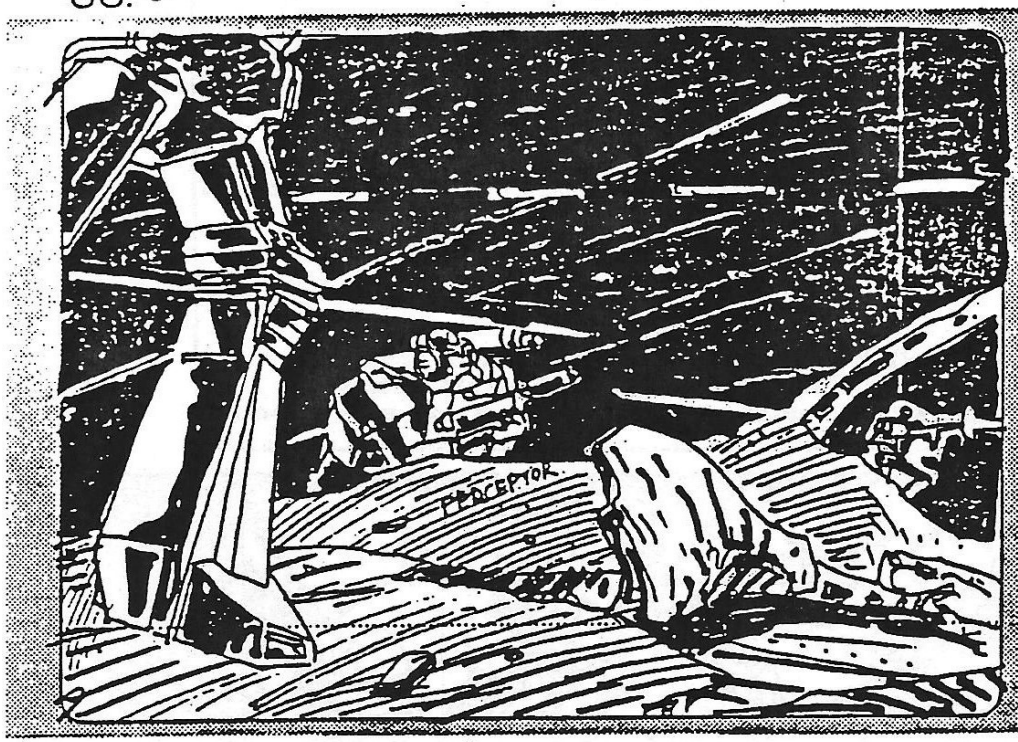
DIAL

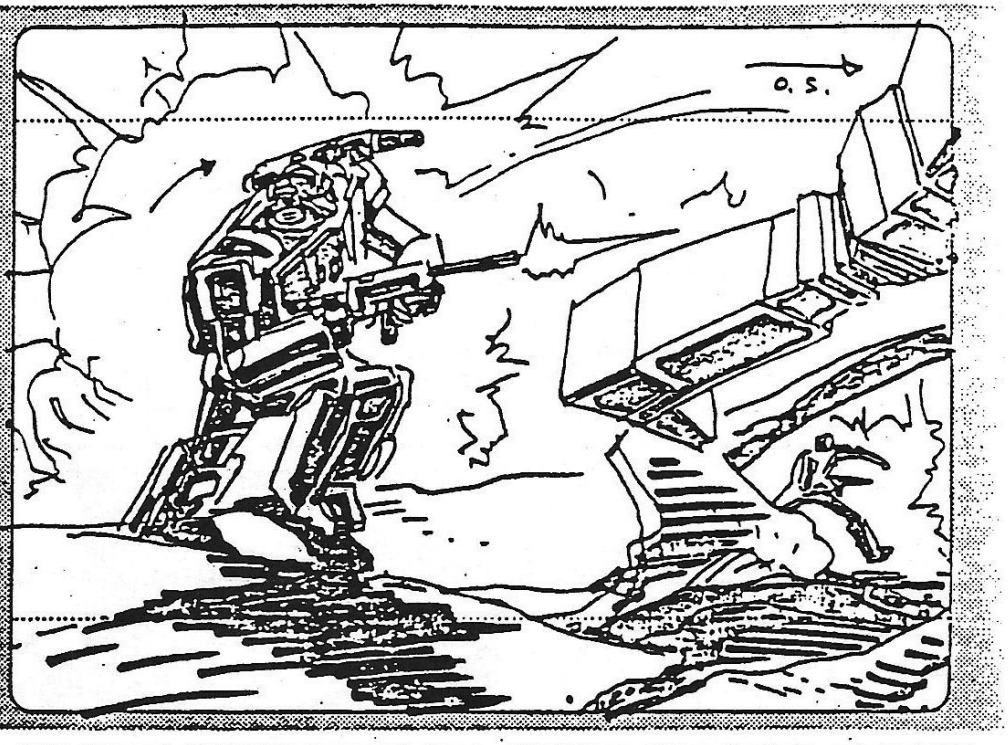
MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-58 SC. CONT. SEQ. 8 Page 50





ACTION L.S. KUP, PERCEPTOR, AND BLURR. KUP IN NEAR FOREGROUND RUNS THROUGH THE SCENE. BRIGHT LASER FIRE STREAKS PAST IN ALL DIRECTIONS. PERCEPTOR AND BLURR...

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

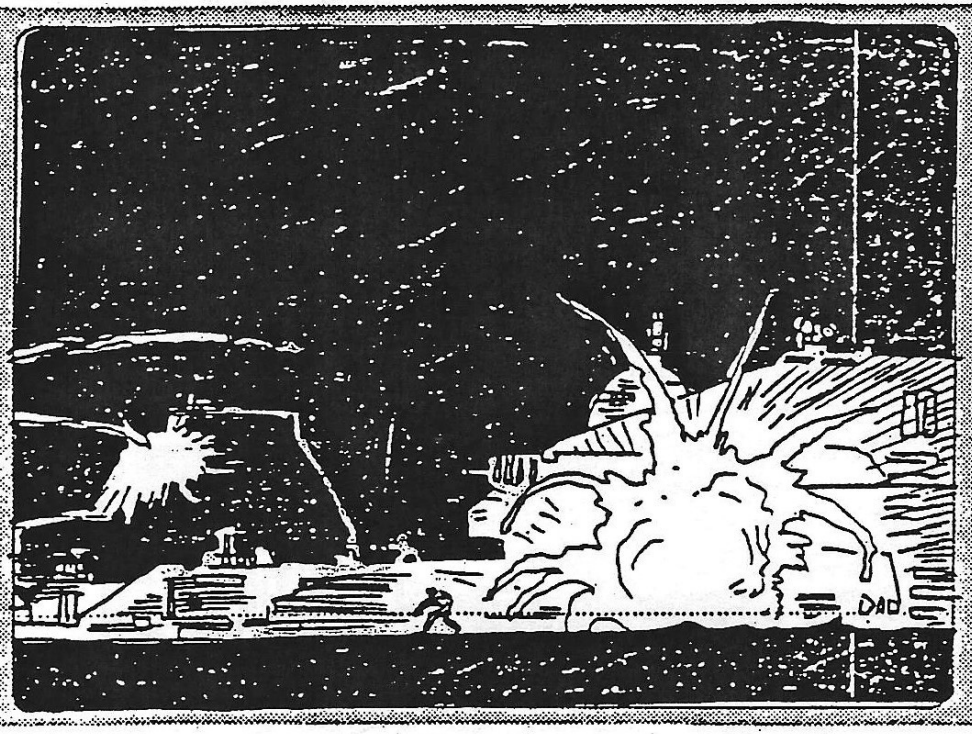
ACTION ...CHARGE AND FIRE AS HYDRO PHOSPHOR EXPLOSIONS ILLUMINATE THE NIGHT SKY...

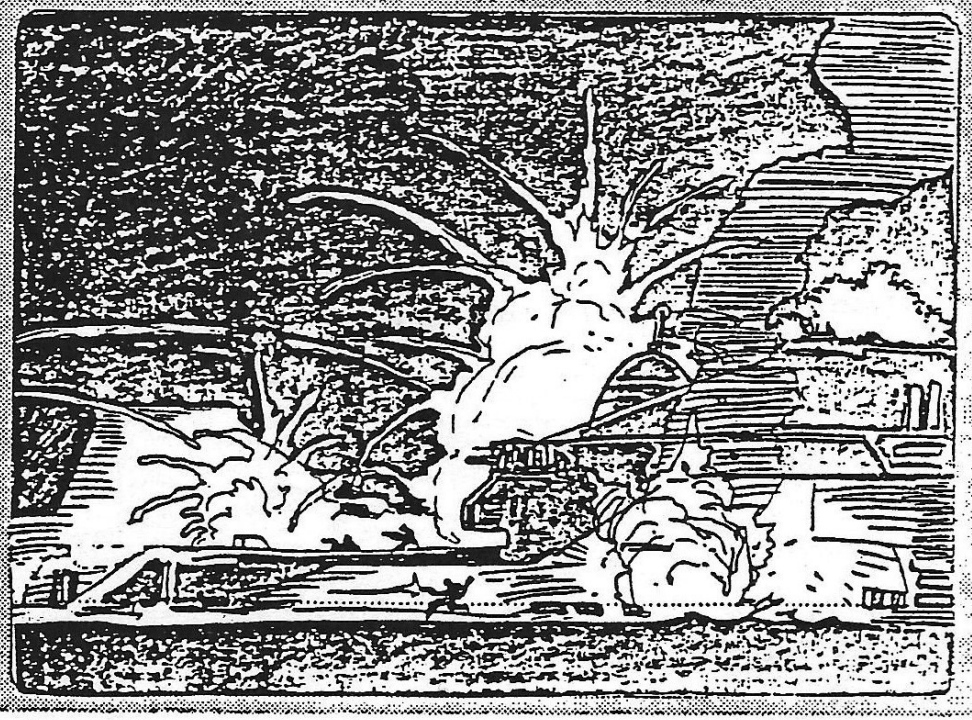
DIAL

MUSIC/SFX

CAMERA

SC. 8-59 SC. CONT. SEQ. 8 Page 51





ACTION X.L.S: AUTOBOT CITY, NIGHT. AUTOBOTS AND DECEPTICONS SCURRY ABOUT THE COMPLEX EXCHANGING FIRE AS GLOWING ROCKETS LEAVE TRAILS ACROSS THE DARK SKY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND EXPLOSION AFTER EXPLOSION SET ABLAZE THE NIGHT.

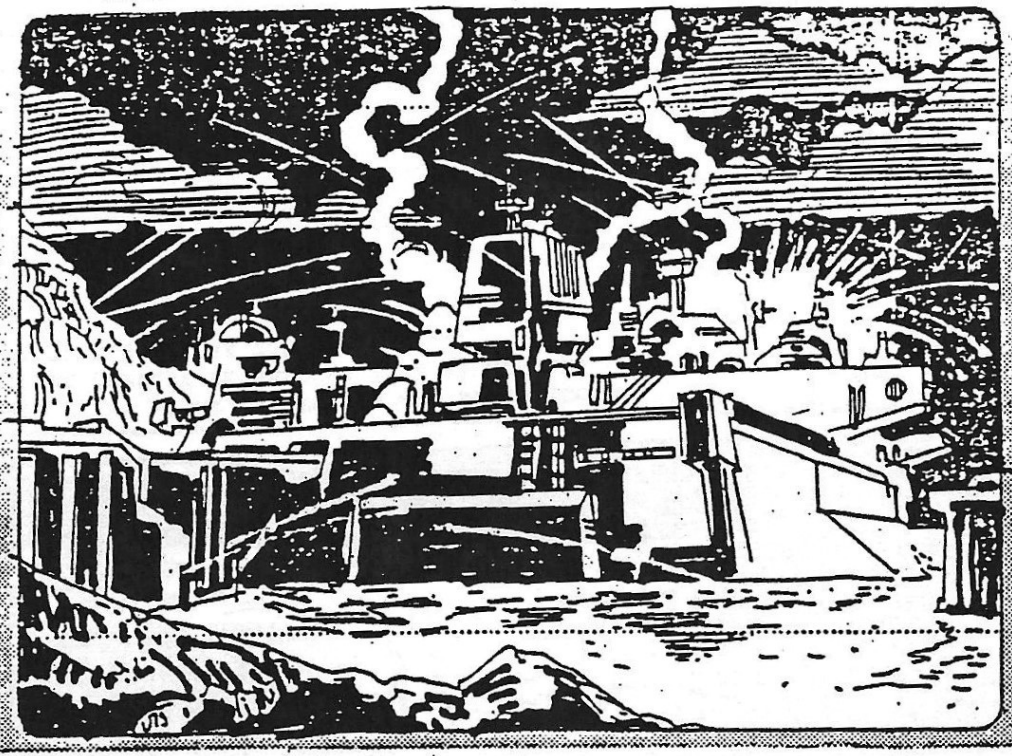
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. E-60

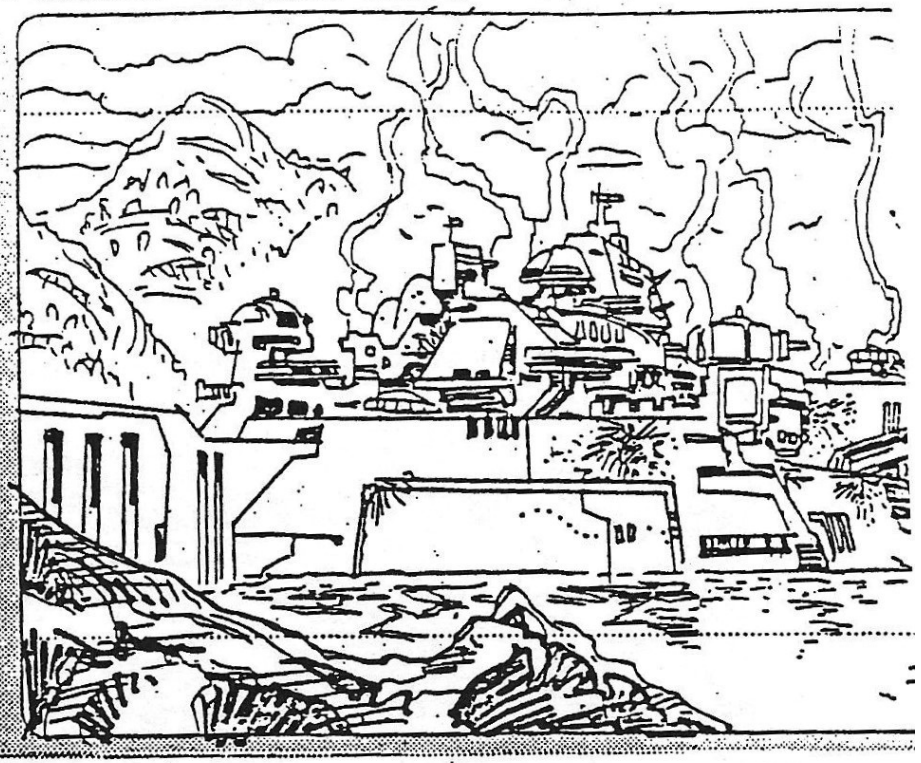


ACTION X.L.S. AUTOBOT CITY AT NIGHT. ALL OVER THE CITY, BRIGHT EXPLOSIONS SLASH THE NIGHT. FIRES SEND UP BILLOWING CLOUDS OF SMOKE AND LASER BLASTS PIERCE THE AIR ABOVE THE BATTERED CITY.

DIAL

MUSIC/SFX

SC. E-61



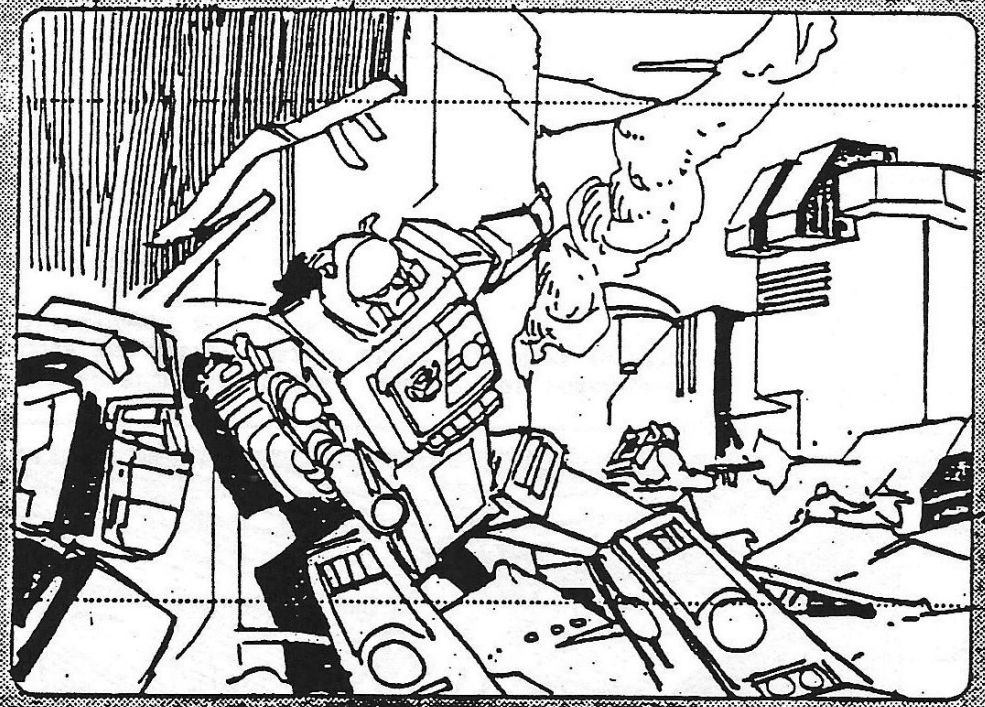
ACTION X.L.S. AUTOBOT CITY IN DIM, PRE-DAWN HAZE. SMOKE ASHES AND TWISTED METAL ARE ABOUT ALL THAT REMAINS OF THE ONCE PROUD CITY.

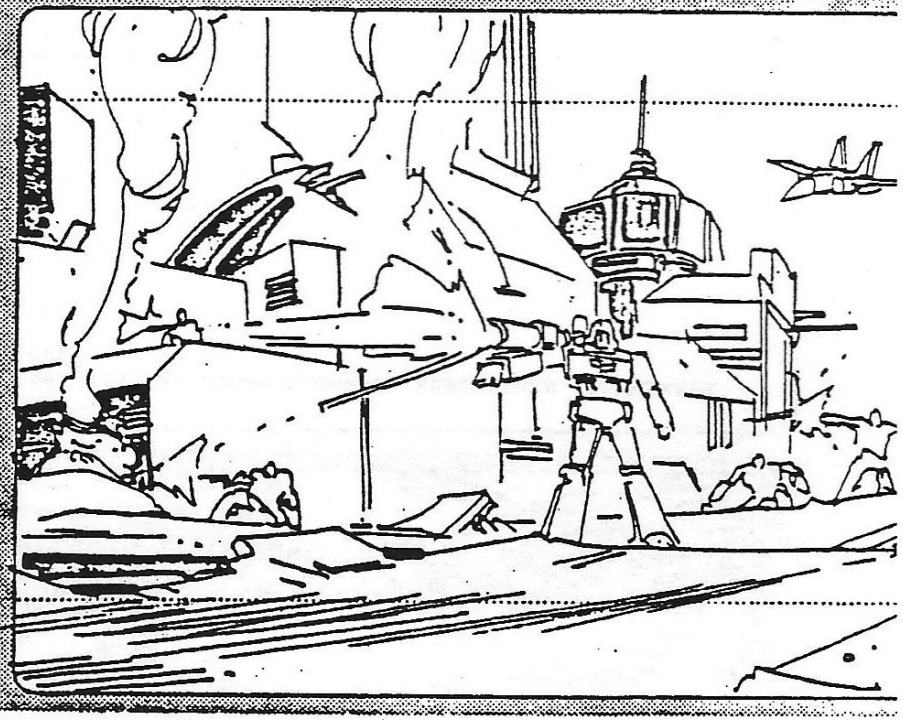
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-62 START → SC. STOP SEQ. 8 Page 53





ACTION L.S. A FEW SURVIVING AUTOBOTS SNEAR THROUGH THE SCARRED WRECKAGE FIRING OFF A FEW LASER BLASTS AT THE SUPERIOR STRENGTH OF THE DECEPTICONS WHO FIRE BACK. WE PAN TO SEE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...MEGATRON, WHO STANDS IN THE RED GLOW OF THE RISING SUN, RELISHING THE DESTRUCTION AND CARNAGE OF THE PREVIOUS NIGH' A LOW, HEAVY, DISTANT ROAR INTERRUPTS THE MORNING SILENCE.

DIAL

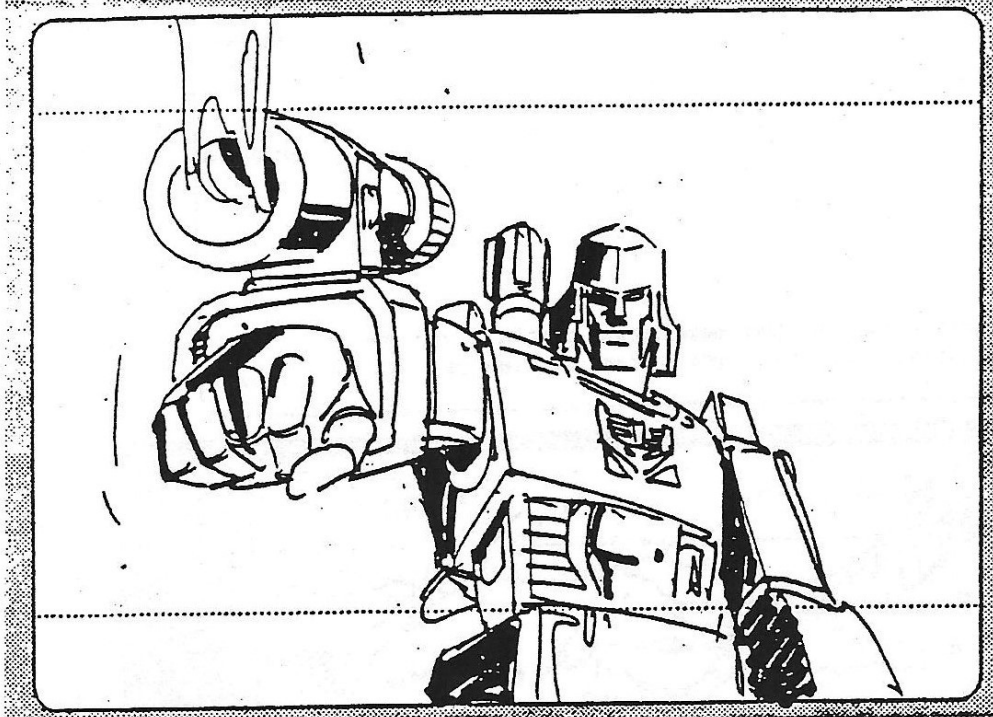
MEGATRON Their defenses are broken. Let the slaughter begin.

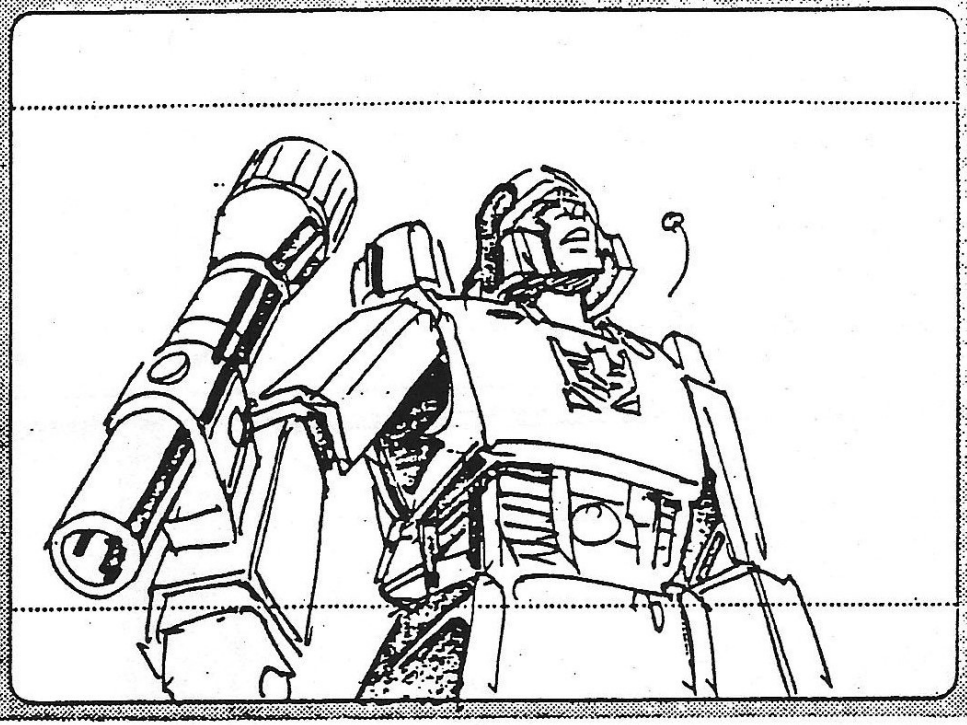
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-63 SC. SEQ. 8 Page 54





ACTION M.S. MEGATRON. HE REACTS TO THE EVER INCREASING ROAR...

DIAL

MUSIC/SFX

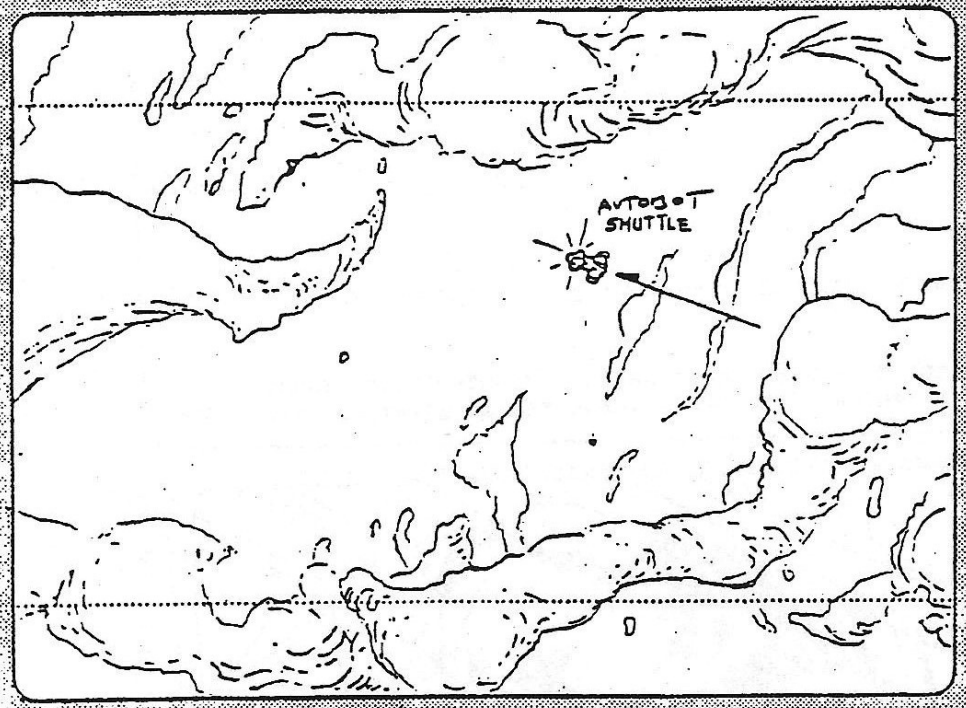
ACTION ...AND LOOKS UP OVER HIS SHOULDER.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-64



ACTION P.O.V. HIGH ABOVE AN AUTOBOT SHUTTLE CATCHES A SPARKLE OF THE MORNING SUN AS IT RACES ACROSS THE CLOUD STREAKED SKY.

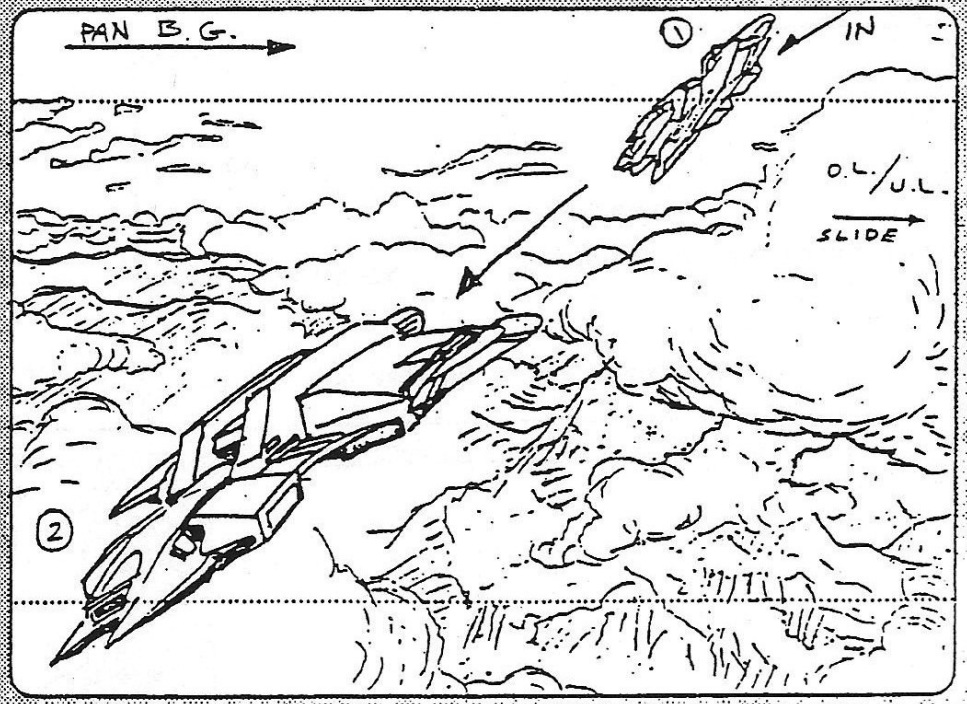
DIAL

MUSIC/SFX

CAMERA

SC. 8-65

SEQ. 8 Page 55



ACTION L.S. THE AUTOBOT SPACE SHUTTLE. WE TRAVEL WITH THE SHUTTLE AS IT DIVES THROUGH THE CLOUDY SKY, ON ITS WAY TO AUTOBOT CITY, O.S.

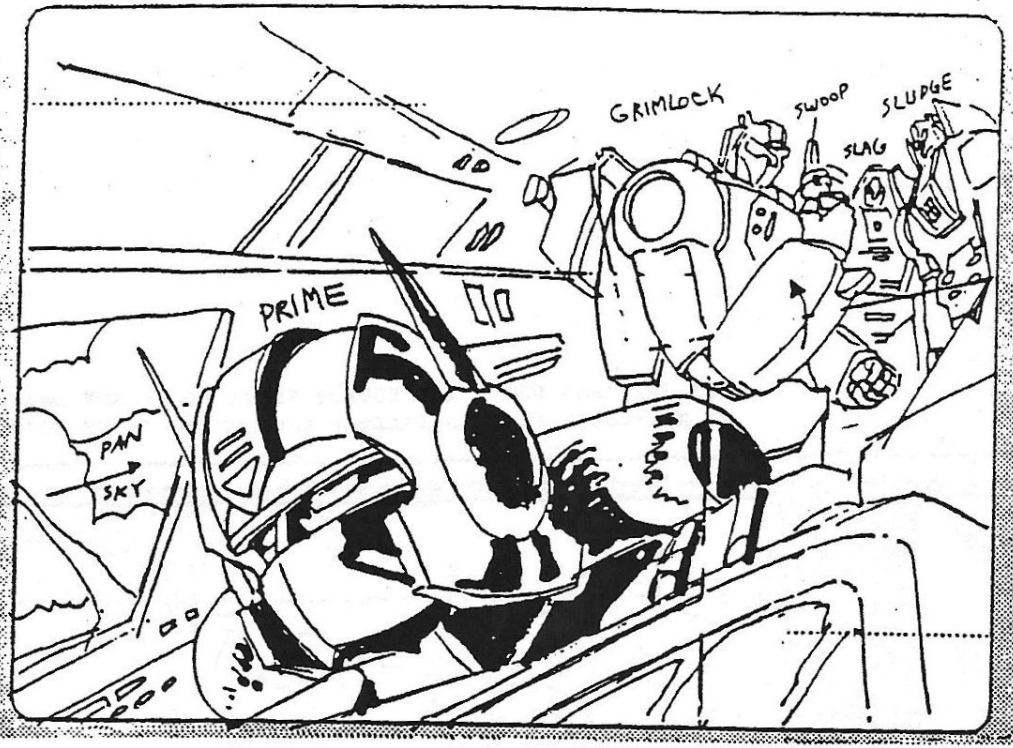
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. C-00



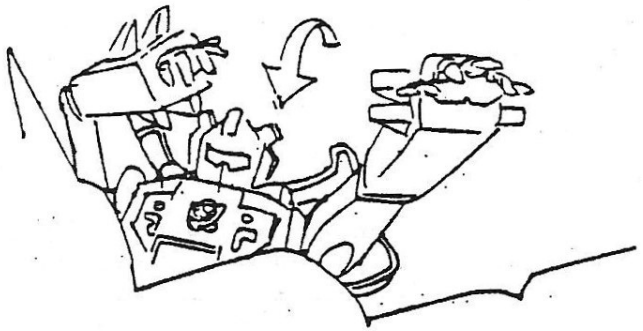
ACTION M.S. INTERIOR OF THE AUTOBOT SHUTTLE. PRIME, GRIMLOCK, SWOOP, SLAG, SLUDGE. PRIME GIVES ORDERS TO THE DINOBOTS...

DIAL OPTIMUS PRIME Dinobots. Destroy Devastator!

MUSIC/SFX

CAMERA

SC. CONT SEQ. 8 PAGE 3



ACTION ...WHO RESPOND TO HIS COMMANDS AND JUMP OUT OF SHIP.

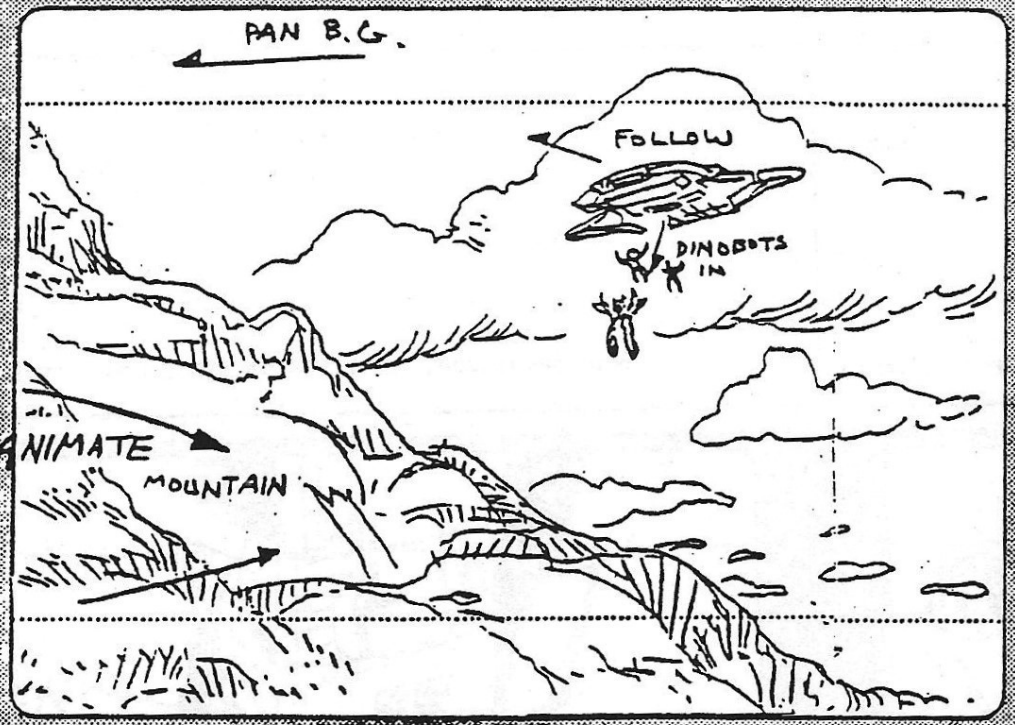
DIAL GRIMLOCK Uhhhh! Me Grimlock, love challenge!

MUSIC/SFX

CAMERA

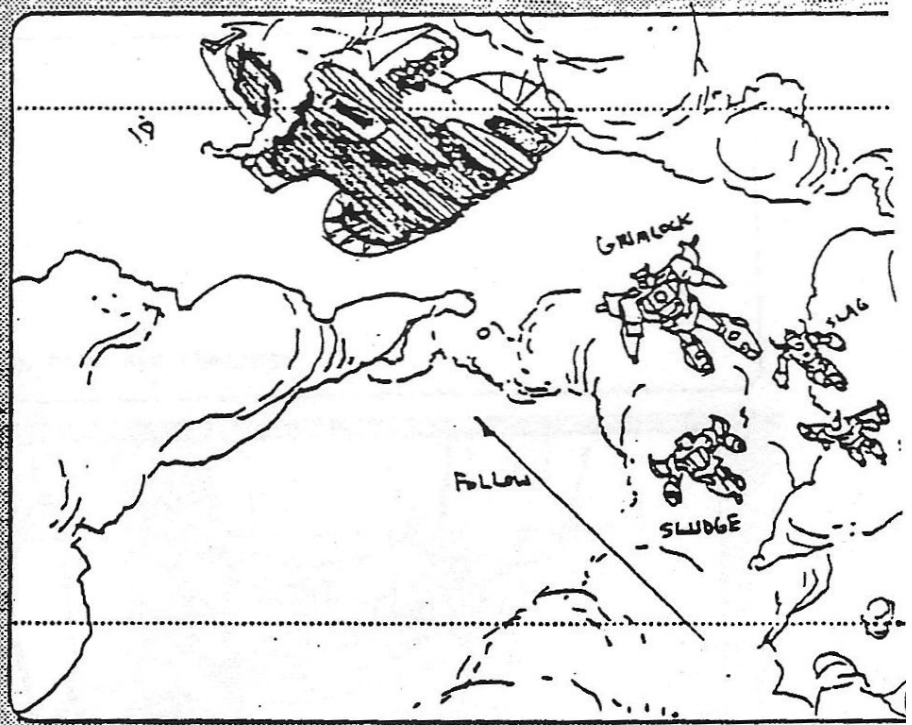
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-67



SC. 8-68

SEQ. 8 Page 57



ACTION X.L.S. THE AUTOBOT SPACE SHUTTLE. WE FOLLOW ALONG WITH IT AS THE DINOBOTS DROP DOWN OUT OF THE HATCH...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND DECEND TOWARD US AS THE SHUTTLE CONTINUES ON O.S.

DIAL

MUSIC/SFX

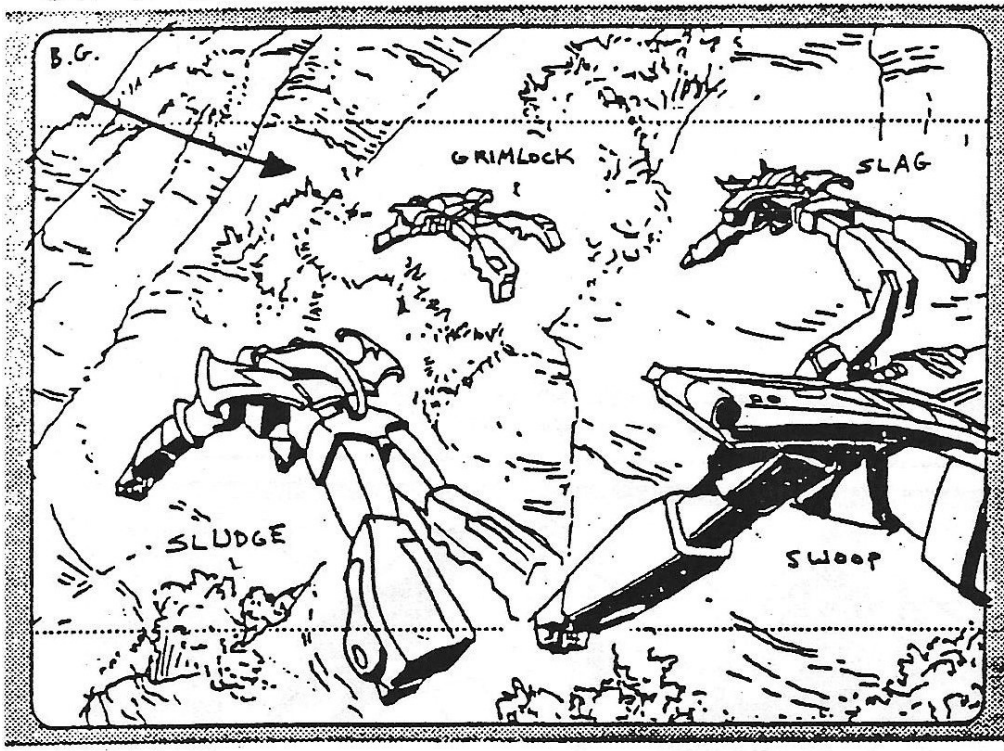
CAMERA

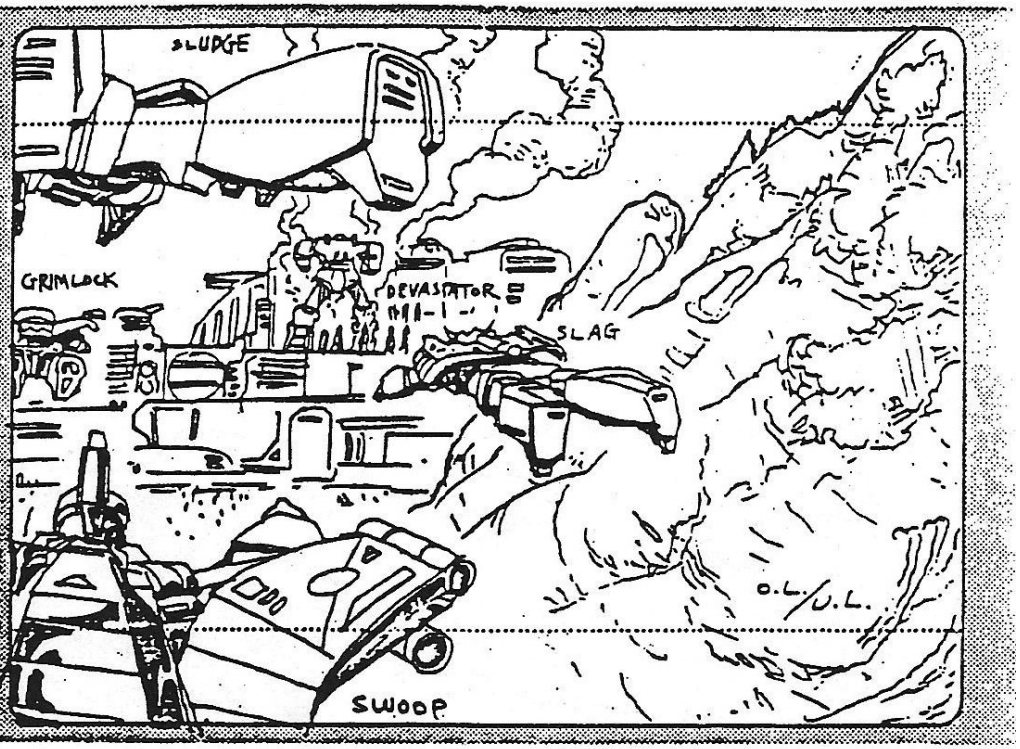
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-69

SC. CONT.

SEQ. 8 Page 58





ACTION L.S. THE FOUR DINOBOTS. WE FLY ALONG WITH THEM AS...

DIAL

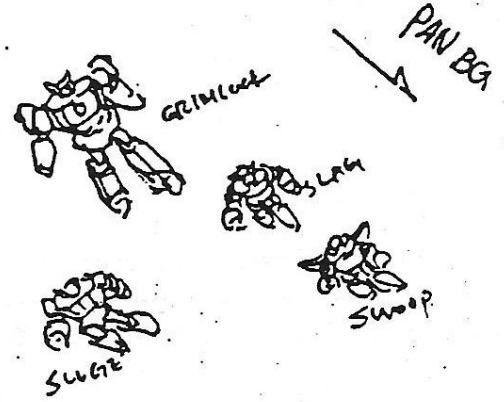
MUSIC/SFX

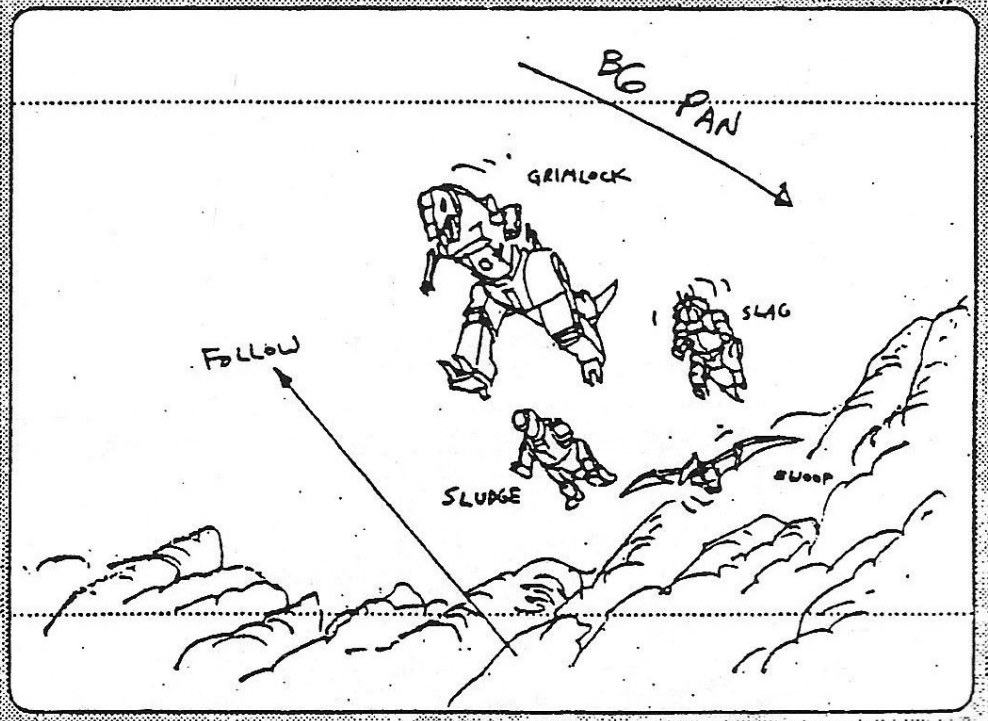
ACTION ...THEY GAIN SPEED AND HEAD FOR AUTOBOT CITY, WHICH COMES INTO VIEW.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON X.L.S. THE DINOBOTS...WE FOLLOW THEM AS THEY...

GRIMLOCK Dinobots transform!

SFX

RA

ACTION ...TRANSFORM INTO THEIR DINOSAUR MODES...

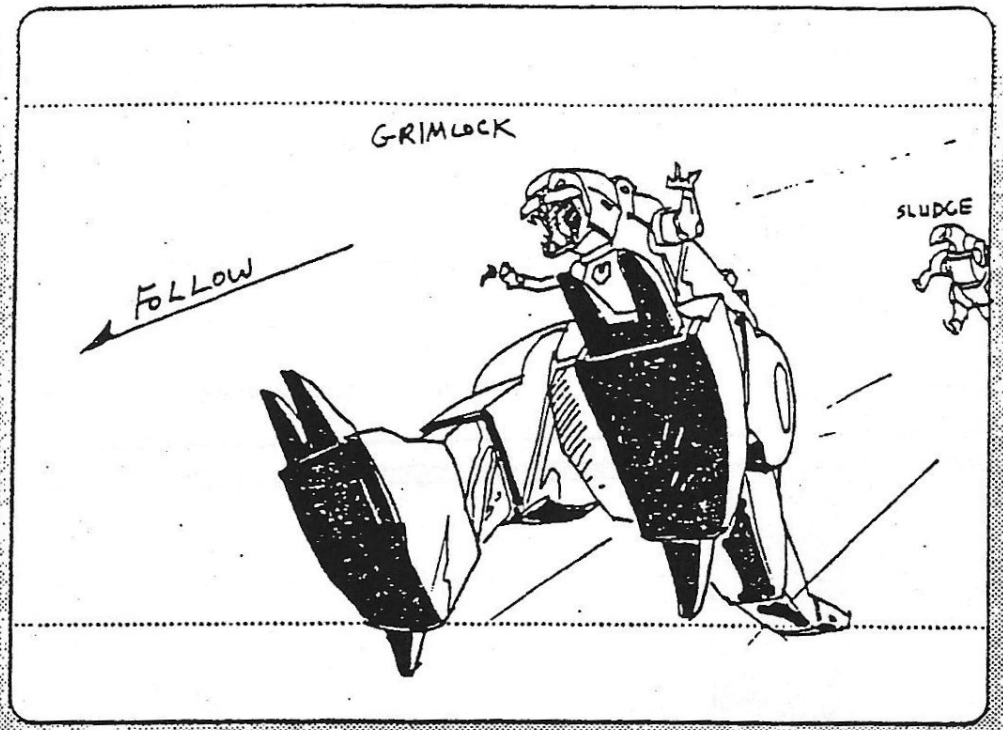
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible] SEQ. [illegible]

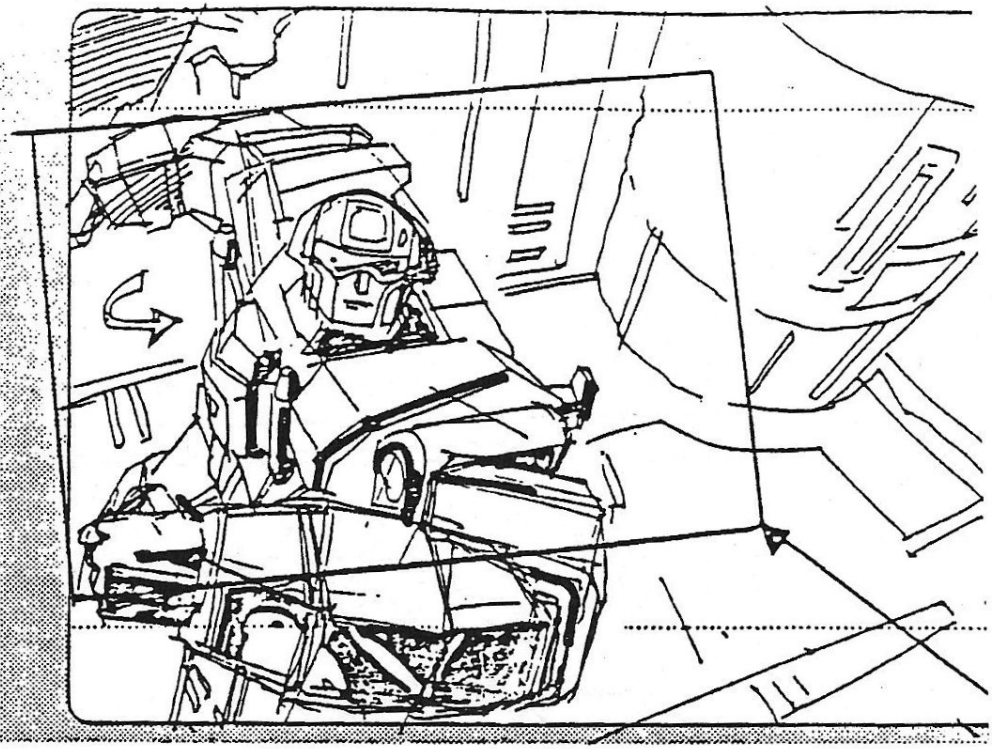


ACTION ...AND DROP DOWN TOWARD CAMERA.

DIAL

MUSIC/SFX

SC. [illegible] TRUCK-IN SEQ. [illegible] Page [illegible]

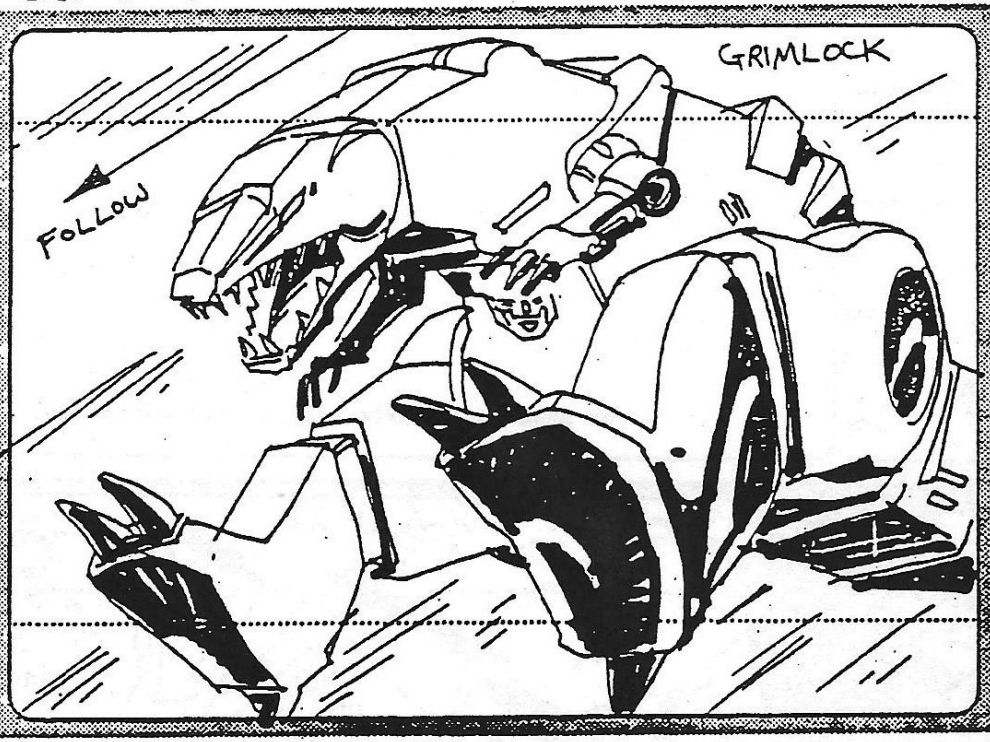


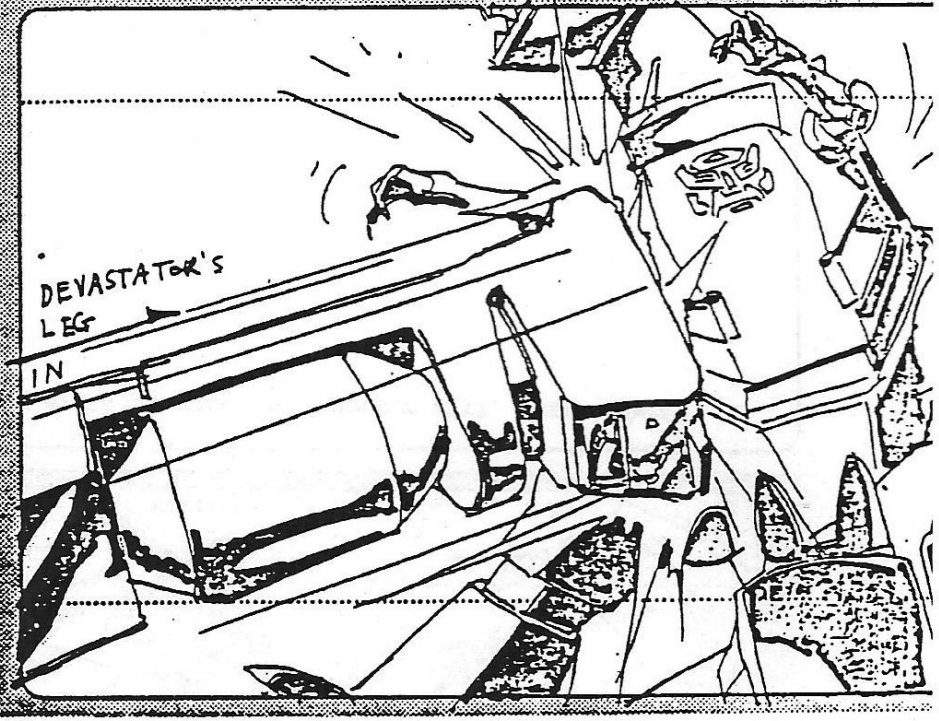
ACTION M.S. DEVASTATOR. WE TRUCK IN ON HIM AS HE LOOKS UP TO SEE THE O.S. DINOBOTS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. GRIMLOCK. WE FOLLOW HIM . HIS JAWS ARE SET, READY FOR ACTION. AS HE PLUNGES TOWARD THE O.S. DEVASTATOR...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WHOSE LEG KICKS UP INTO SCENE AND KNOCKS GRIMLOCK IN THE CHEST.

DIAL

MUSIC/SFX

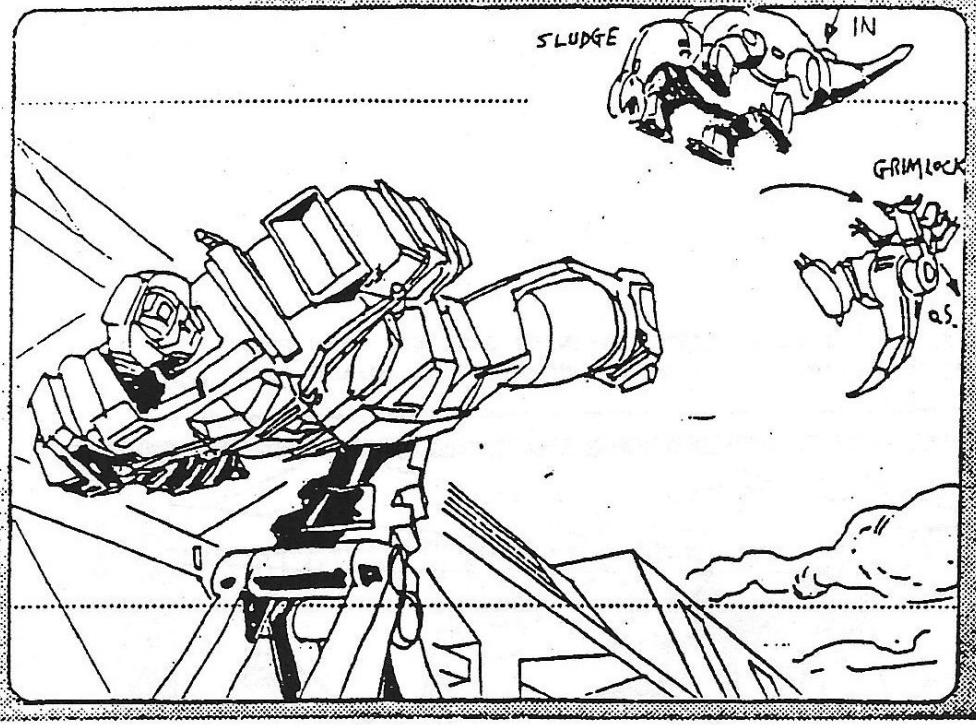
CAMERA

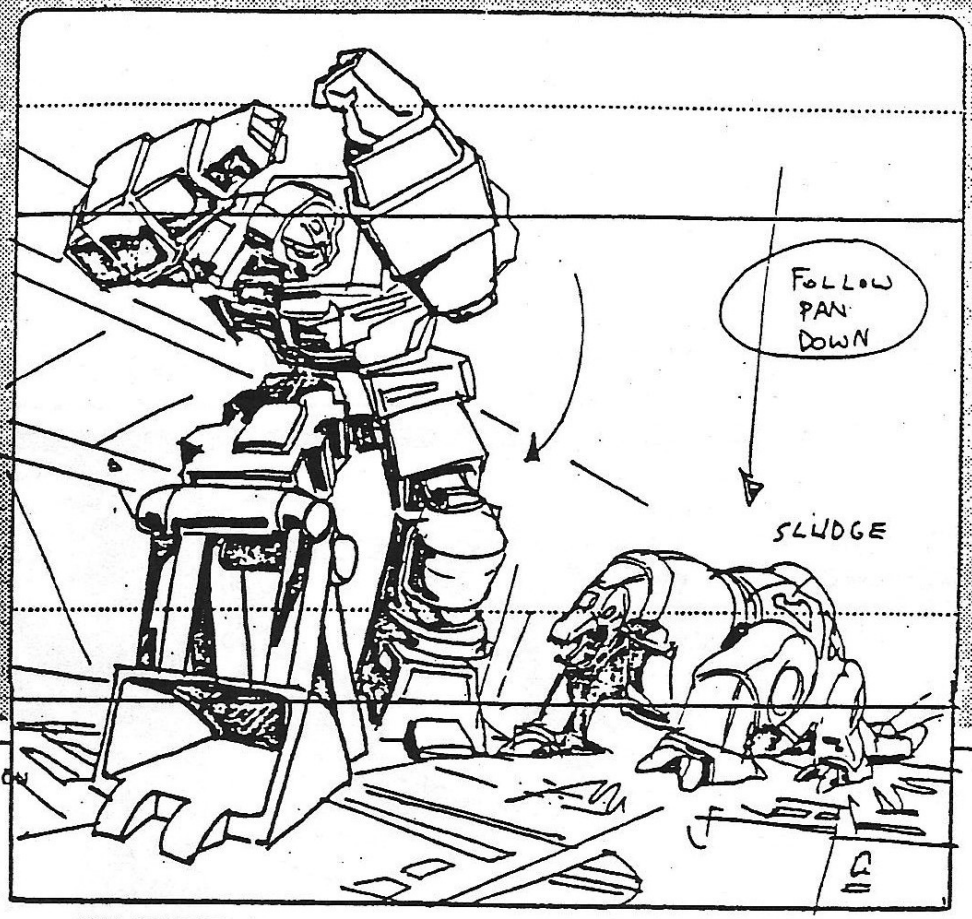
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-73

SC. CONT

SEQ. 8 Page 62





ACTION L.S. DEVASTATOR, SLUDGE AND GRIMLOCK. GRIMLOCK HAS BEEN KNOCKED BACK O.S. BY THE VIOLENT KICK FROM DEVASTATOR...

DIAL

MUSIC/SFX

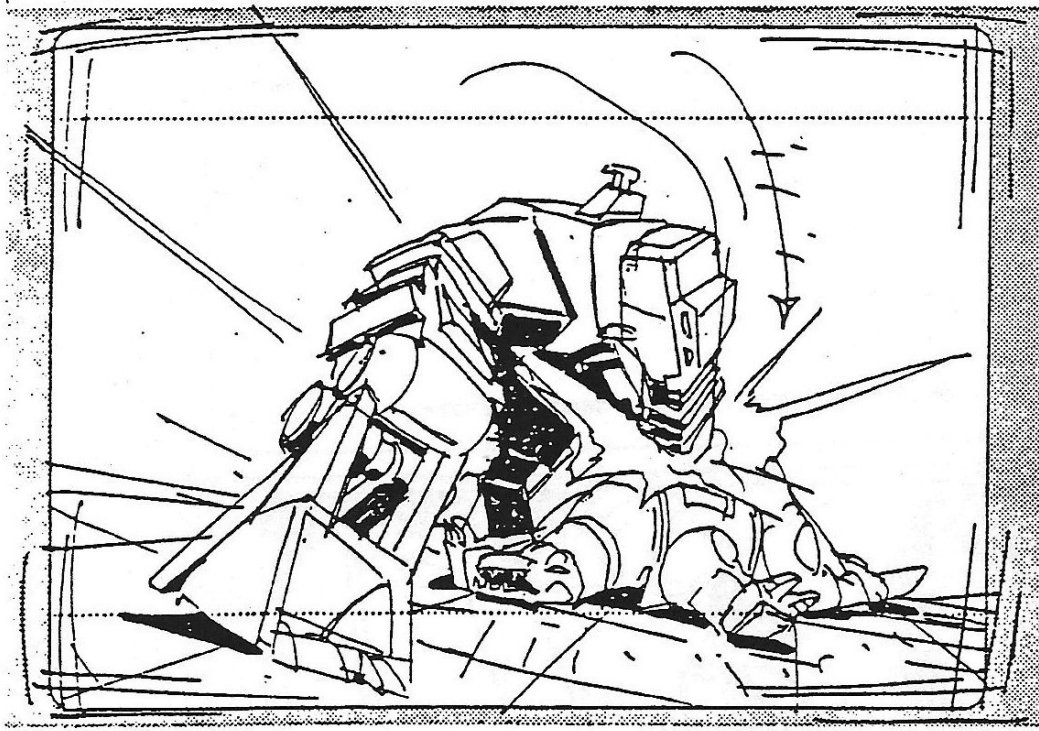
ACTION

DIAL ...WHO READIES HIMSELF FOR ANOTHER ROUND, THIS TIME WITH SLUDGE WHO LANDS BEHIND HIM.

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-73 CAM. SHAKE



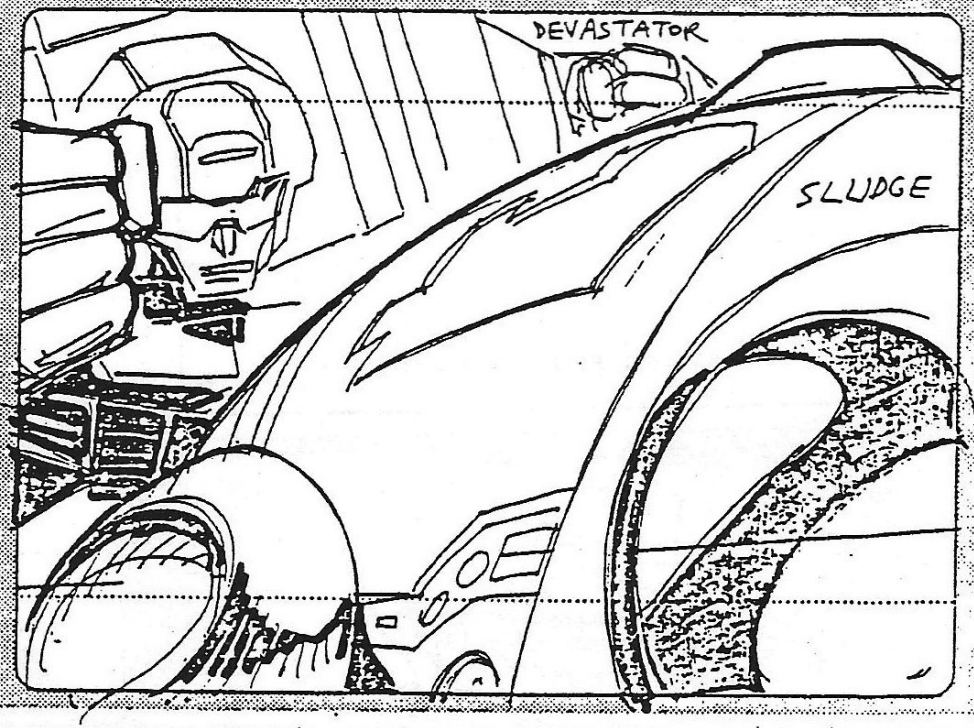
ACTION DEVASTATOR HURLS AROUND AND SLAMS SLUDGE ON THE BACK, FLATTENING HIM TO THE GROUND.

DIAL

MUSIC/SFX

CAMERA

SC. 8-74 SEQ: 8 Page 63



ACTION M.S. DEVASTATOR AND SLUDGE. DEVASTATOR...

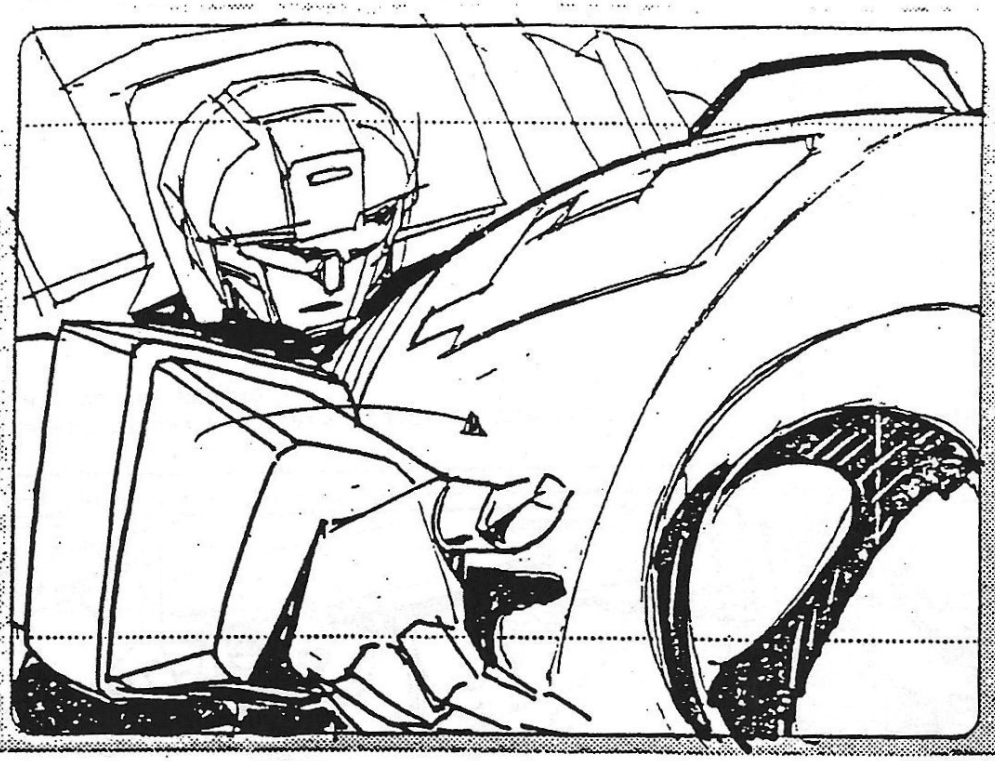
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. C-7



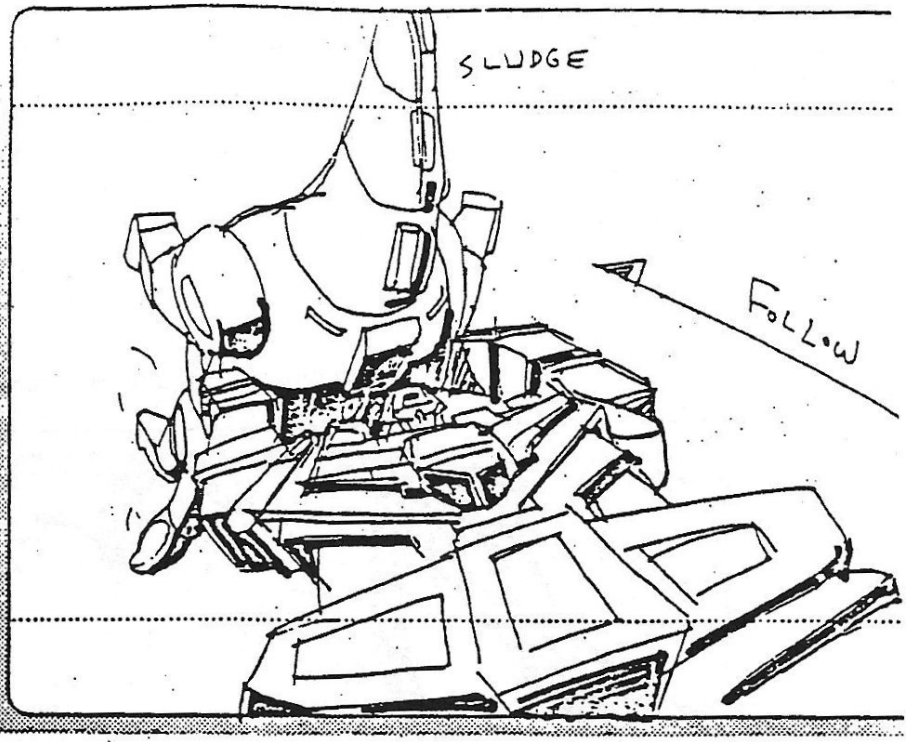
ACTION ...REACHES AROUND, GRABS A HOLD OF SLUDGE'S SIDES...

DIAL

MUSIC/SFX

CAMERA

SC. C-7 SEQ. PAGE C-7



ACTION ...AND LIFTS HIM HIGH INTO THE AIR...

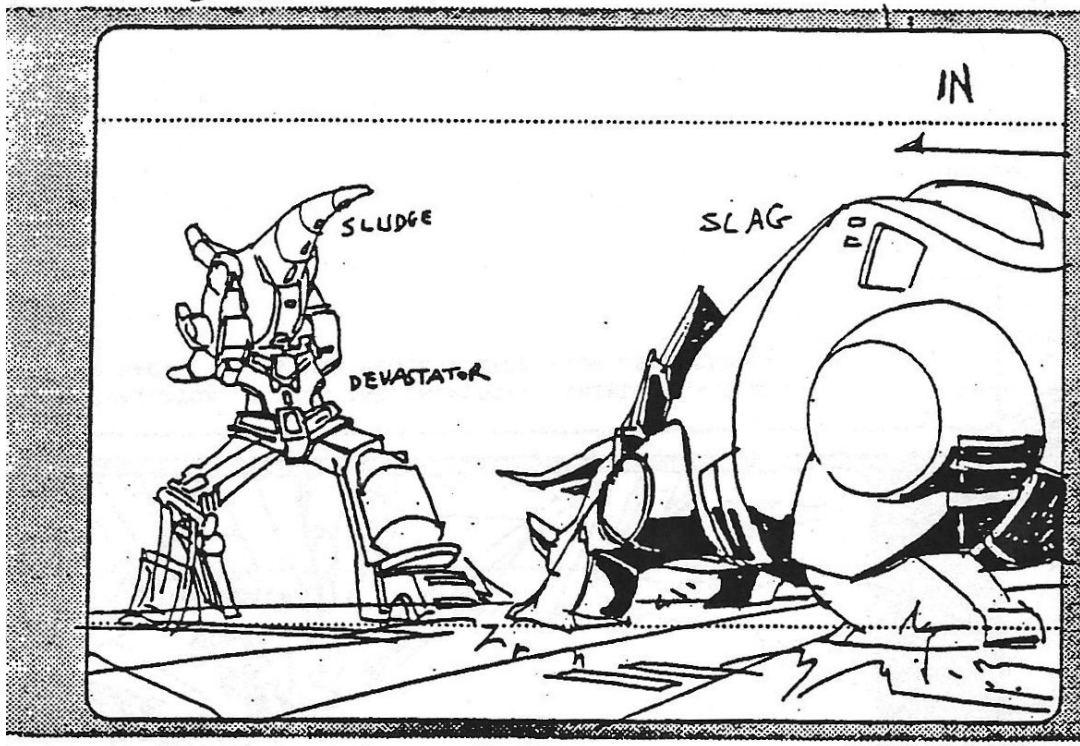
DIAL

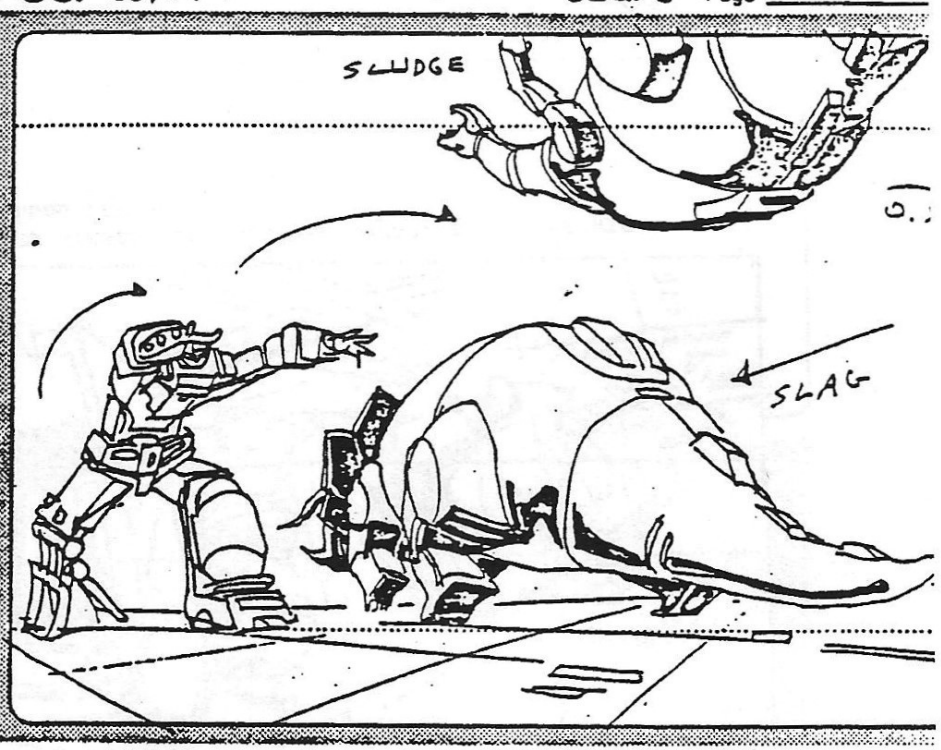
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-75 CAM. SHAKE SC. CONT. SEQ. 8 Page 65





ACTION L.S. DEVASTATOR, SLUDGE AND SLAG. DEVASTATOR HOLDS SLUDGE HIGH OVER HIS HEAD AS SLAG CHARGES INTO THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION DEVASTATOR THEN HURLS SLUDGE O.S. AS SLAG RACES FORWARD.

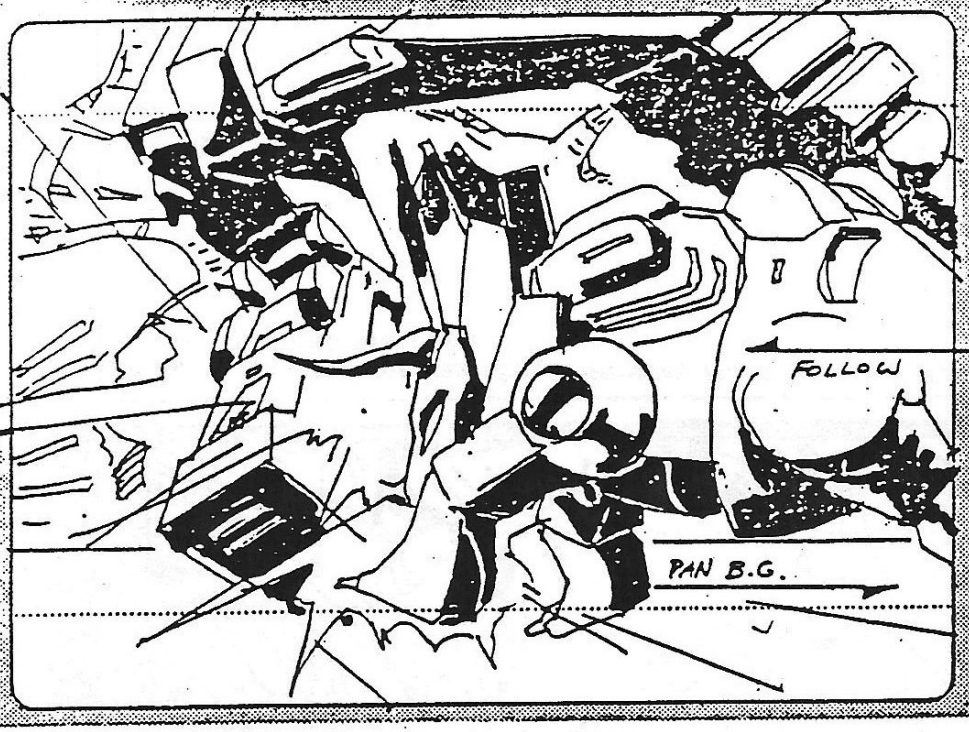
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-76 CAM. SHAKE



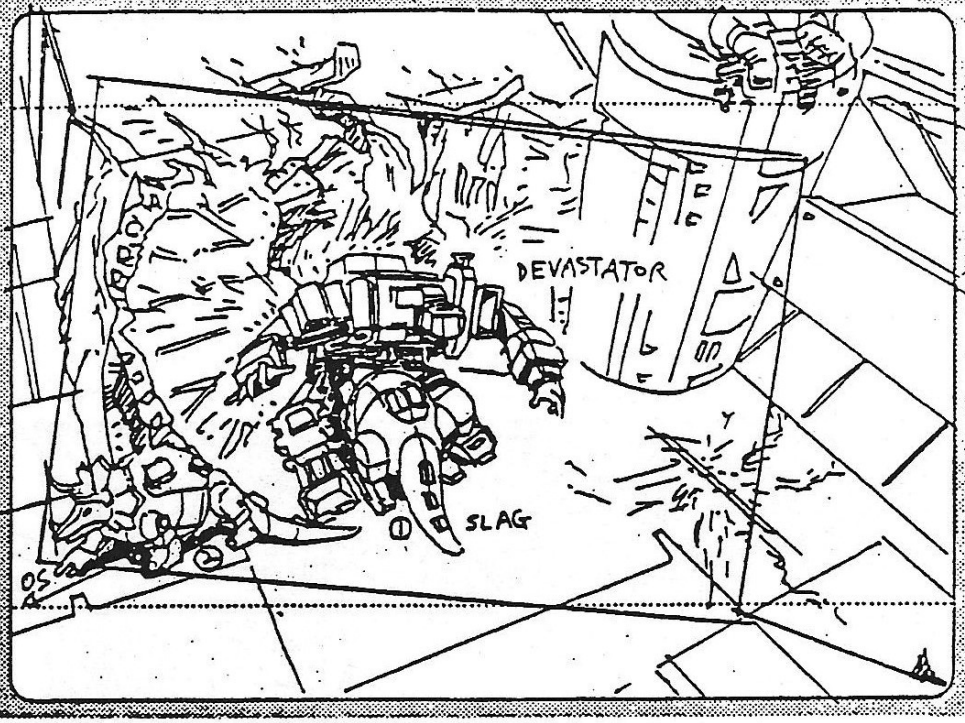
ACTION M.S. DEVASTATOR AND SLAG. WE FOLLOW SLAG AS HE RAMS INTO DEVASTATOR, KNOCKING HIM OFF OF HIS FEET.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.8-77 TRUCK-OUT SEQ. 8



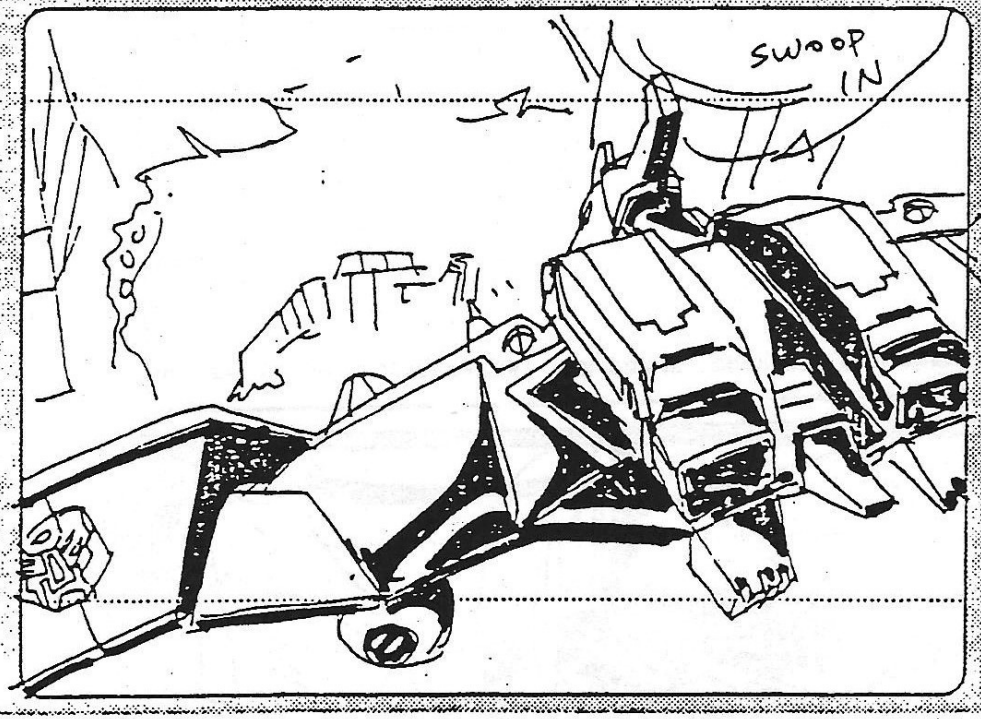
ACTION L. DOWN SHOT DEVASTATOR AND SLAG. WE TRUCK OUT AS DEVASTATOR IS CARRIED BACK BY SLAG'S BLOW AND BOUNCES INTO A WALL OF AUTOBOT CITY.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 8-77



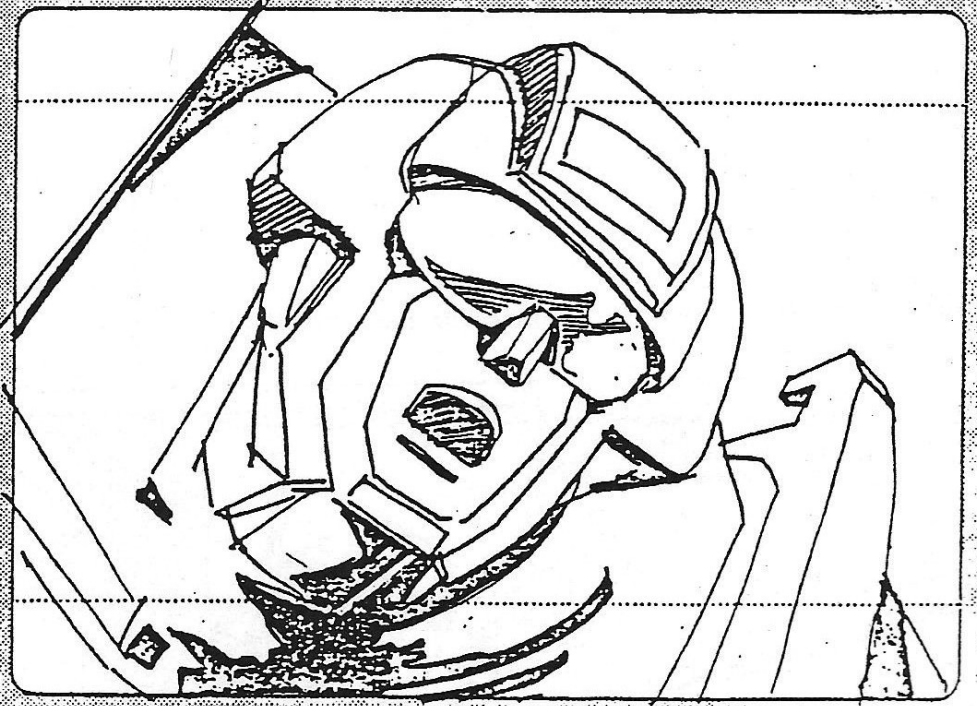
ACTION SWOOP THEN SWOOPS DOWN INTO SCENE HEADING DIRECTLY TOWARD DEVASTATOR.

DIAL

MUSIC/SFX

CAMERA

SC. 8-78



ACTION C.U. DEVASTATOR. HE LOOKS UP IN ALARM.

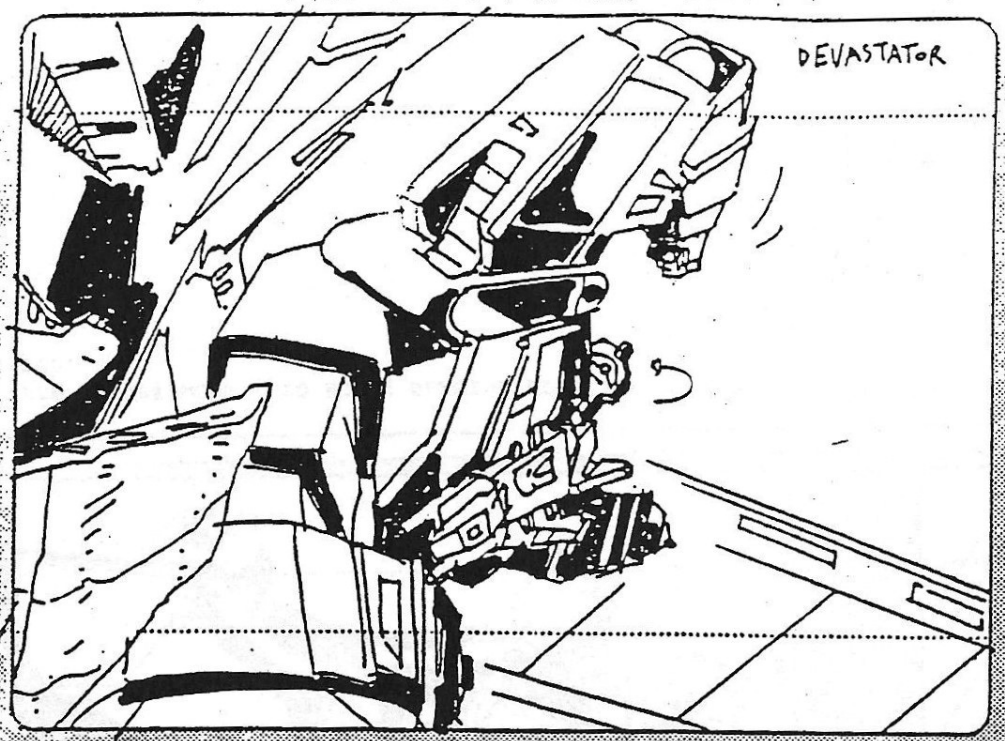
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-7



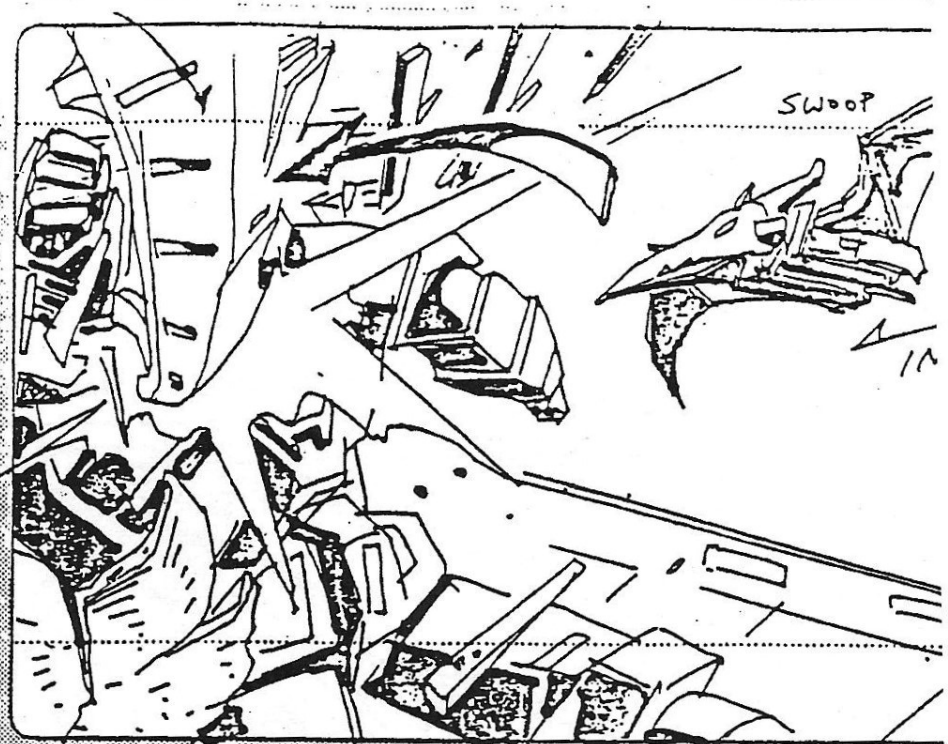
ACTION UP SHOT DEVASTATOR. HE TURNS, CLENCHES HIS FIST AND...

DIAL

MUSIC/SFX

SC. CONT.

SEQ. PAGE



ACTION

...SMASHES INTO THE WALL OF THE CITY. AS SWOOP ENTERS THE SCENE

DIAL

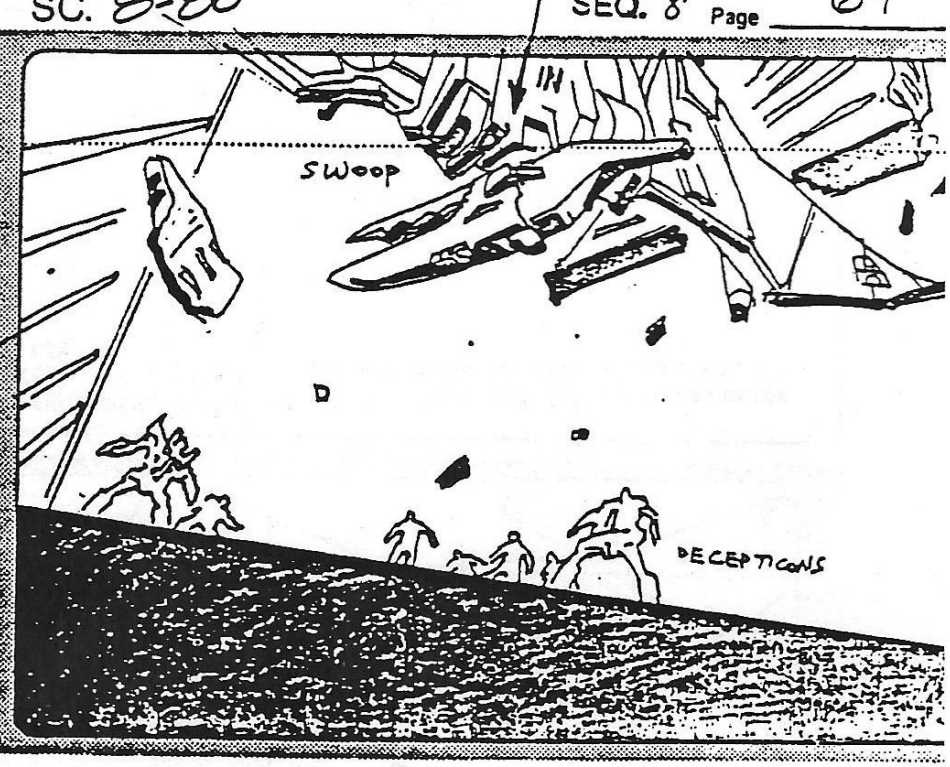
MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-79

SC. 8-80

SEQ. 8 Page 69



ACTION ...A PIECE OF THE CITY STRUCTURE FALLS DOWN AND HITS SWOOP, KNOCKING HIM DOWN.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. SWOOP PLUNGES TOWARD THE GROUND...

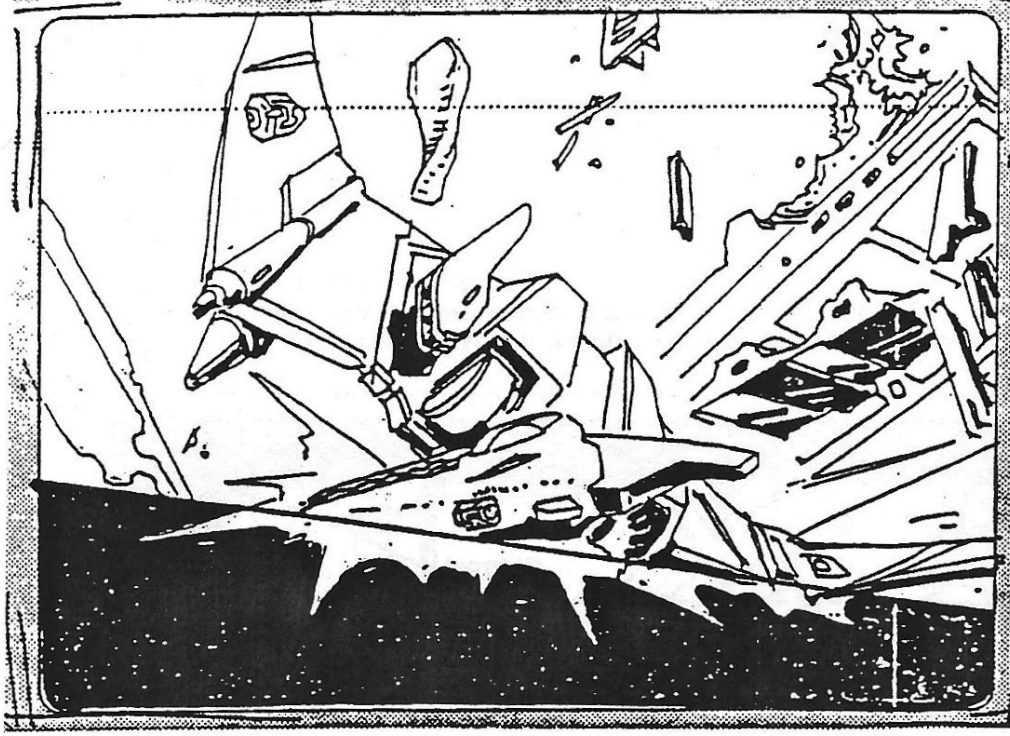
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-80 CAM. SHAKE

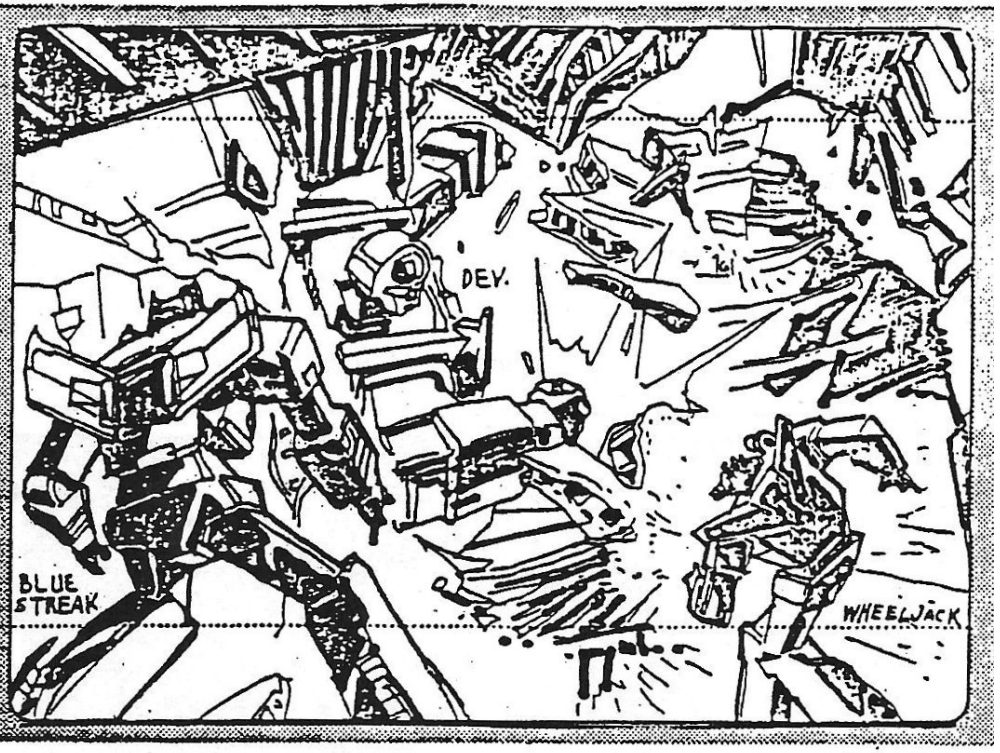


ACTION ...SWOOP SMASHES, WITH GREAT FORCE, INTO THE GROUND.

DIAL

MUSIC/SFX

SC. 8-81



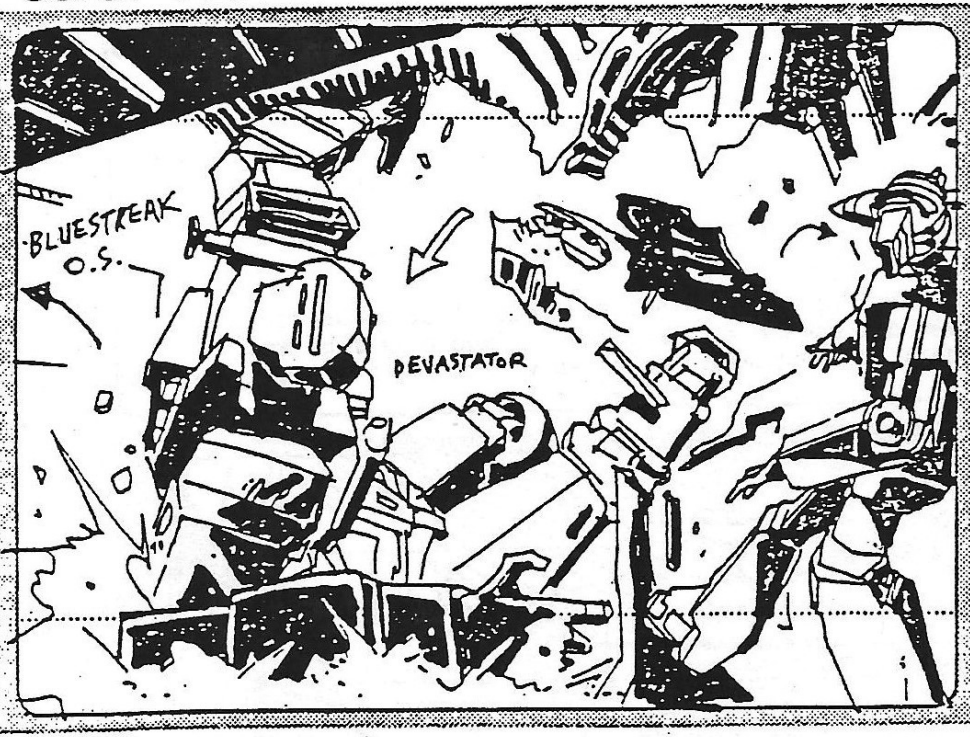
ACTION M.L.S. BLUESTREAK, WHEELJACK, AND DEVASTATOR. BLUESTREAK AND WHEELJACK MOVE BACK AS DEVASTATOR CRASHES THRUOGH THE CRUMBLING WALL.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-81



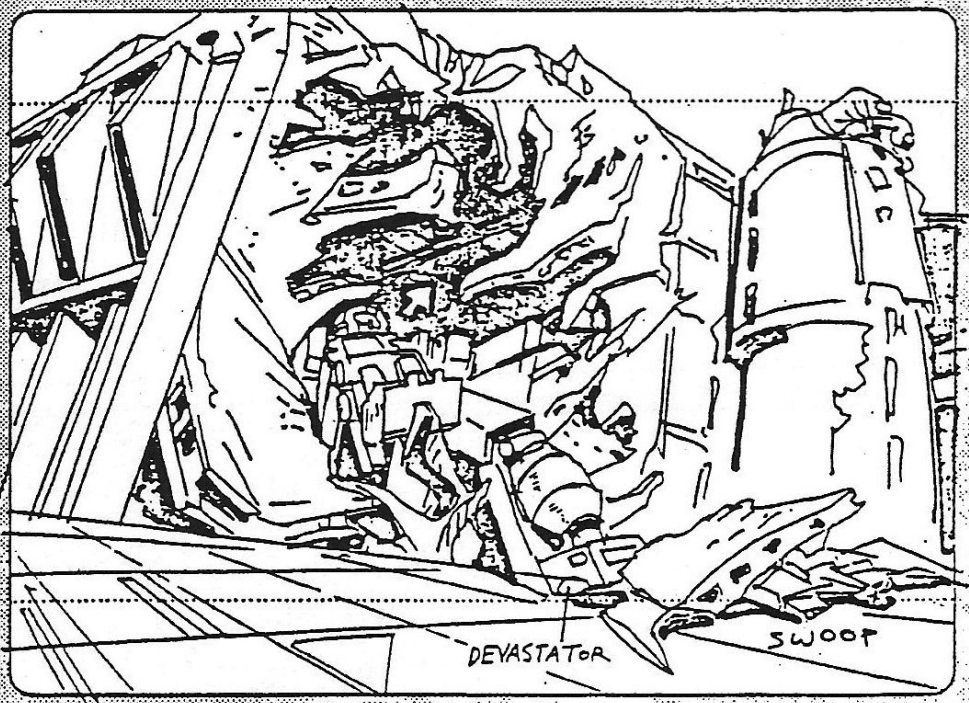
ACTION ...AND FALLS TO THE GROUND. BLUESTREAK AND WHEELJACK ARE KNOCKED BACK O.S. BY THE IMPACT.

DIAL

MUSIC/SFX

CAMERA

SC. 8-82 TRUCK-OUT SEQ. 8 Page 71



ACTION L.S. THE DESTROYED WALL OF AUTOBOT CITY. DEVASTATOR STARTS RISING BACK UP. SWOOP LIES MOTIONLESS ON THE GROUND.

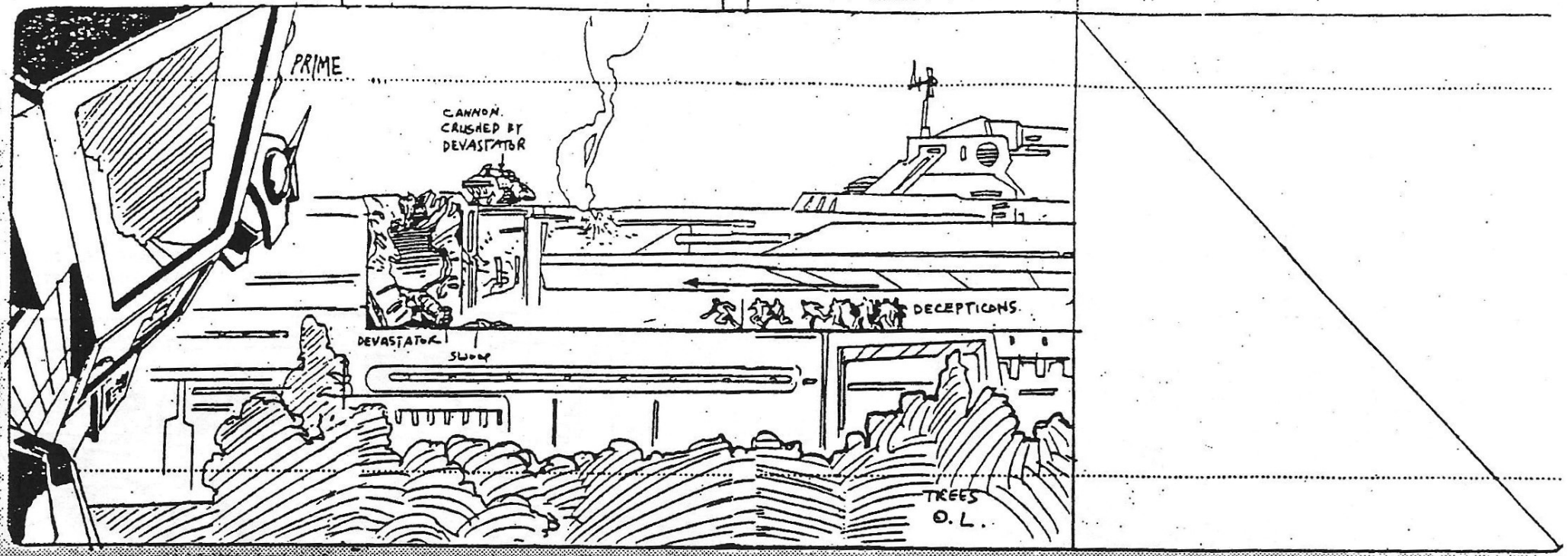
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-00 STOP PAN ← START SEQ. 5 Page



ACTION X.L.S. WE PAN WITH A GROUP OF DECEPTICONS AS THEY RACE ALONG THE FORTIFIED WALL OF AUTOBOT CITY TOWARD THE BREACH IN THE WALL WHICH DEVASTATOR CREATED. PRIME, IN THE FOREGROUND, LOOKS ON.

DIAL

PRIME Megatron...

MUSIC/SFX

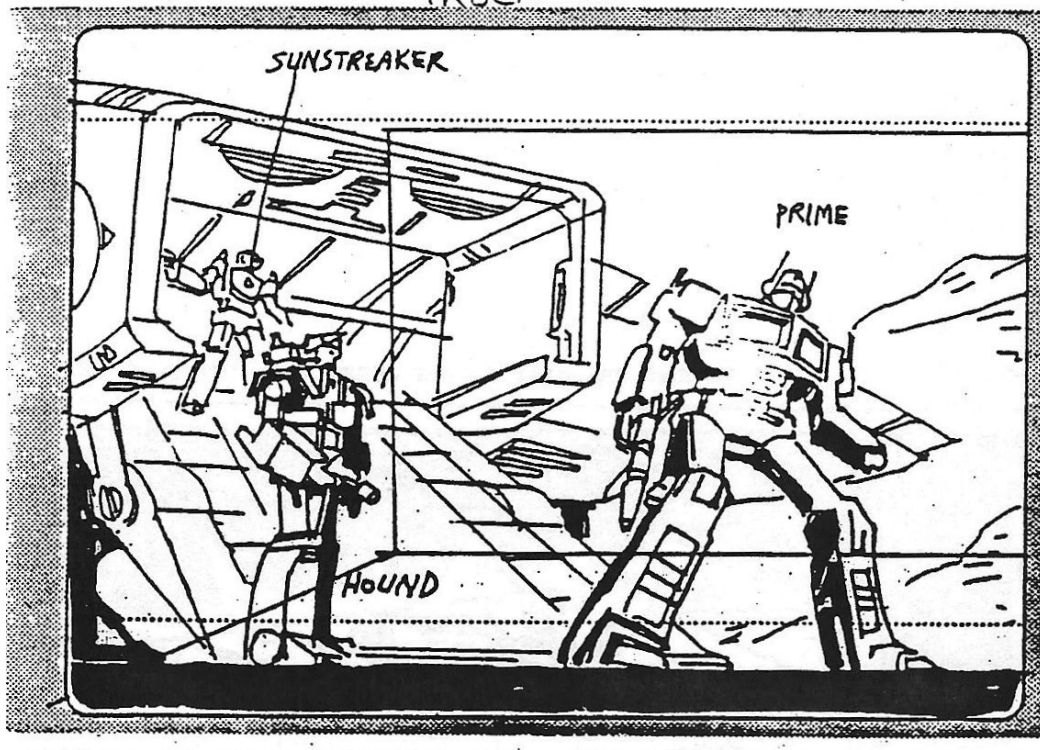
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-84 TRUCK -IN



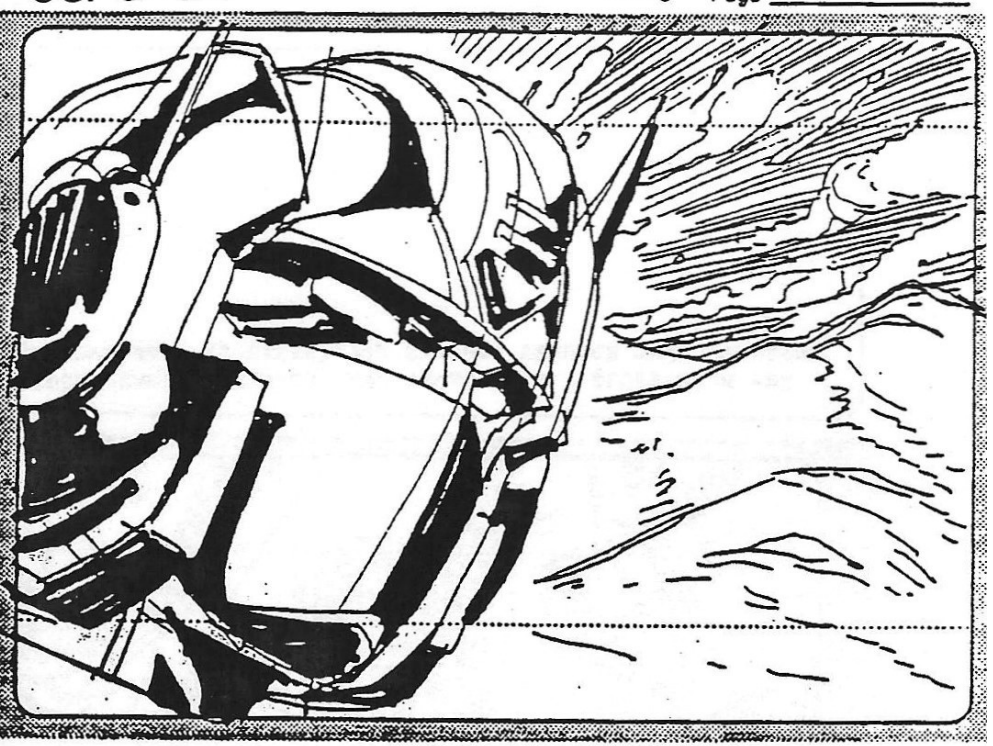
ACTION M.L.S. SUNSTREAKER, HOUND, AND PRIME. PRIME STANDS READY. SUNSTREAKER AND HOUND MOVES OUT OF THE SHUTTLE. WE TRUCK ON A M.S. OF PRIME.

DIAL PRIME (CONT) must be stopped (PAUSE)

MUSIC/SFX

CAMERA

SC. 8-85



ACTION X.C.U. PRIME. HE SURVEYS THE SITUATION...

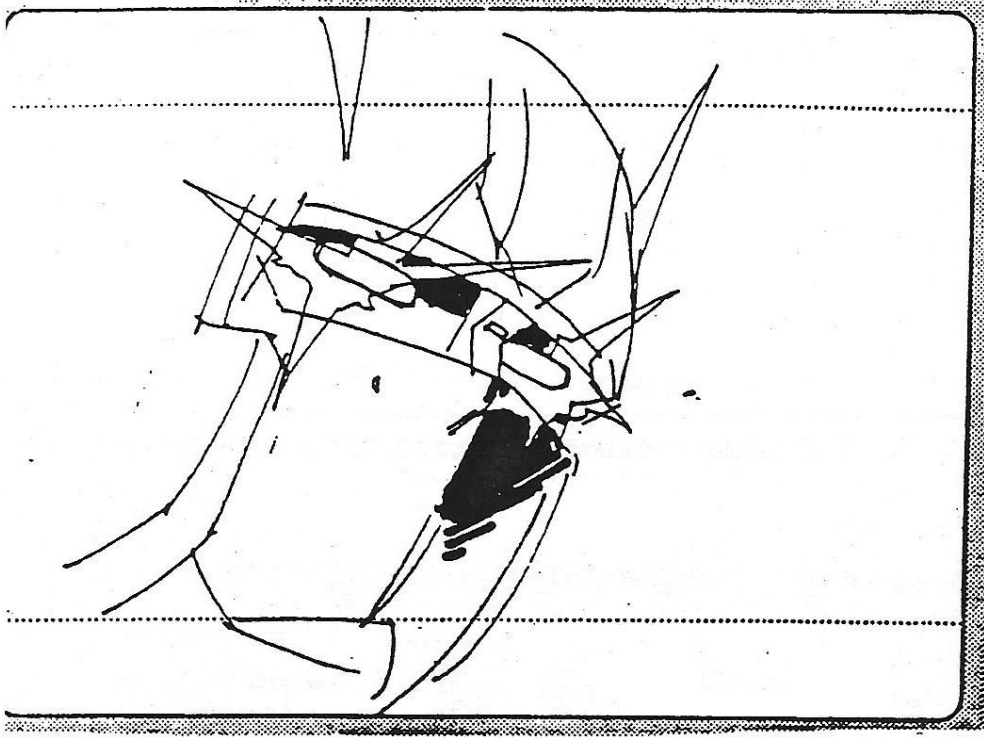
DIAL PRIME (CONT) no matter the cost!

MUSIC/SFX

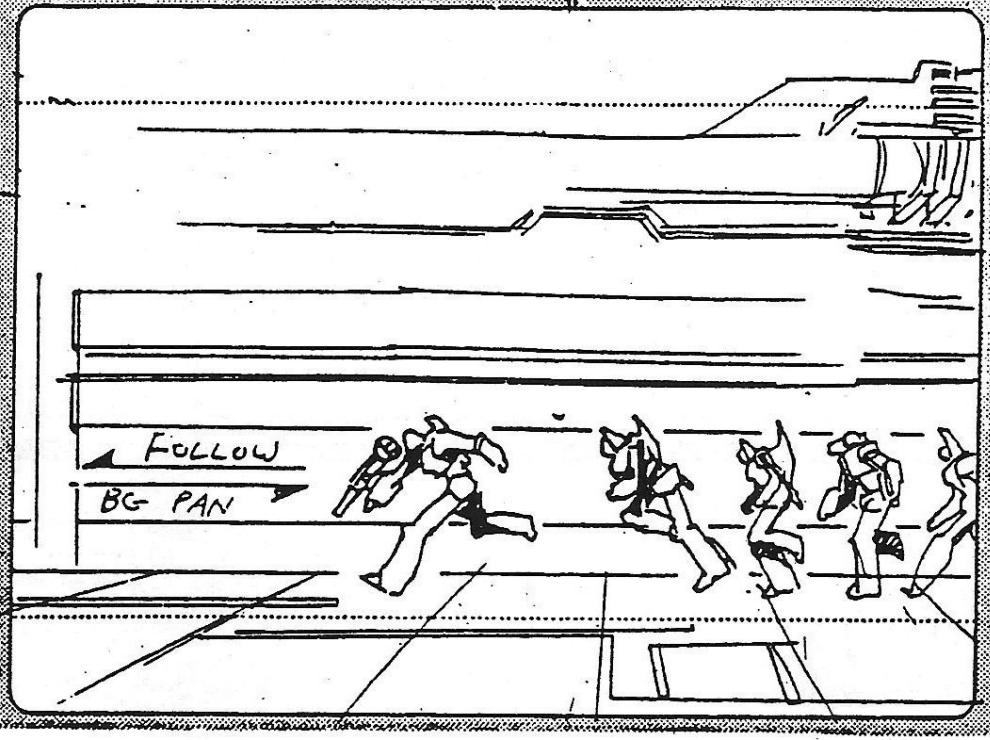
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-85



SC. 8-86



ON ...HIS EYES BEGIN TO GLOW WITH THE COLOR OF THE MATRIX.

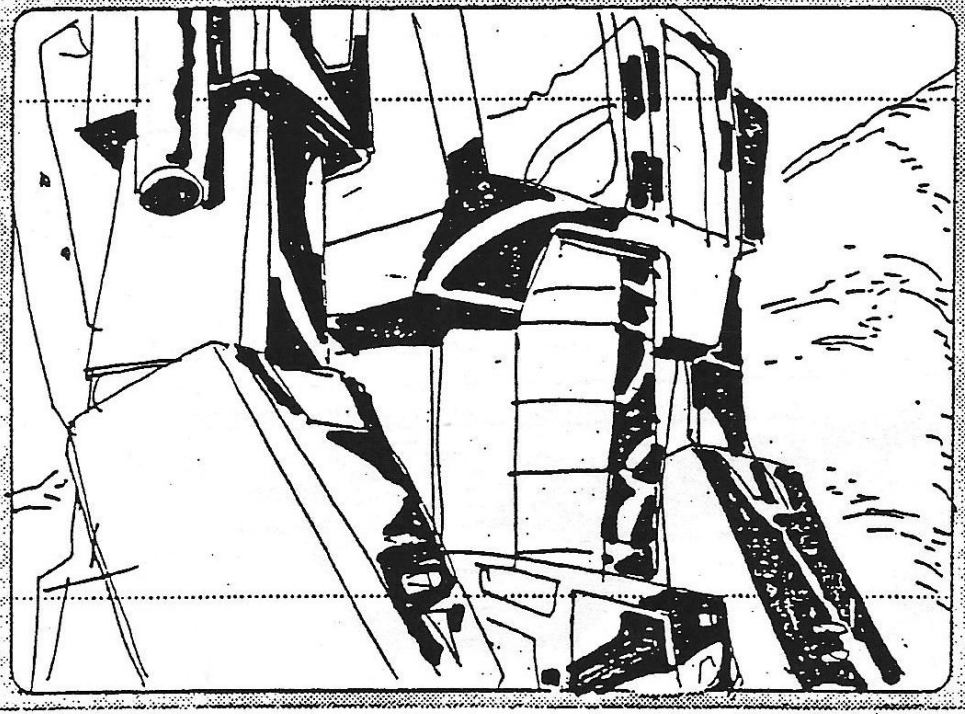
C/SFX

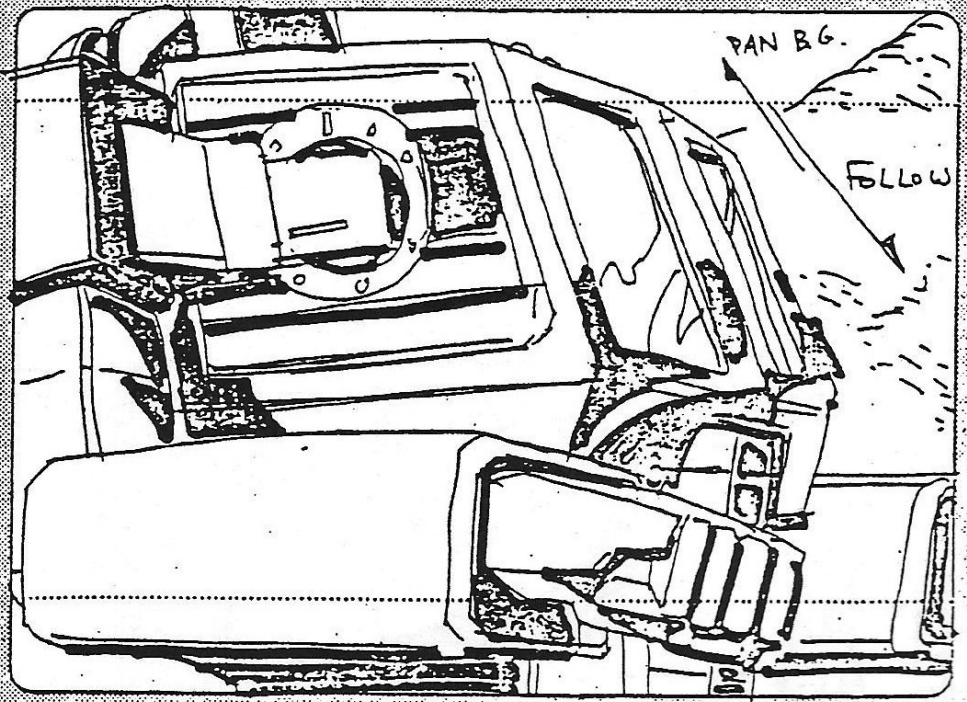
ACTION X.L.S. THE GROUP OF DECEPTICONS CONTINUE RACING ON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.C.U. PRIME'S CHEST. WE PAN DOWN AS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...PRIME TRANSFORMS...

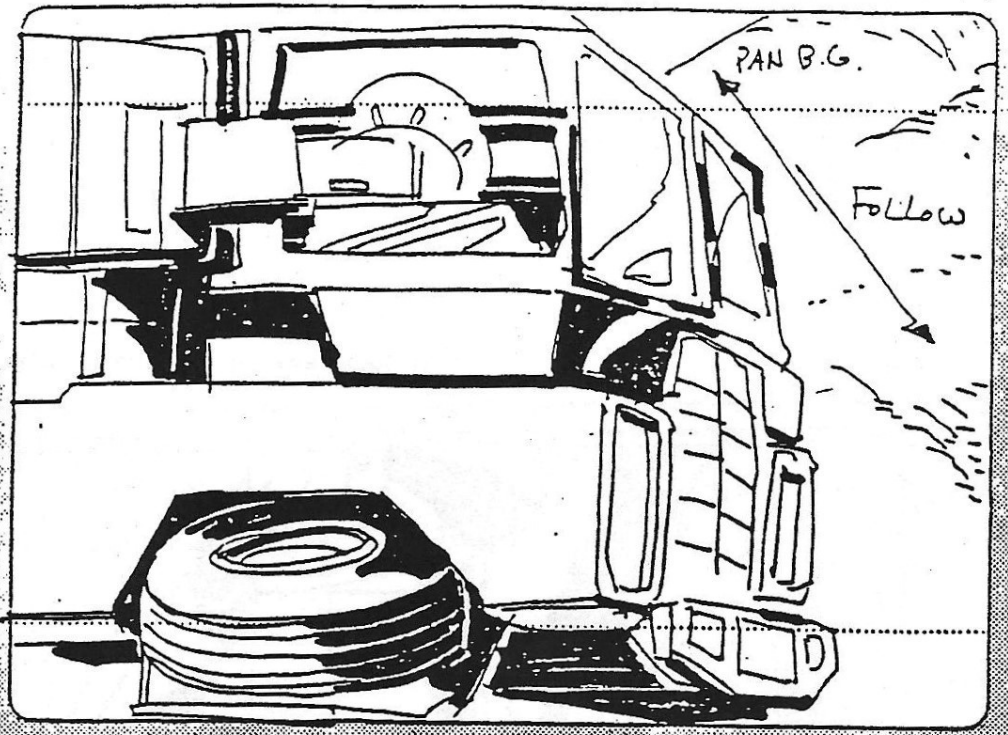
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible] C-C1



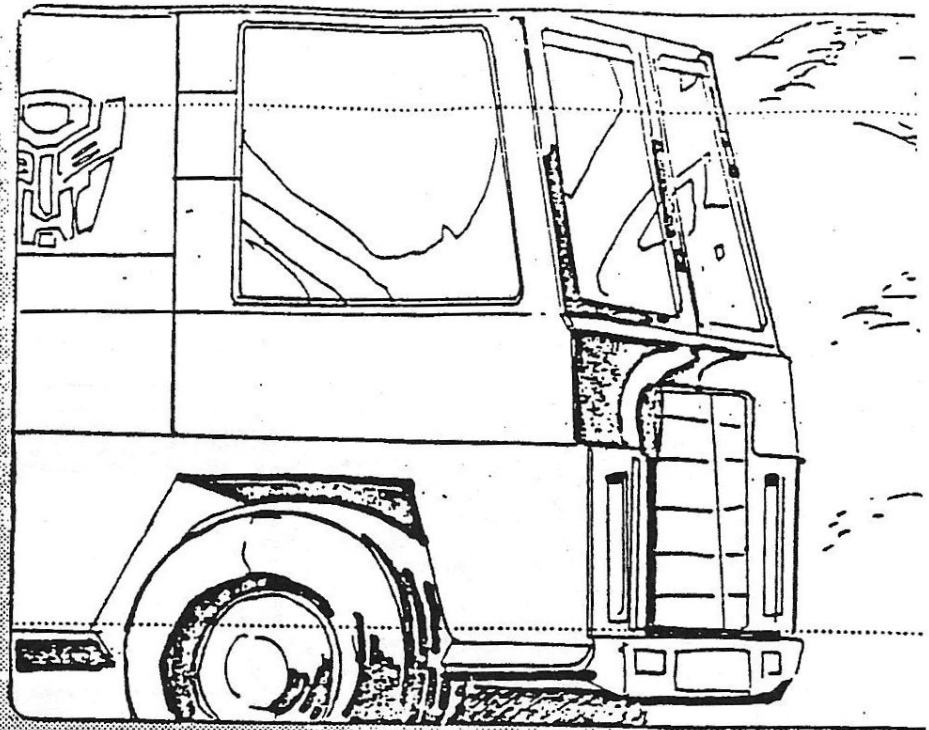
ACTION ...INTO HIS TRUCK MODE..

DIAL

MUSIC/SFX

SC. CONT.

SEQ. [illegible] PAGE [illegible]



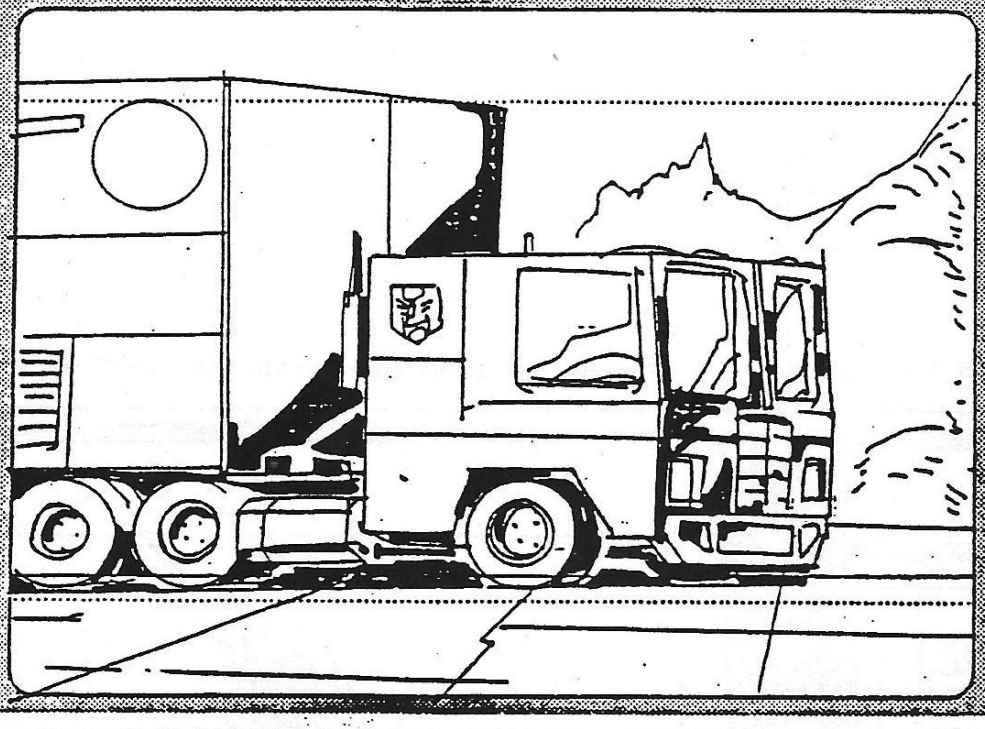
ACTION ...STARTS UP AND...

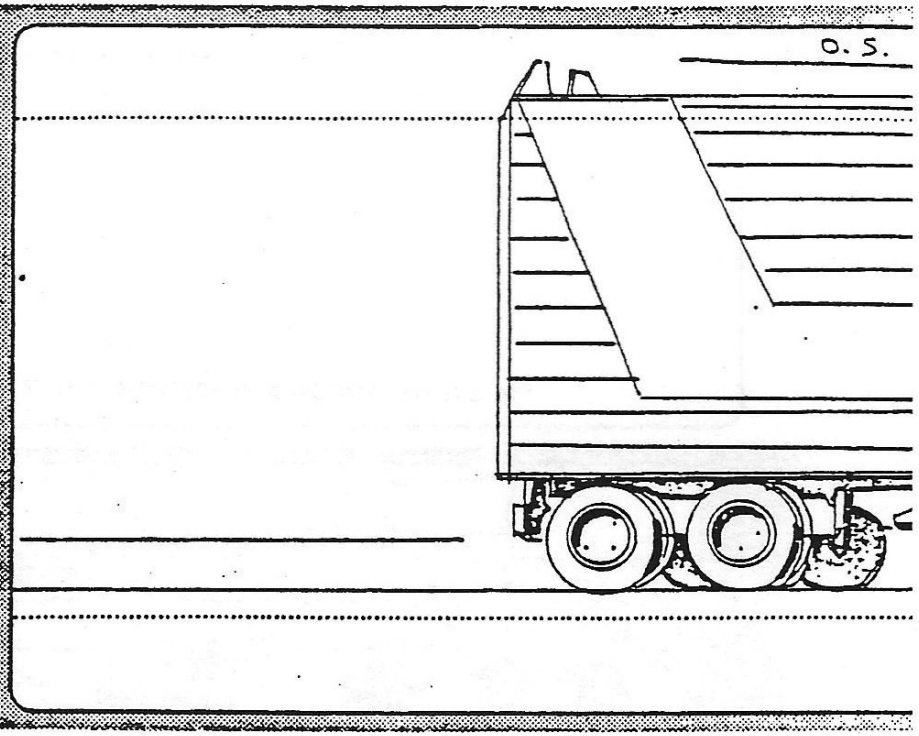
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 8-88 TRUCK-OUT SC. CONT. SEQ. 8 Page 77





ACTION ...WE TRUCK OUT AS HE ROLLS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...FORWARD AND O.S.

DIAL

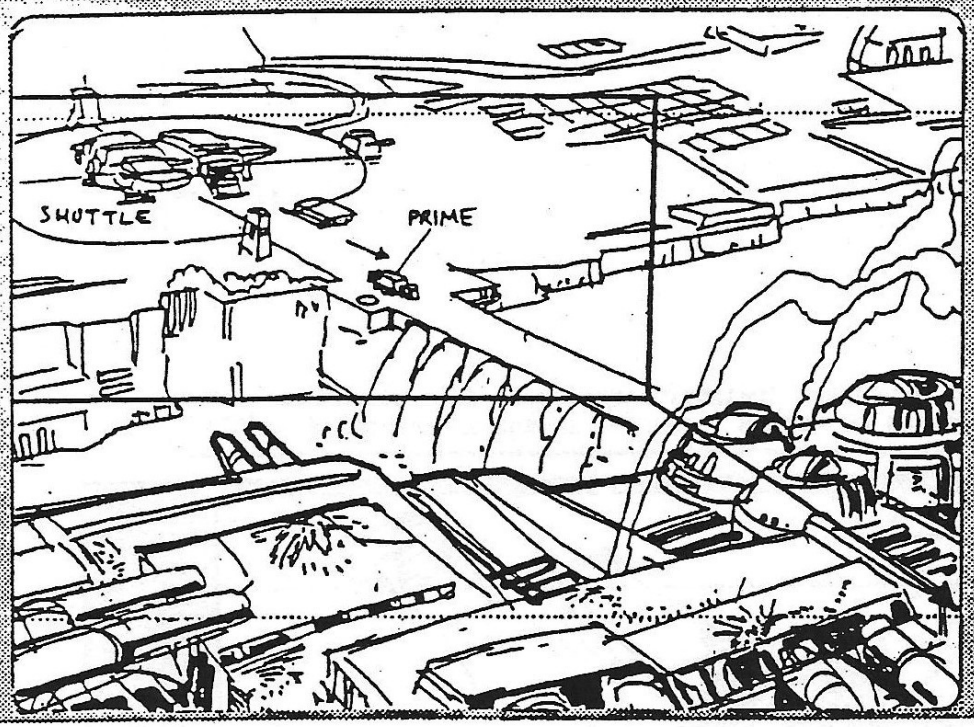
MUSIC/SFX

CAMERA

PL-40

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-89 TRUCK OUT SC. SEQ. 8 Page 78



ACTION X.L.S. PRIME (IN TRUCK MODE) SPEEDS AWAY FROM THE AUTOBOT SHUTTLE, ACROSS THE TOP OF THE DAM. WE TRUCK BACK TO INCLUDE A SECTION OF AUTOBOT CITY.

DIAL

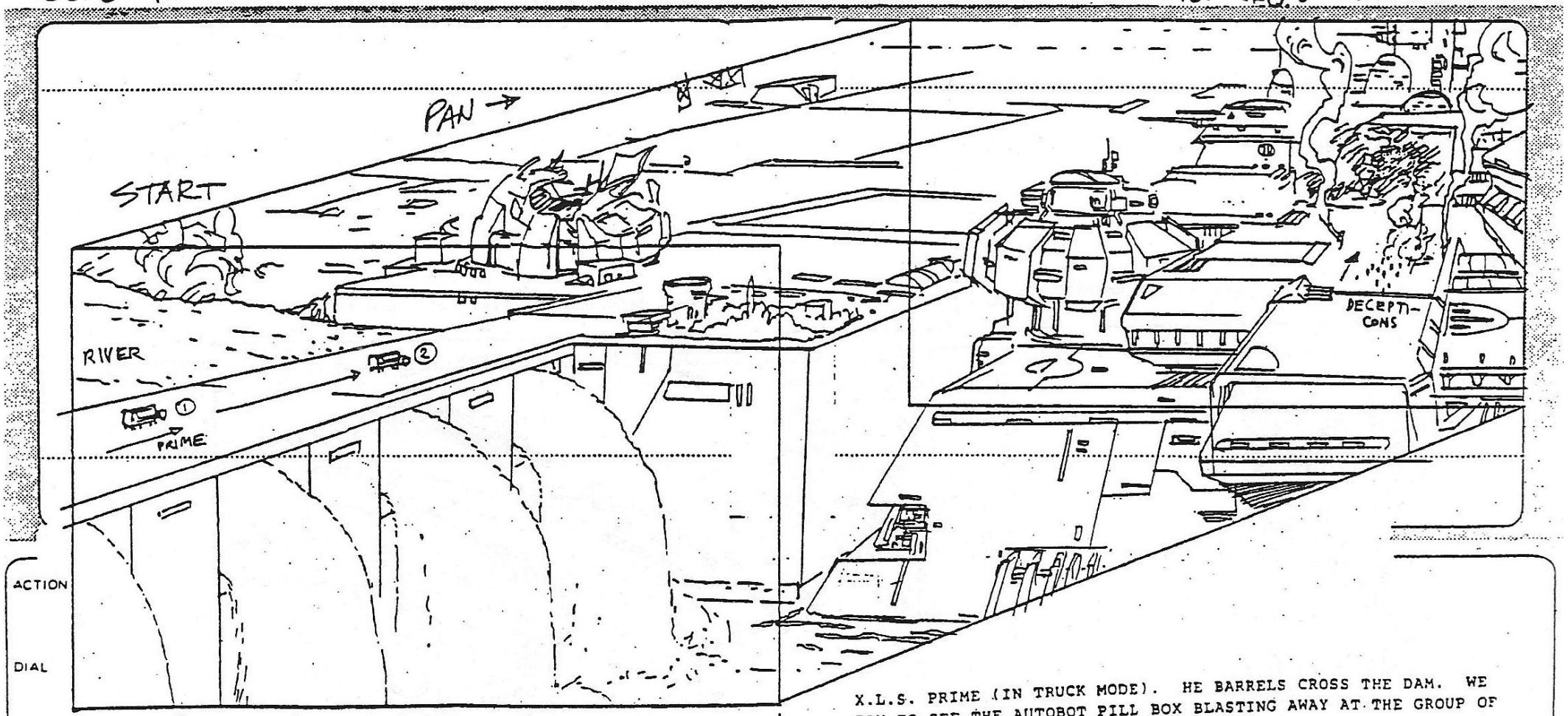
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX



ACTION

DIAL

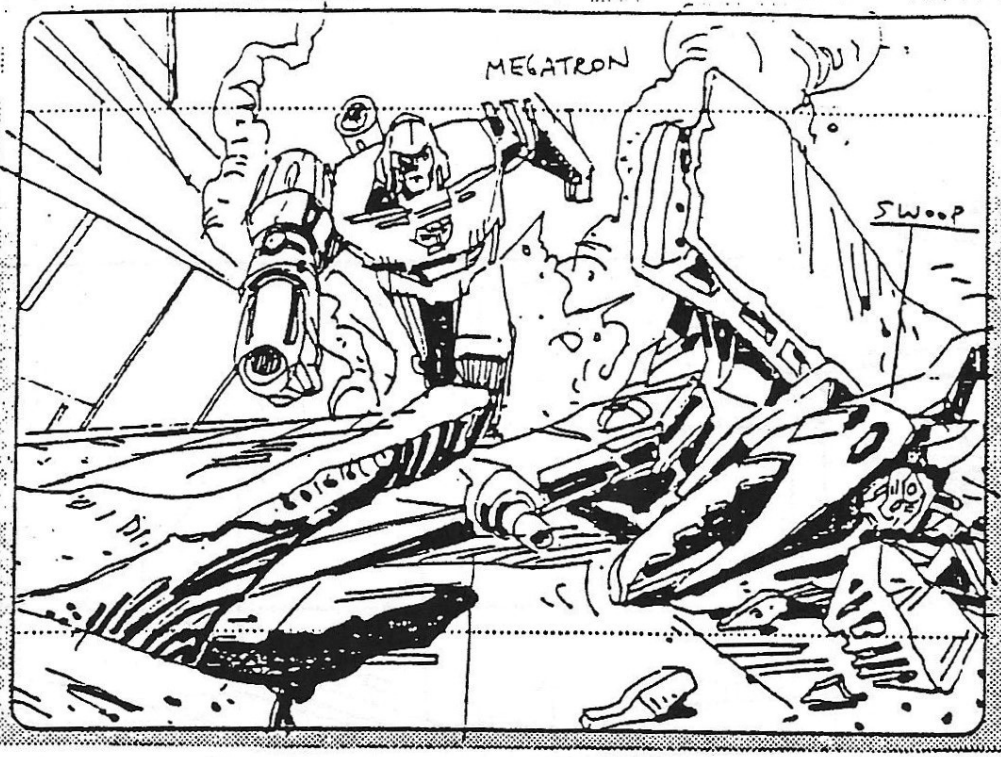
MUSIC/SFX

CAMERA

X.L.S. PRIME (IN TRUCK MODE). HE BARRELS CROSS THE DAM. WE PAN TO SEE THE AUTOBOT PILL BOX BLASTING AWAY AT THE GROUP OF DECEPTICONS.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]

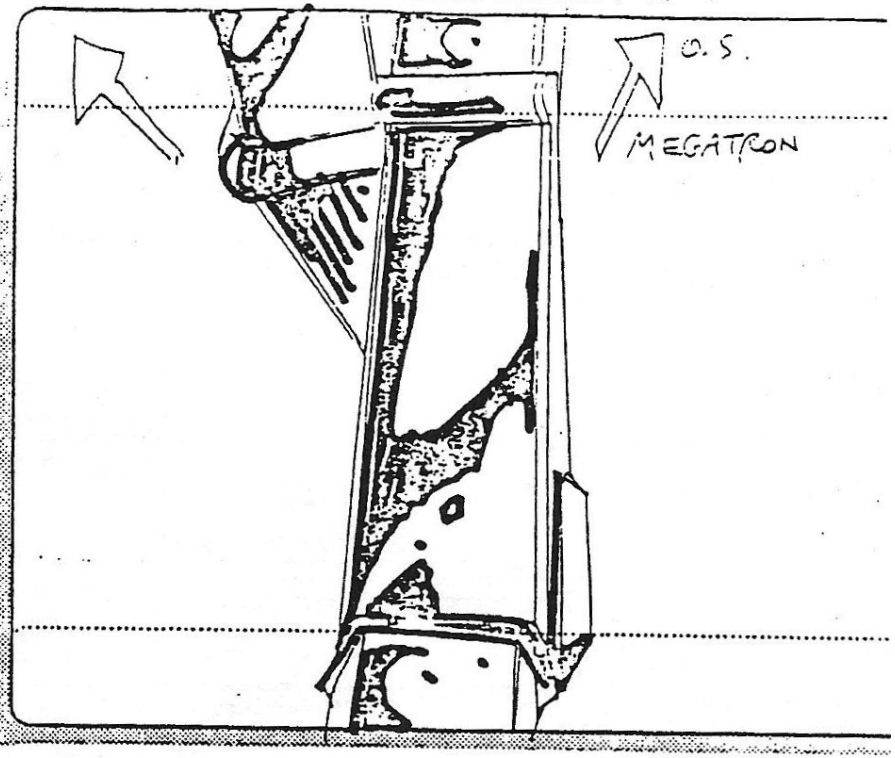


ACTION M.L.S. MEGATRON RUNS PAST THE DESTOYED SWOOP...

DIAL

MUSIC/SFX

SC. [illegible]



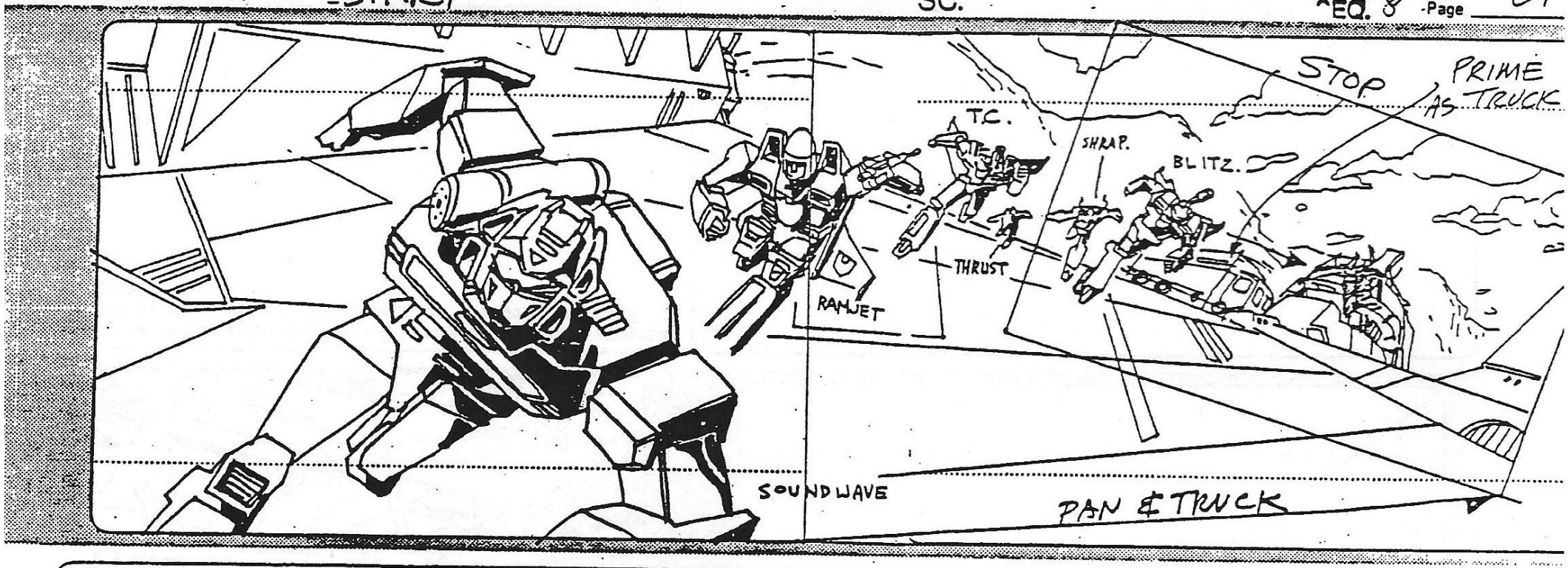
ACTION ...AND ON OUT OF SHOT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-92 _START SC. ^EQ. 8 -Page 81



ACTION M.S. SOUNDWAVE RUSHES FORWARD. WE PAN TO SEE RAMJET, THRUST, THUNDERCRACKER, SHRAPNEL, BLITZWING, RACING AFTER HIM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...PRIME SPEEDS IN BEHIND THEM.

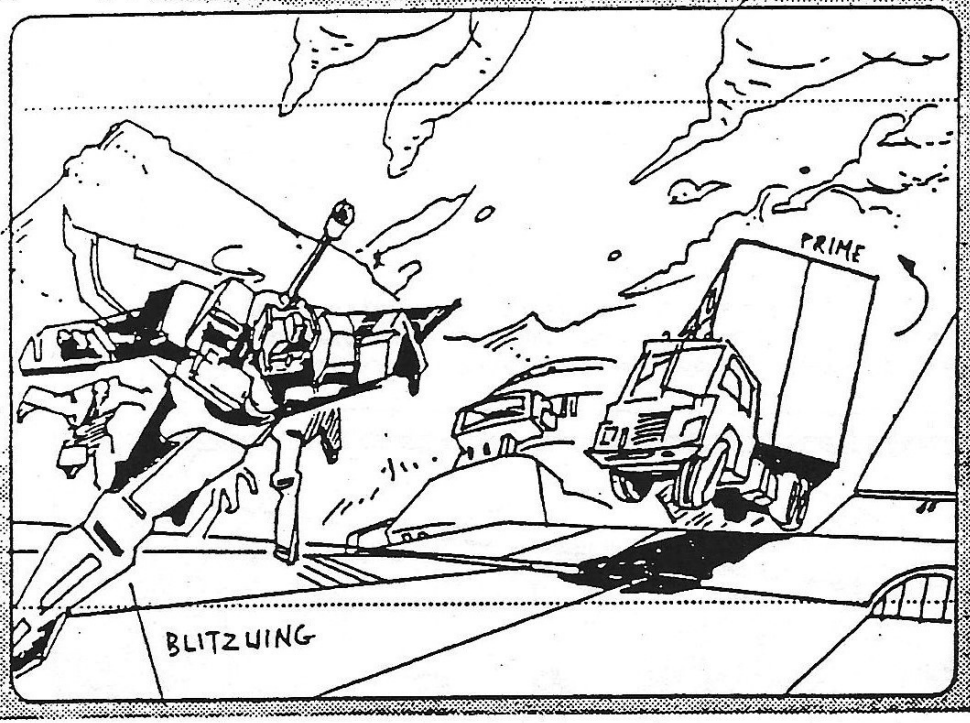
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-92

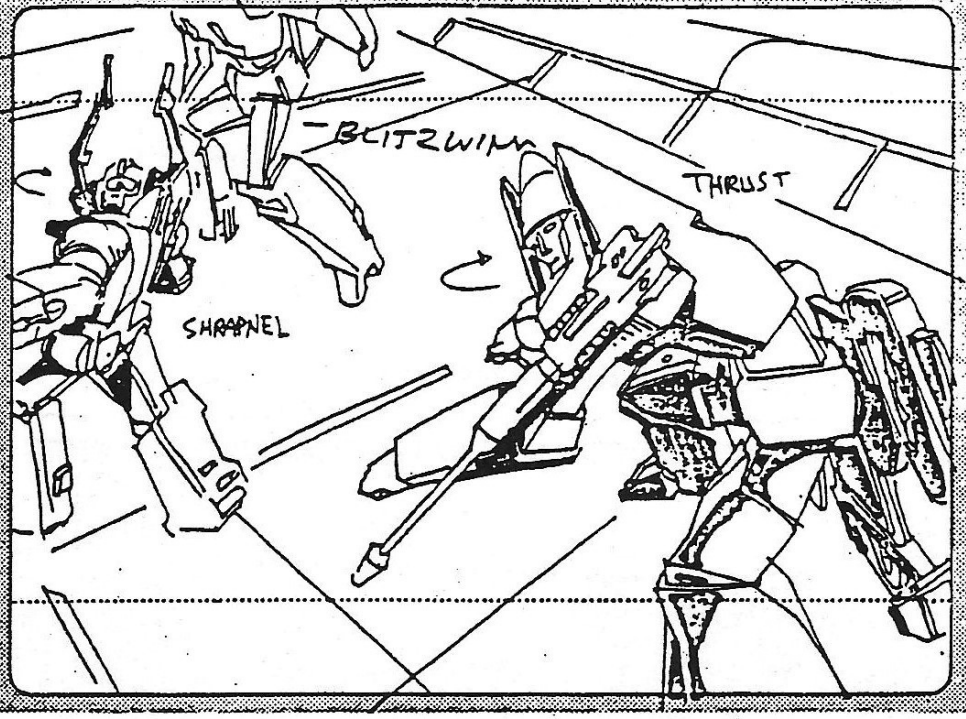


ACTION: M.L.S. BLITZWING, THRUST, SHRAPNEL AND PRIME (IN TRUCK MODE). BLITZWING GLANCES BACK TO SEE, OUT OF THE CORNER OF HIS EYE, PRIME, TURNING AND HEADING DIRECTLY FOR THEM.

DIAL

MUSIC/SFX

SC. 8-93

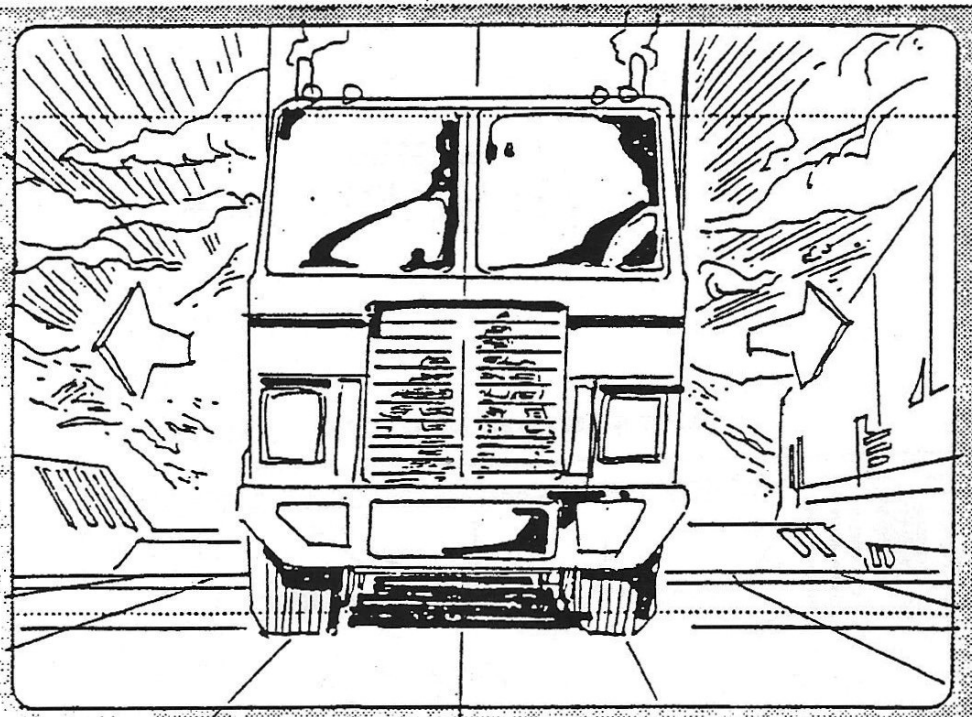


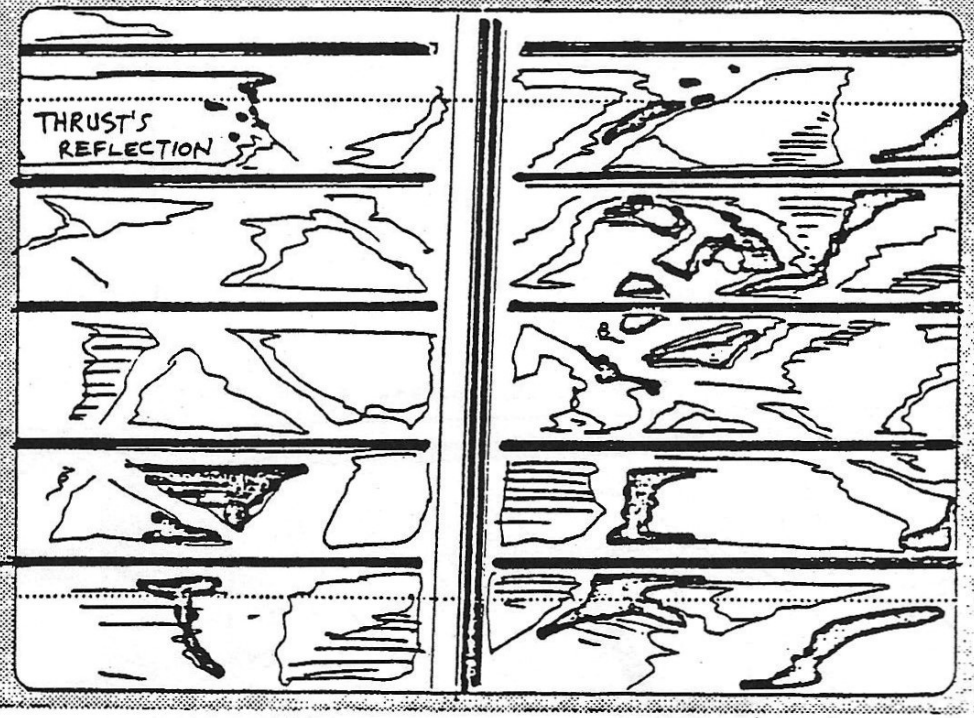
ACTION . M.L.S. SHRAPNEL, BLITZWING, THRUST. THEY HALT IN THEIR TRACKS AND LOOK BACK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION P.O.V. PRIME. HURLS TOWARD THE O.S. DECEPTICONS...

DIAL

MUSIC/SFX

CAMERA

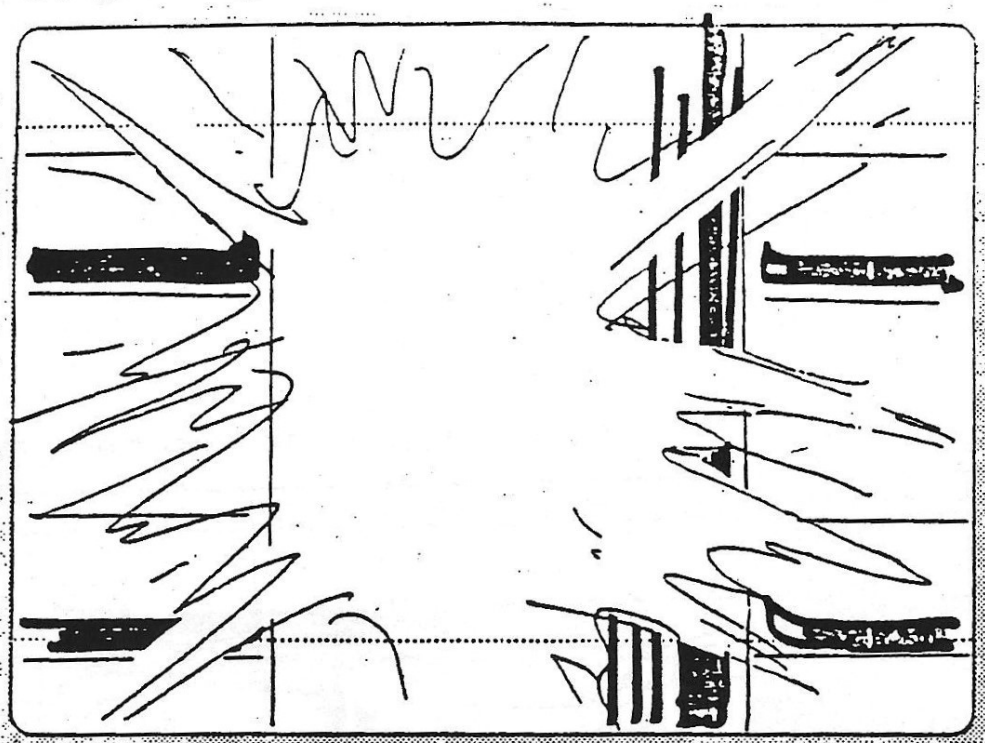
ACTION ...WE CAN SEE THRUST'S REFLECTION ON PRIME'S SHINEY CHROME GRILL.

DIAL

MUSIC/SFX

CAMERA

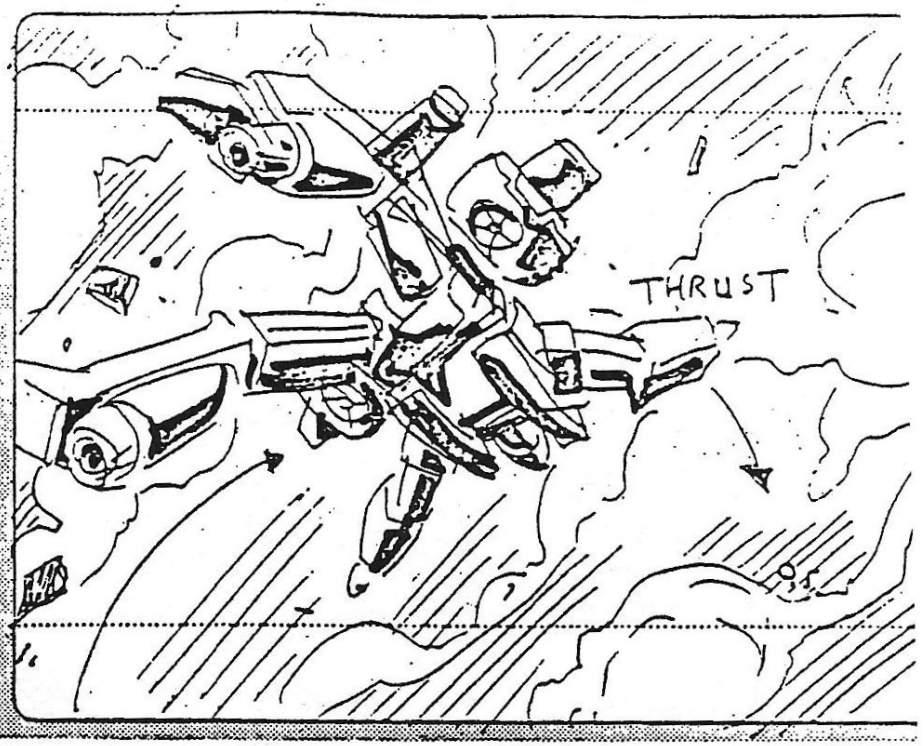
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...UNTIL PRIME CRASHES INTO HIM.

DIAL

MUSIC/SFX WHAM !!!

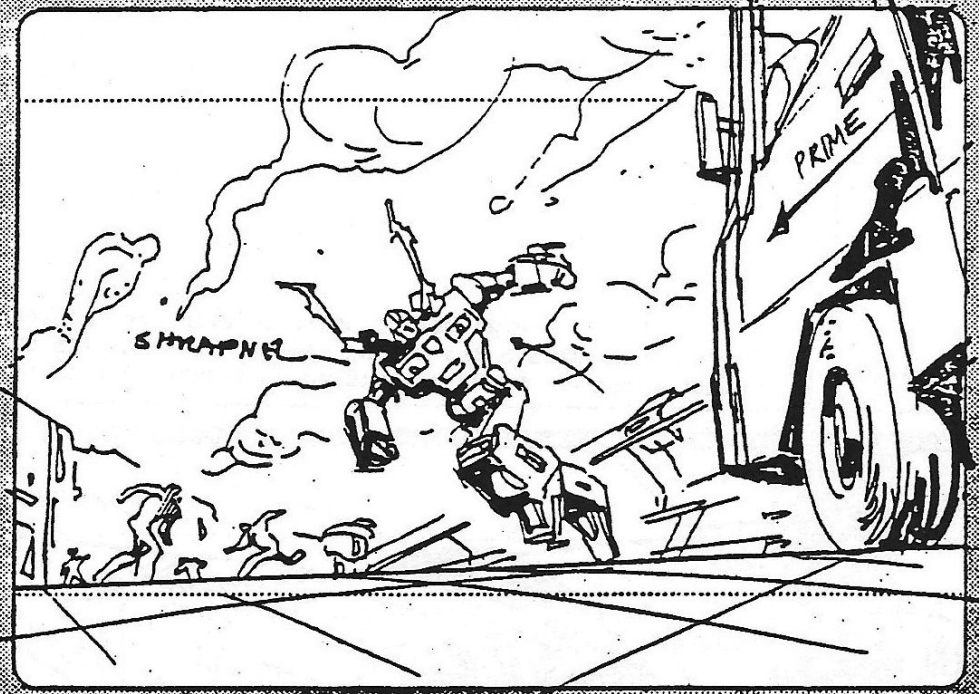


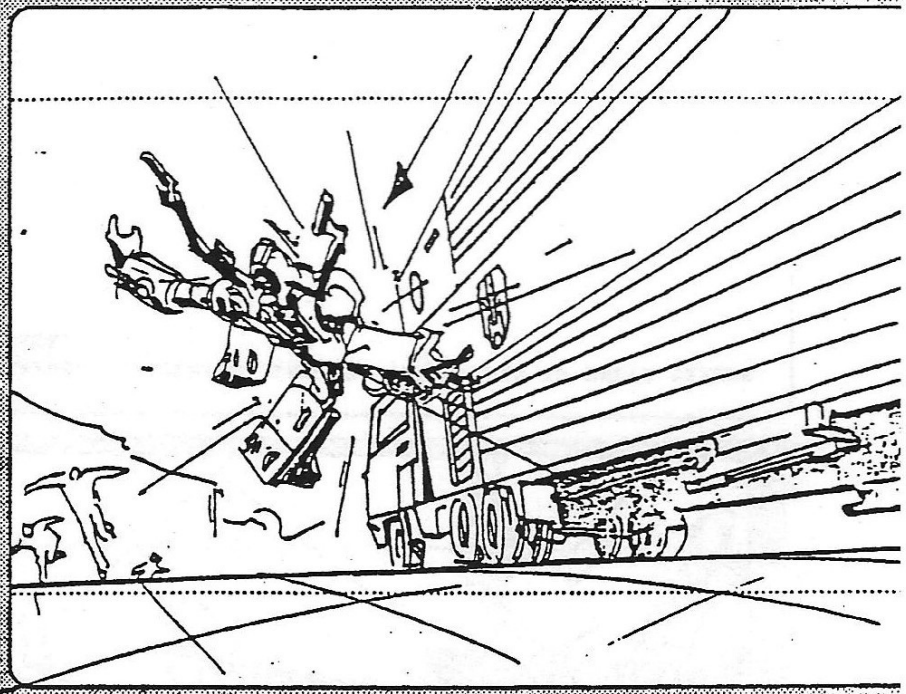
ACTION M.L.S. THRUST. HE IS THROWN UP AND O.S. BY THE IMPACT.

DIAL

MUSIC/SFX

TF FRAT
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. SHRAPNEL, PRIME, AND IN THE FAR DISTANCE, THE GROUP OF DECEPTICONS. SHRAPNEL TRIES TO DODGE OUT OF THE WAY OF PRIME WHO CONTINUES ON HIS RELENTLESS CHARGE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...CLIPPING SHRAPNEL, SENDING HIM FLYING.

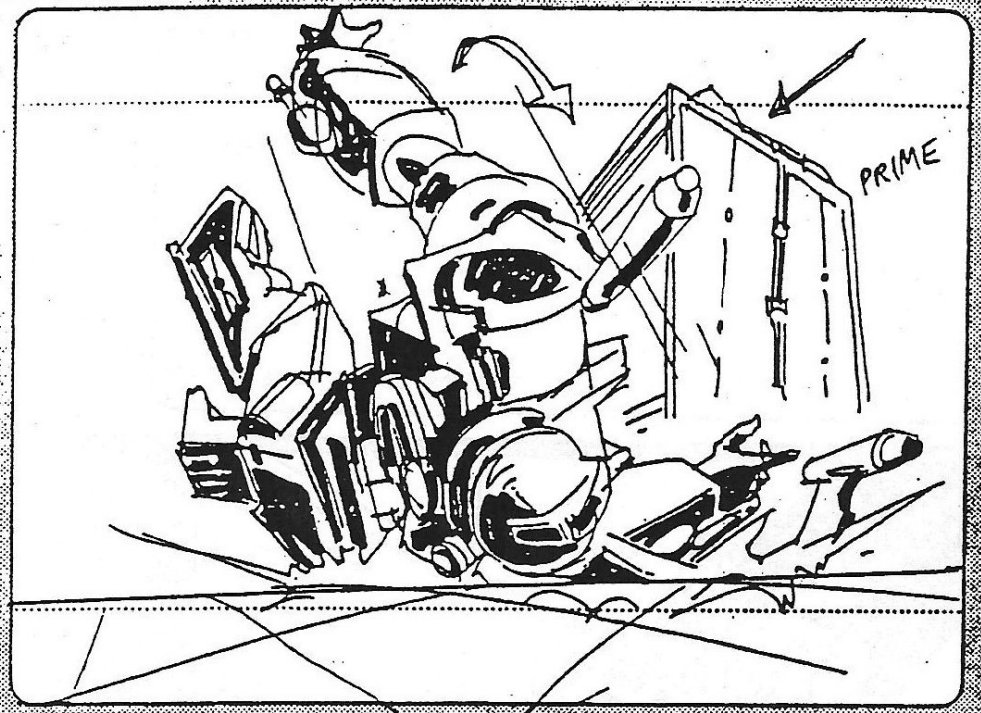
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-96



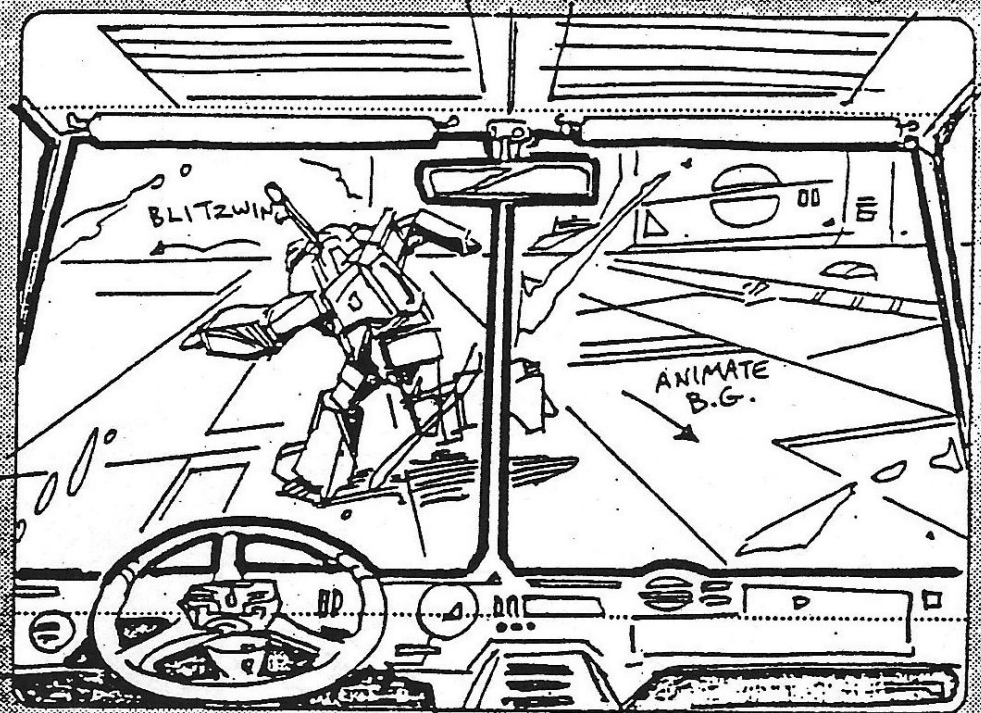
ACTION ...AND SMASHING TO THE GROUND.

DIAL

MUSIC/SFX

SC. 8-97

SEQ. 8 Page 86

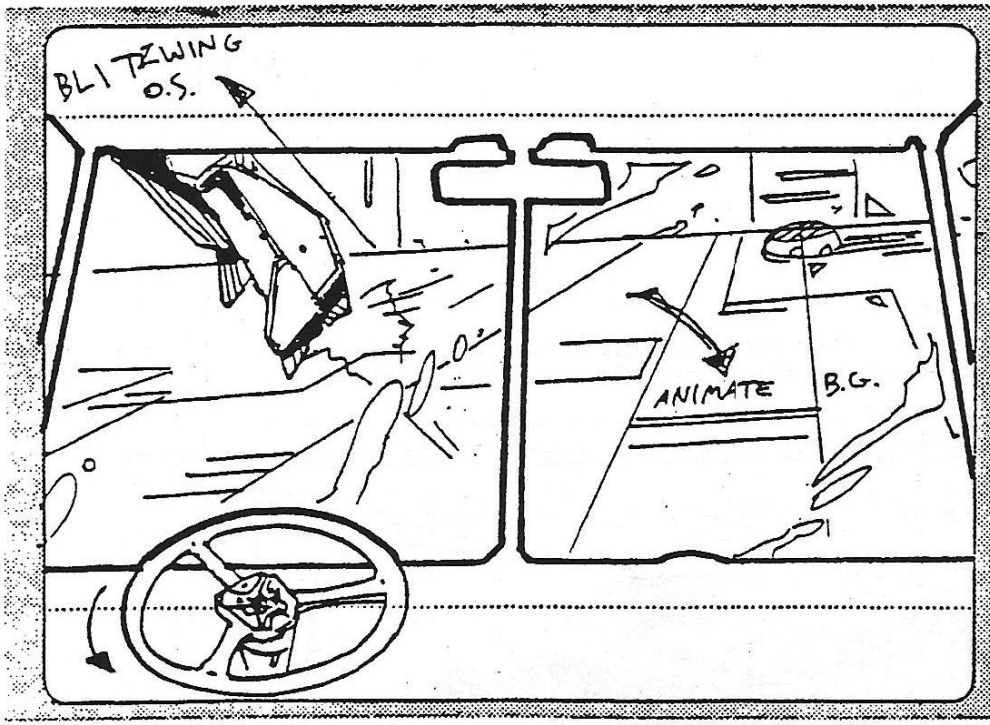


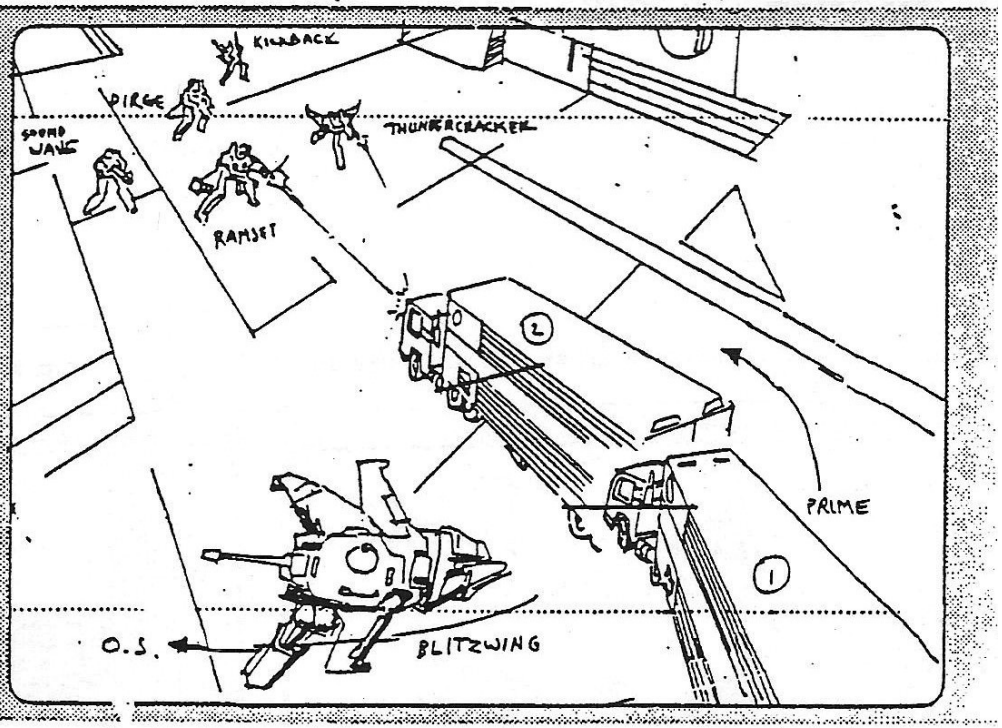
ACTION P.O.V. FROM INSIDE PRIME'S CAB. WE RACE FORWARD WITH PRIME AS HE CLOSES IN ON BLITZWING.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...WHO LEAPS INTO THE AIR AVOIDING IMPACT WITH PRIME. PRIME TURNS TO HIT HIM, BUT MISSES.

DIAL

MUSIC/SFX

CAMERA

ACTION L. DOWN SHOT. PRIME, BLITZWING, AND THE GROUP OF DECEPTICONS. THE DECEPTICON'S STOP, TURN AND FIRE ON PRIME WHO RUSHES THEM. BLITZWING FLIES O.S. ABOVE.

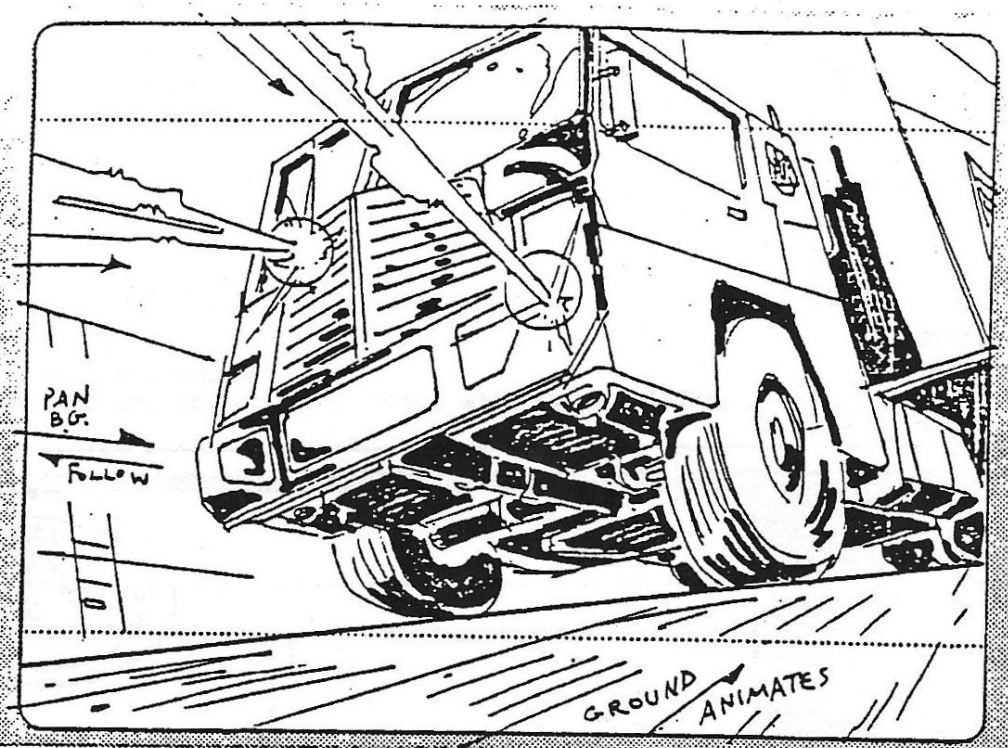
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-11

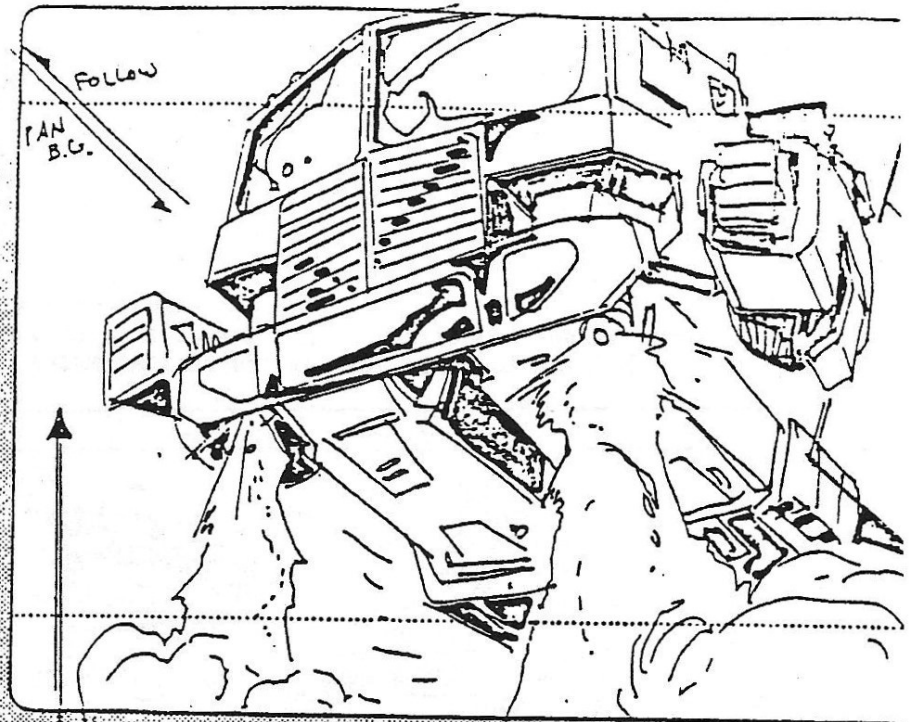


ACTION M.C.U. PRIME. WE MOVE ALONG WITH HIM AS HE CHARGES THE O.S. DECEPTICONS. HE TAKES MANY HITS AS HE...

DIAL

MUSIC/SFX

SC. 5-11 CONT.



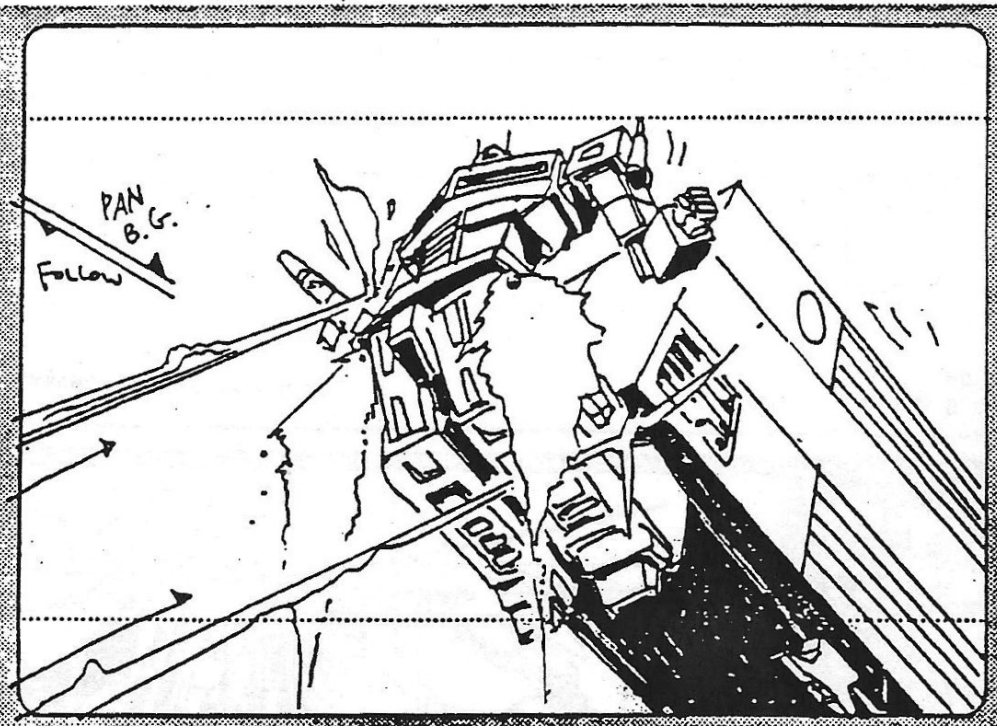
ACTION ...WE PAN WITH HIM AS HE ROCKETS UP AND TRANSFORMS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.CONT.-8-99 TRUCK-OUT



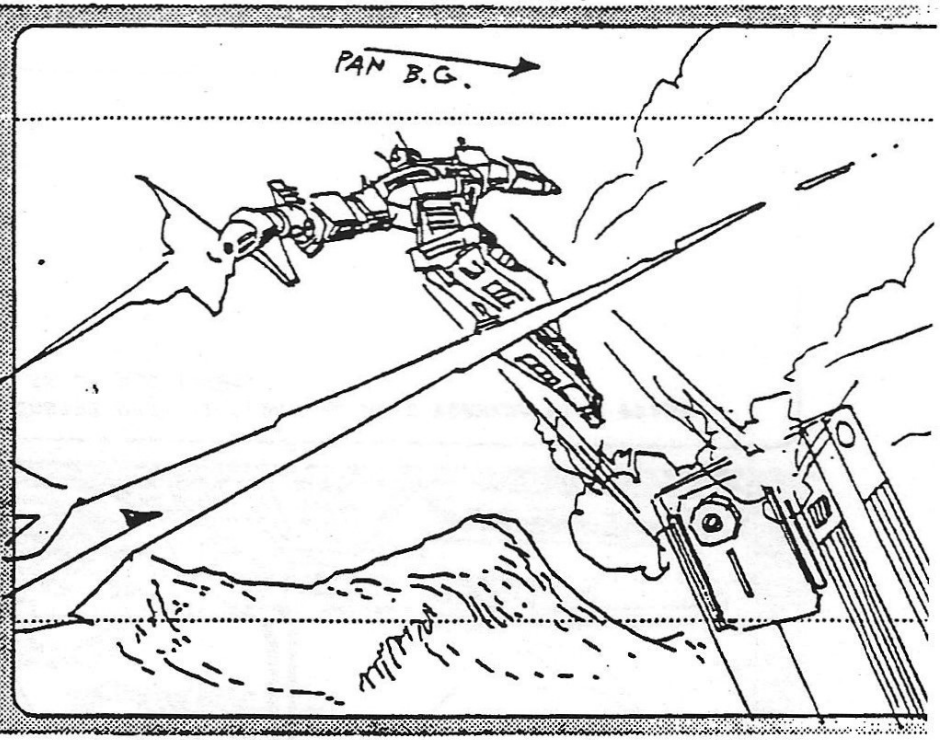
ACTION INTO ROBOT MODE...

DIAL

MUSIC/SFX

CAMERA

SC. CONT. TRUCK-OUT SEQ. 8 Page 89



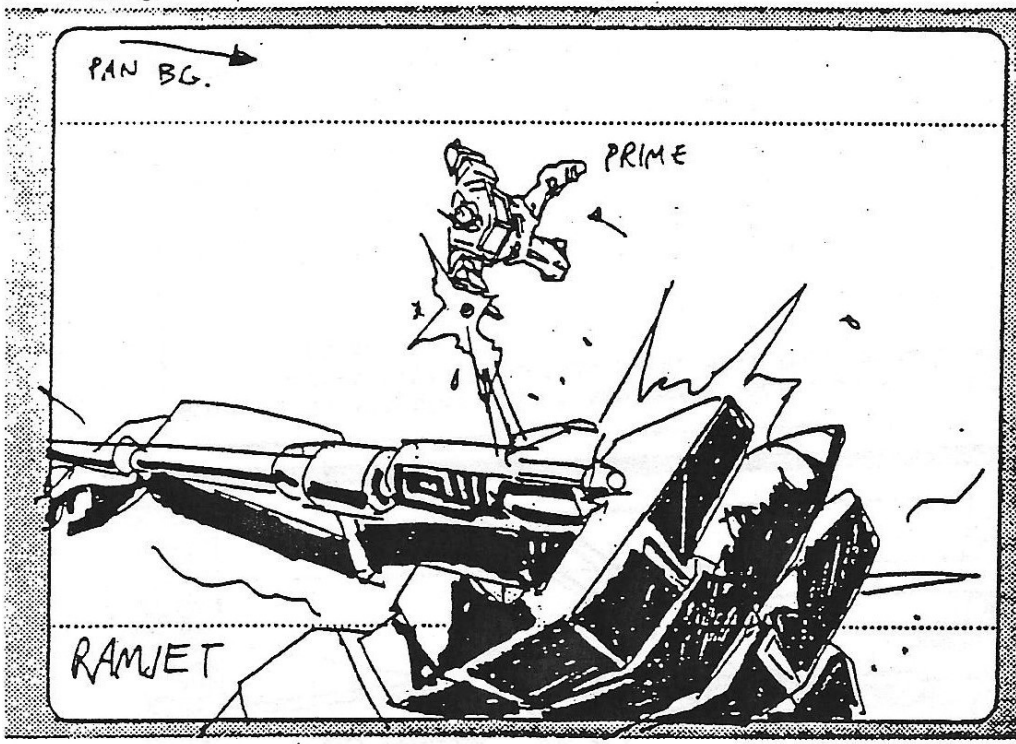
ACTION ...AND FIRES BACK AT THE O.S. DECEPTICONS.

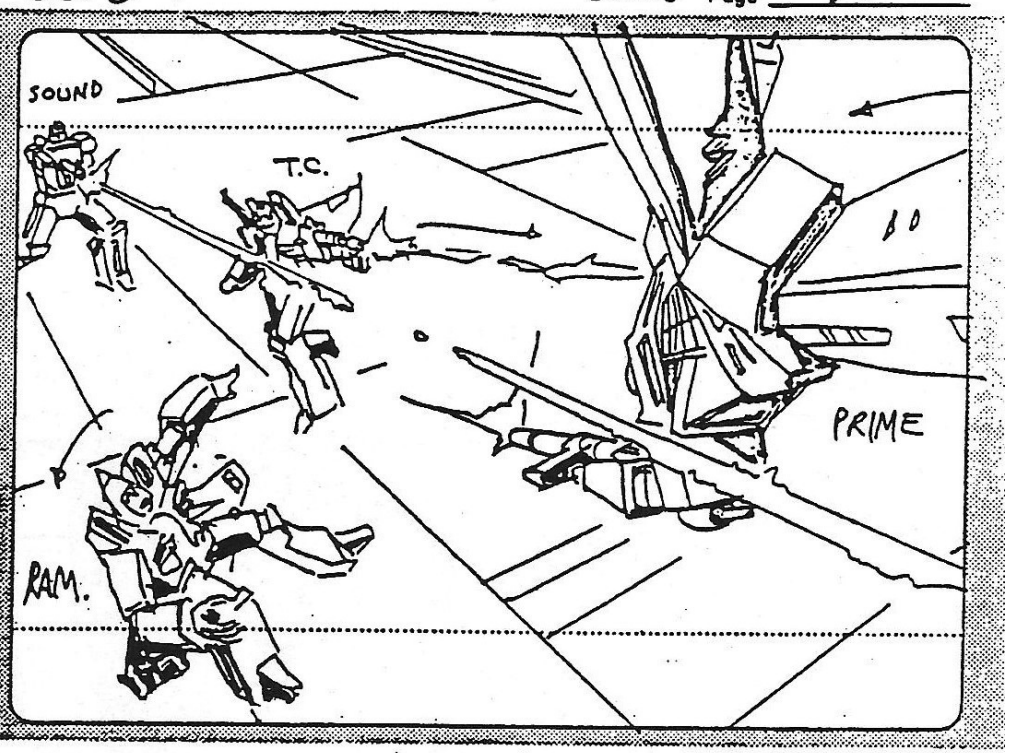
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...PRIME FLYING OVERHEAD, FIRES A DIRECT HIT INTO RAMJET, WHO FALLS BACK.

DIAL

MUSIC/SFX

CAMERA

ACTION DOWN SHOT. PRIME STREAKS FORWARD THROUGH THE AIR FIRING ON SOUNDWAVE AND THUNDERCRACKER. RAMJET FALLS MOTIONLESS TO THE GROUND.

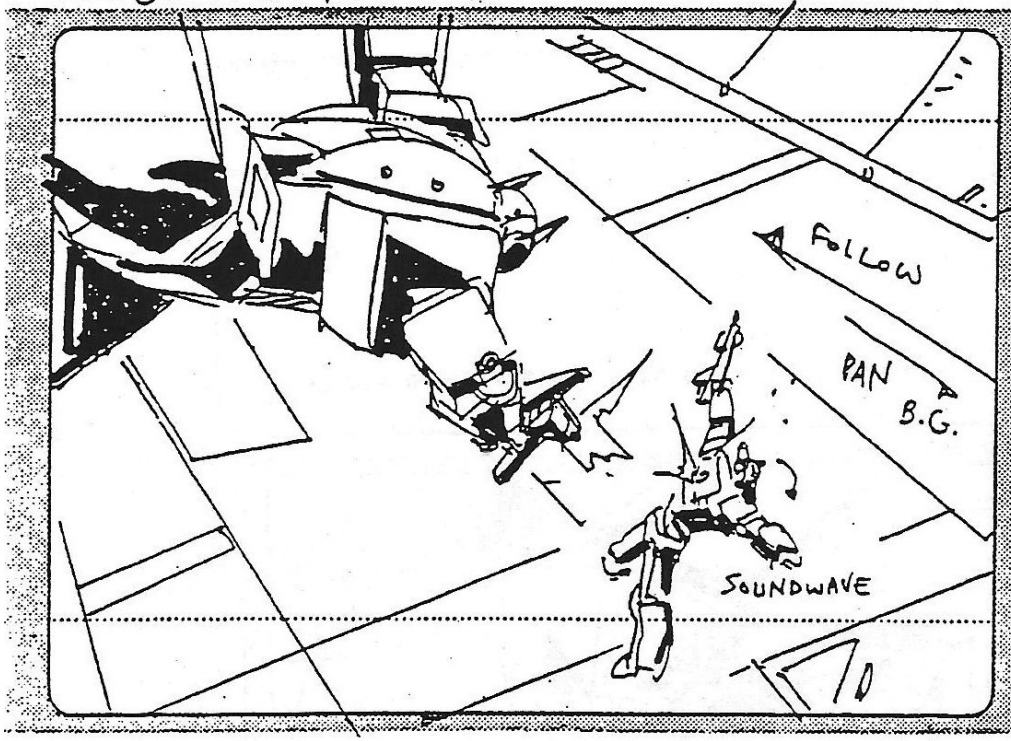
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-100



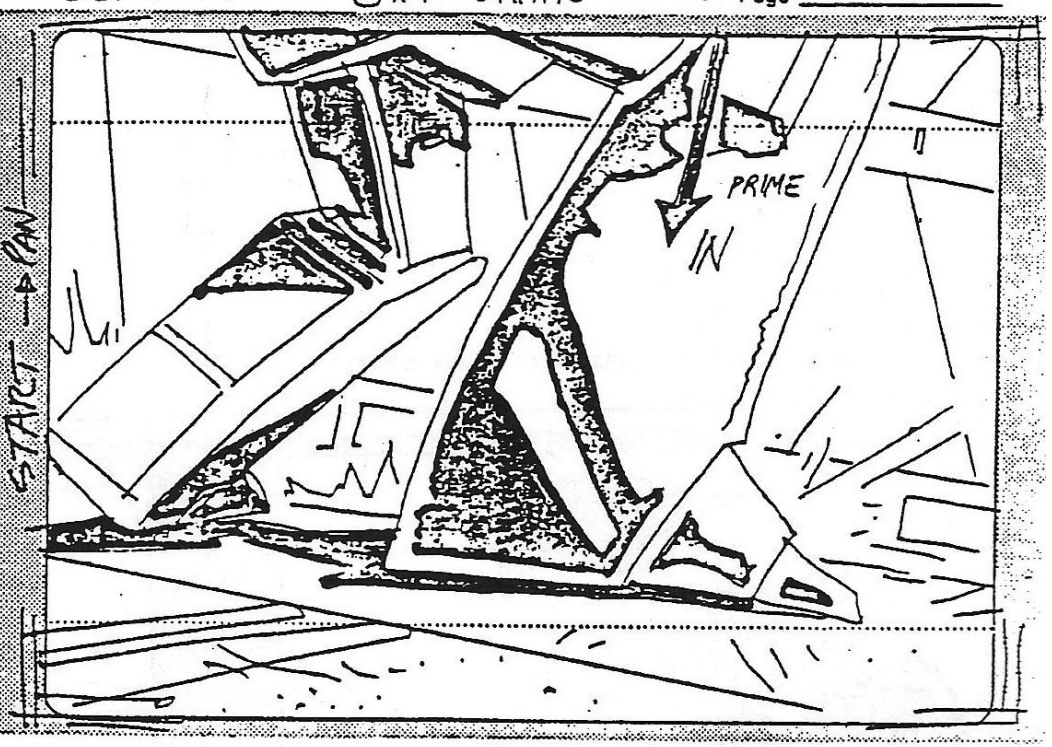
ACTION ..PRIME FLIES ON FIRING A LASER BLAST INTO SOUNDWAVE.

DIAL

MUSIC/SFX

CAMERA

SC. 8-101 CAM. SHAKE SEQ. 8 Page 91



ACTIC M.C.U. PRIME'S LEGS AS HE LANDS ON THE GROUND WITH SHOCKING IMPACT.

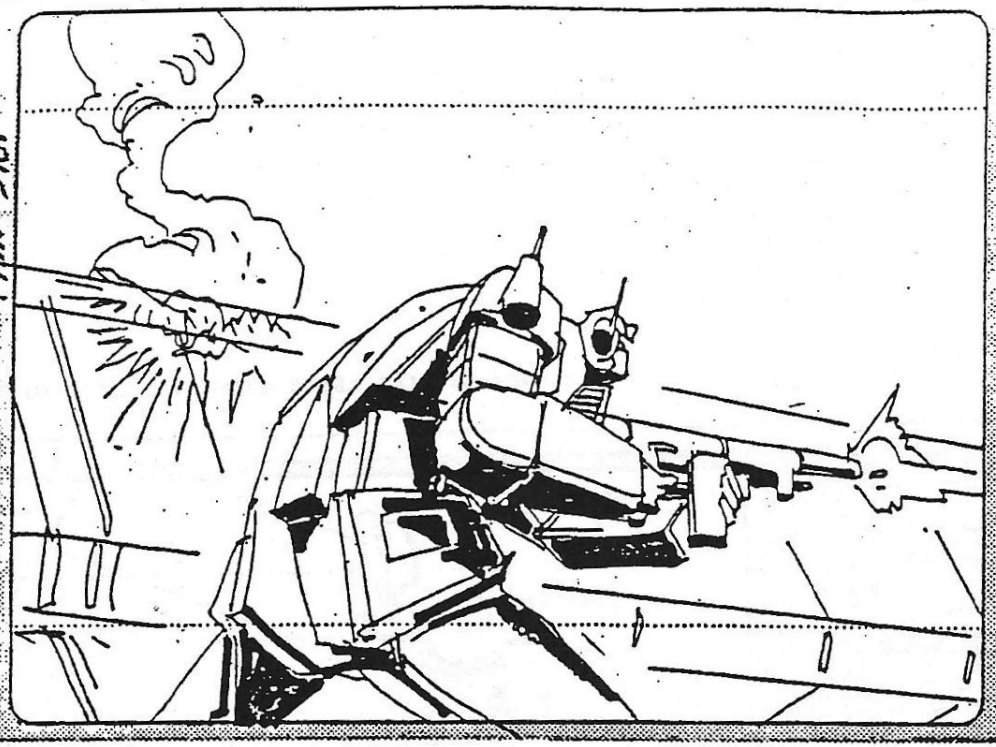
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

CONT. SC. 0-101



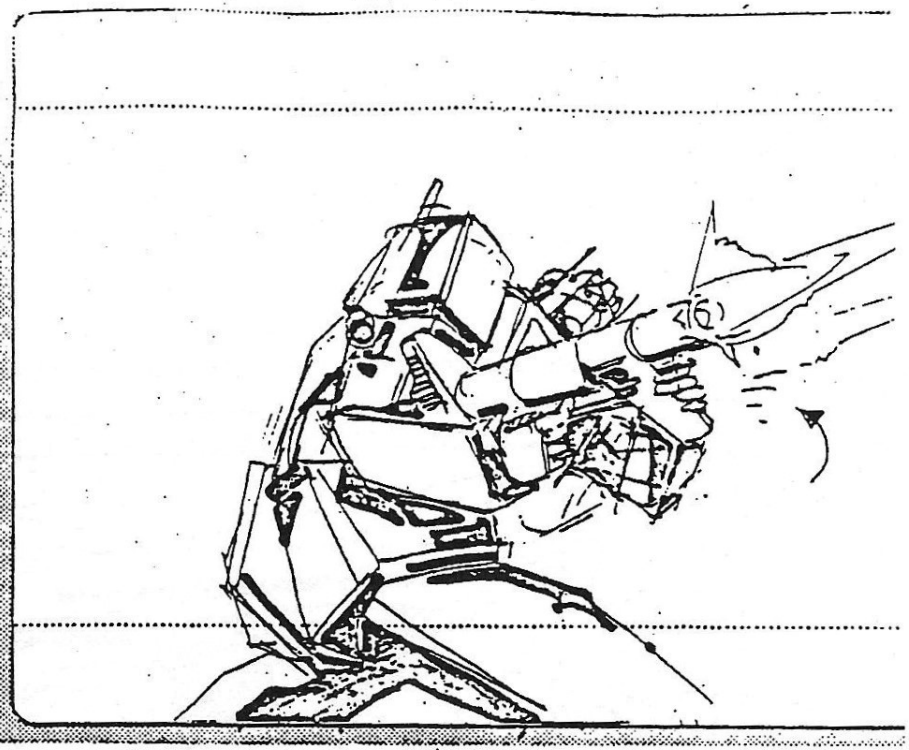
ACTION WE PAN UP TO SEE HIM TAKE AIM A FIRE ROUND...

DIAL

MUSIC/SFX

CAMERA

SC. CONT SEQ. PAGE



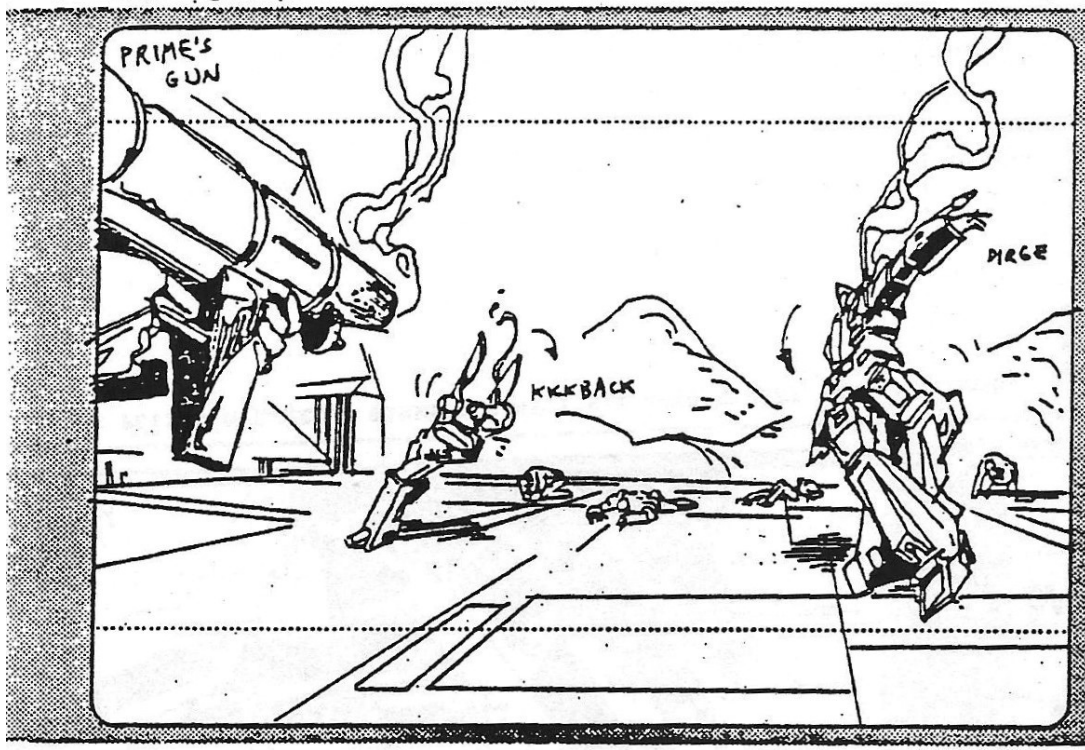
ACTION ...AFTER ROUND INTO THE O.S. DECEPTICONS.

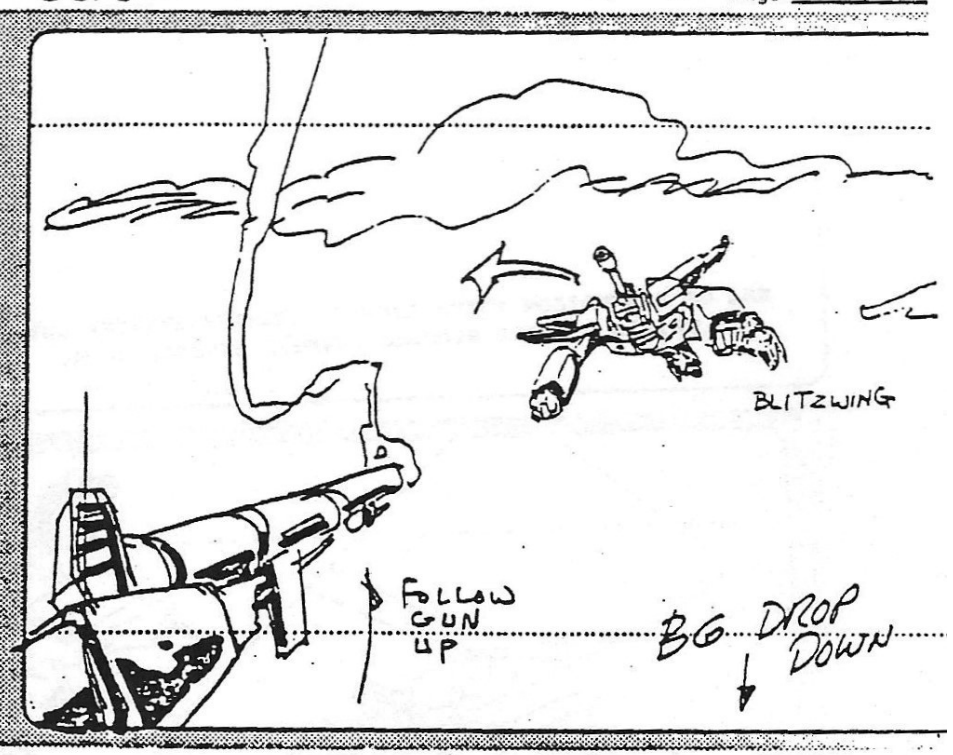
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ACTION L.S. KICKBACK, DIRGE AND OTHER DECEPTICONS GO CRASHING TO THE GROUND HAVING RECEIVED FATAL HITS FROM PRIME'S GUN IN THE FOREGROUND.

DIAL

MUSIC/SFX

CAMERA

ACTION WE PAN UP FOLLOWING THE PATH OF PRIME'S GUN TO SEE BLITZWING FLYING TOWARD PRIME.

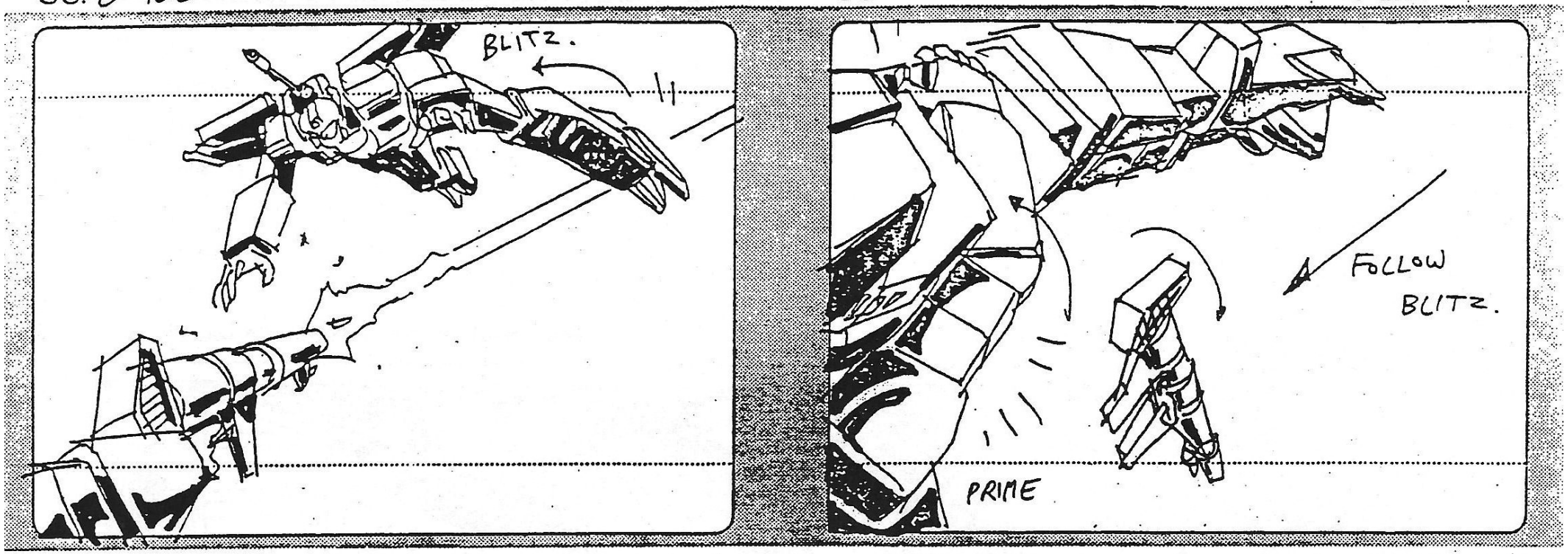
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-102 SC. CONT. SEQ. 8 Page 94



ACTION BLITZWING SWERVES AND AVOIDS A BLAST FROM PRIME...

DIAL

MUSIC/SFX

CAMERA

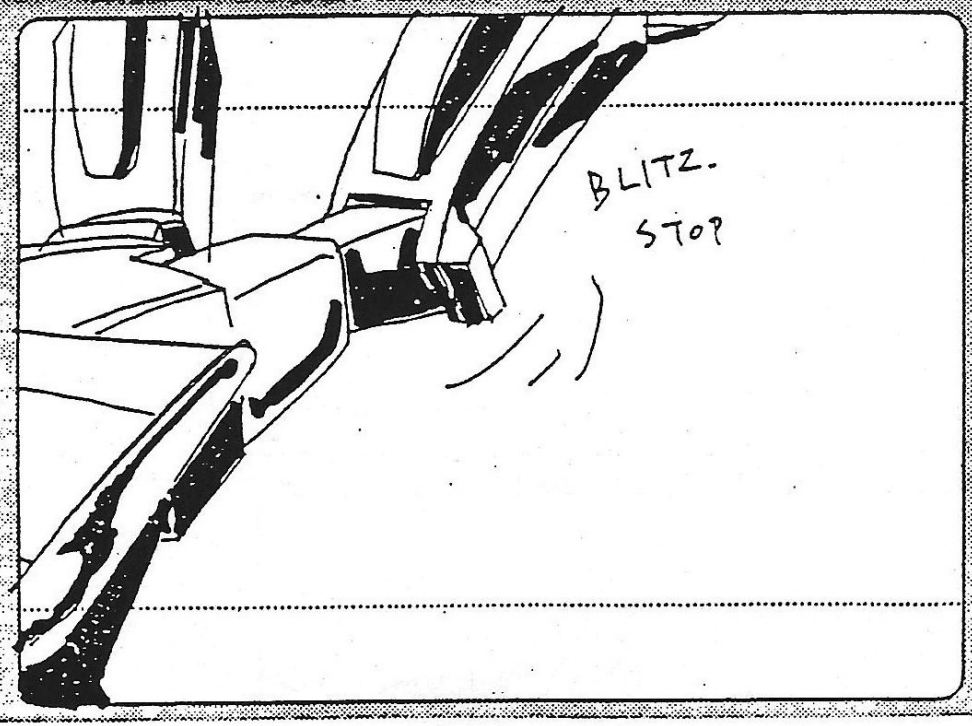
ACTION ...HE RAMS INTO PRIME, KNOCKING PRIME'S GUN OUT OF HIS HAND...

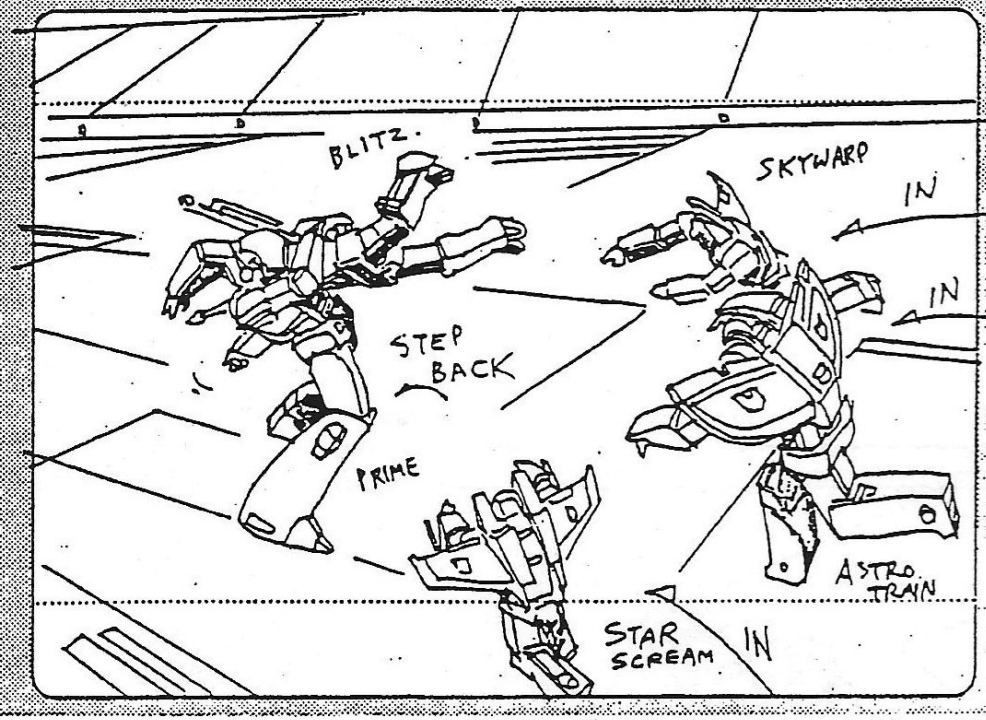
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ..BLITZWING HANGS IN THE AIR A MOMENT.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. PRIME AND BLITZWING. PRIME HAS CAUGHT BLITZWING. HE HOLDS HIM IN THE AIR AS SKYWARP, ASTROTRAIN AND STARSCREAM RUSH HIM.

DIAL

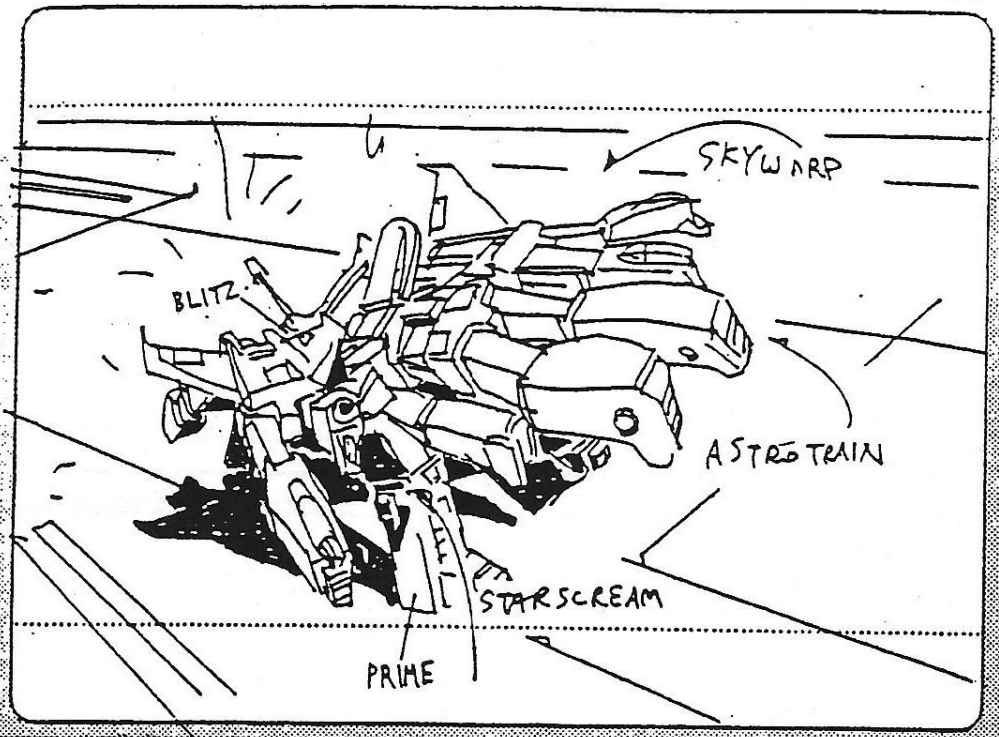
MUSIC/SFX

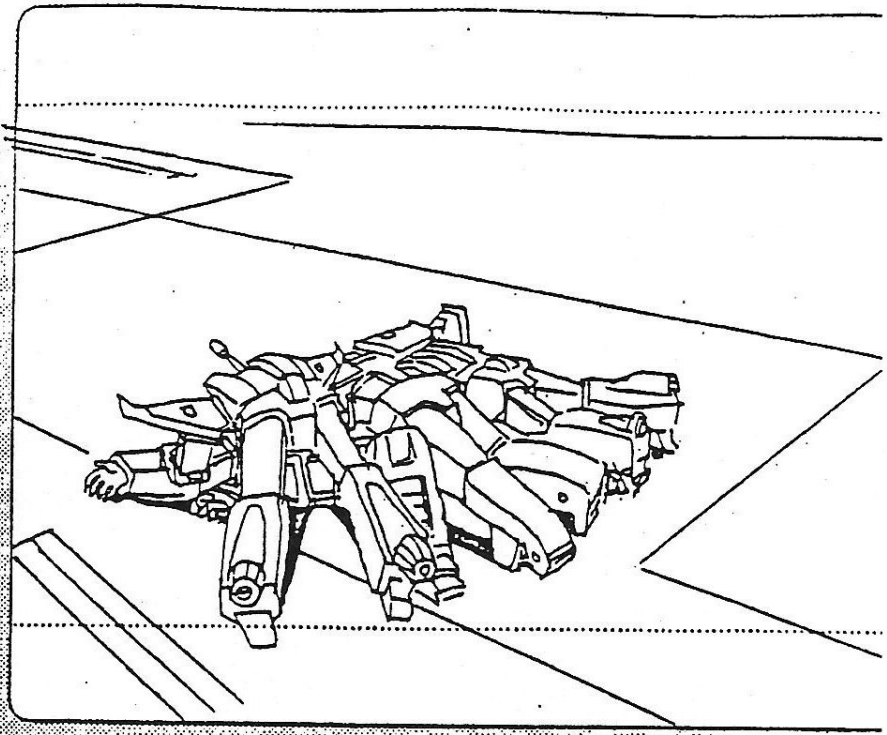
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

CONT. SC. OF 5

SC. CONT. SEQ.





ACTION ...AND POUNCE ON HIM...

DIAL

MUSIC/SFX

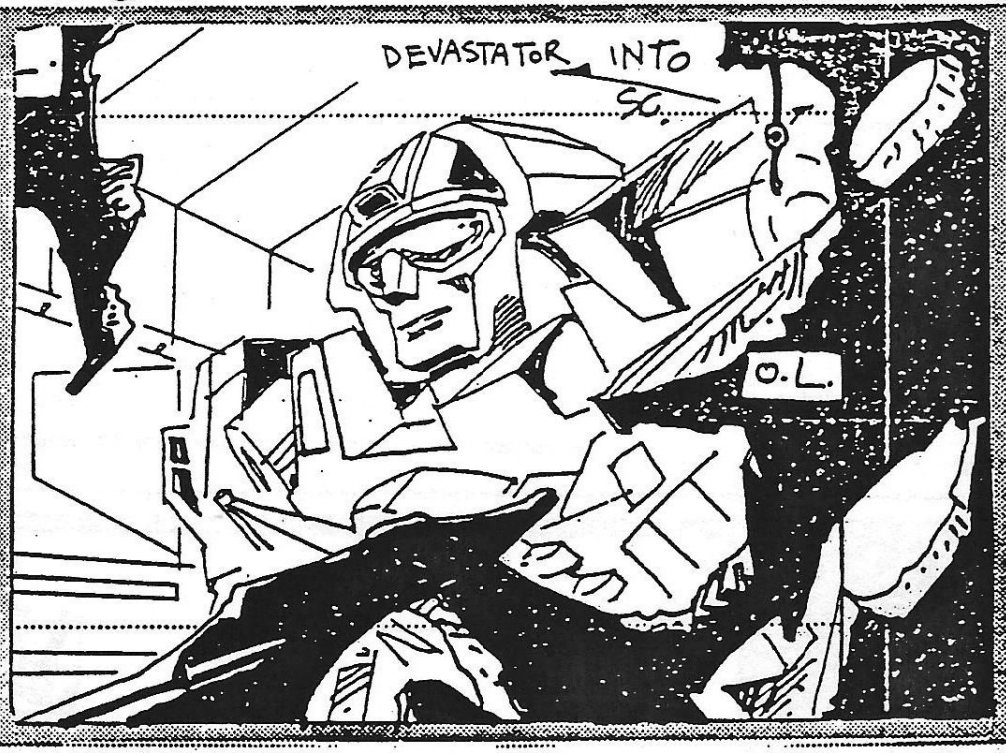
ACTION ...KNOCKING HIM FLAT ON HIS BACK.

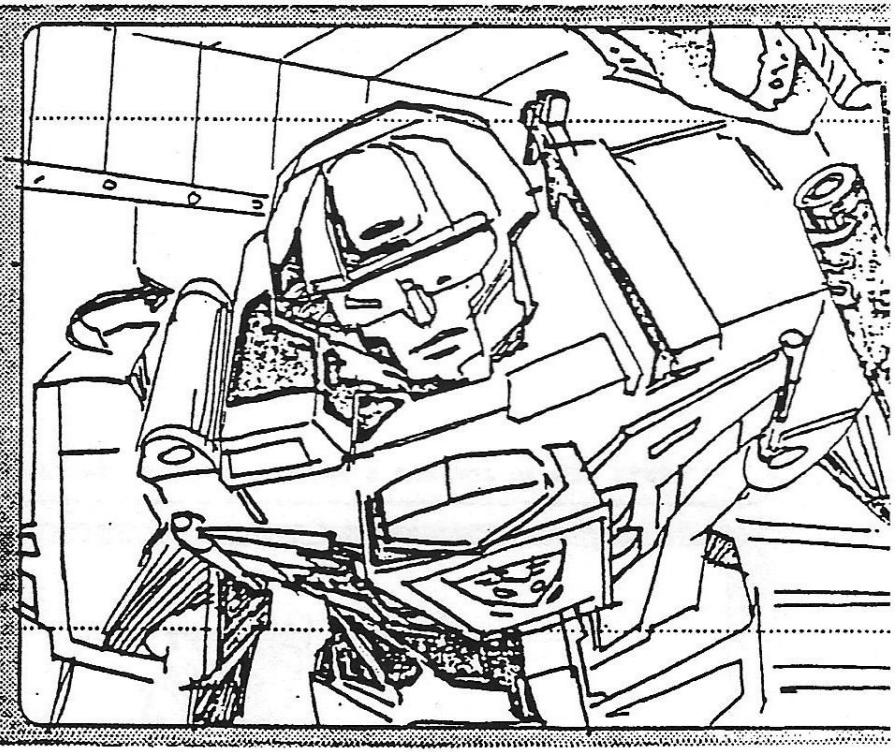
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 8-104 SG. CONT. SEQ. 8 Page 9





ACTION M.S. DEVASTATOR. HE MOVES FORWARD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...PUSHING HIS WAY THROUGH THE WRECKAGE OF THE CITY.

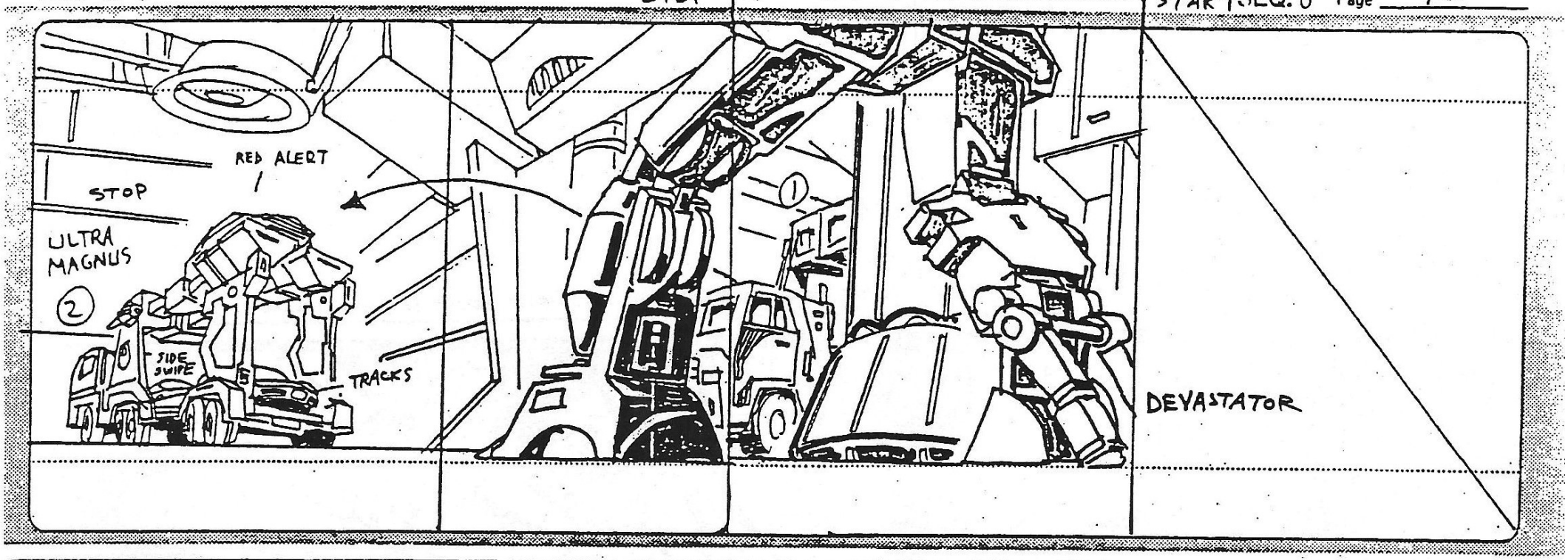
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-105



SEQ. 8 Page 98

ACTION M.S. DEVASTATOR'S LEGS. WE PAN AHEAD OF HIM TO SEE ULTRA MAGNUS (IN TRUCK MODE) SWERVE TO A STOP. HE IS CARRYING RED ALERT TRACKS. (SIDESWIPE IN AUTO MODE)

DIAL

MUSIC/SFX

CAMERA

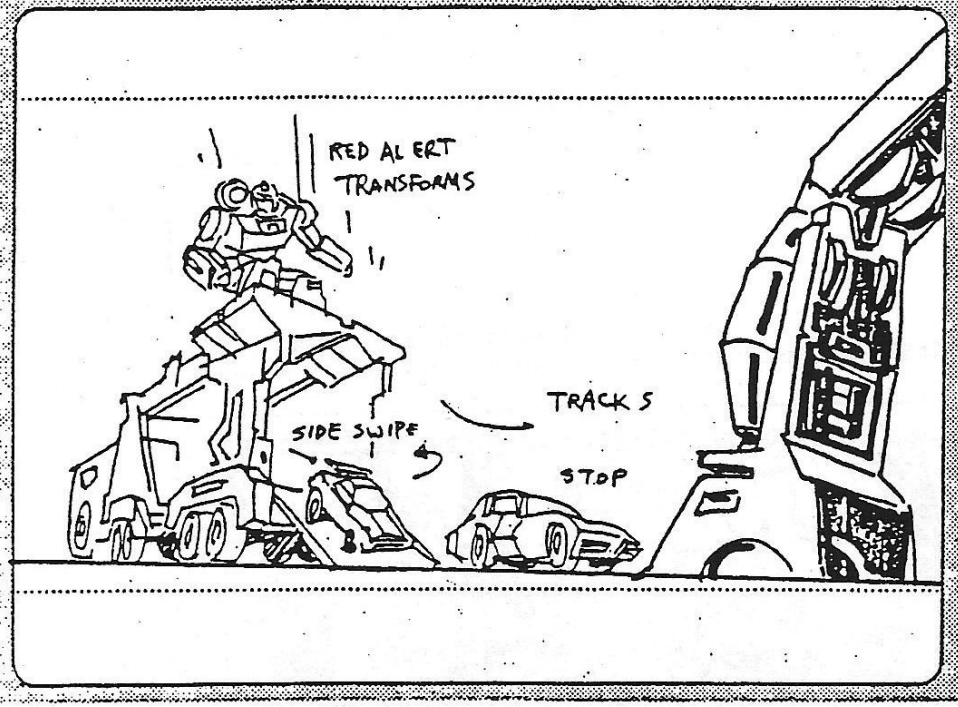
ACTION

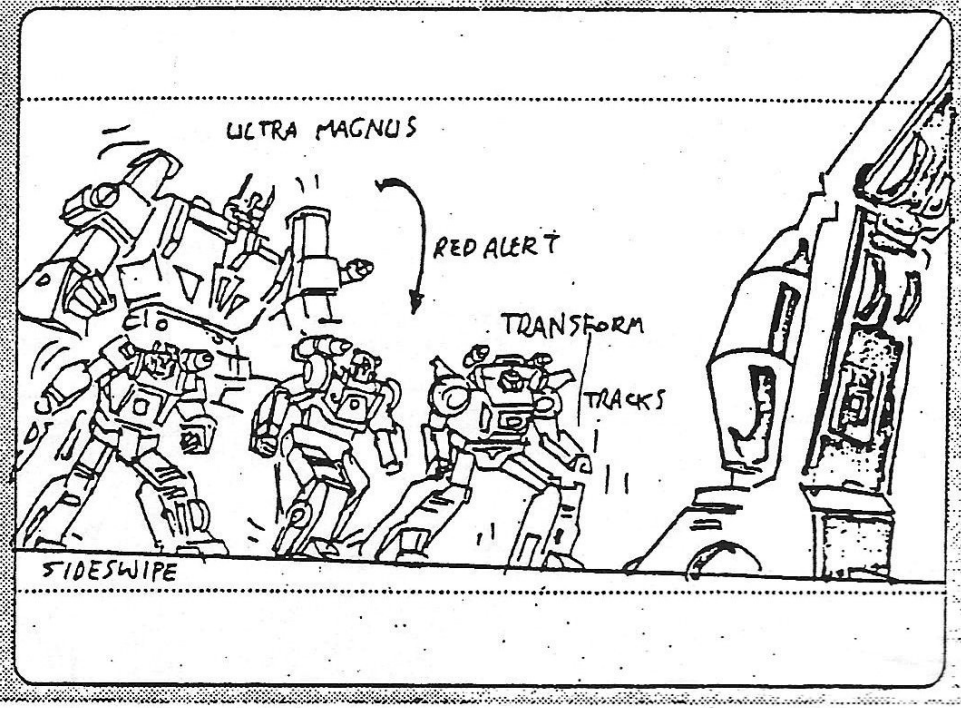
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION RED ALERT TRANSFORMS INTO ROBOT MODE. TRACKS AND SIDESWIPE ROLL OFF OF ULTRA MAGNUS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND TRANSFORM INTO ROBOT MODE. RED ALERT JUMPS OFF OF ULTRA MAGNUS AS ULTRA MAGNUS TRANSFORMS INTO ROBOT MODE.

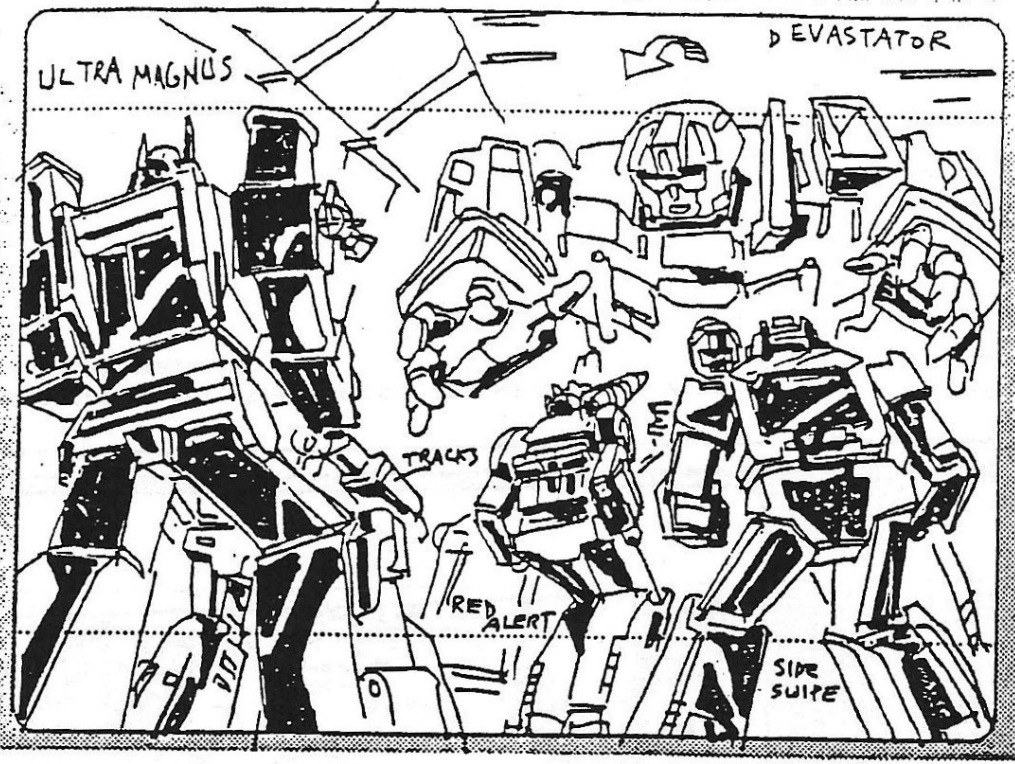
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. C-156



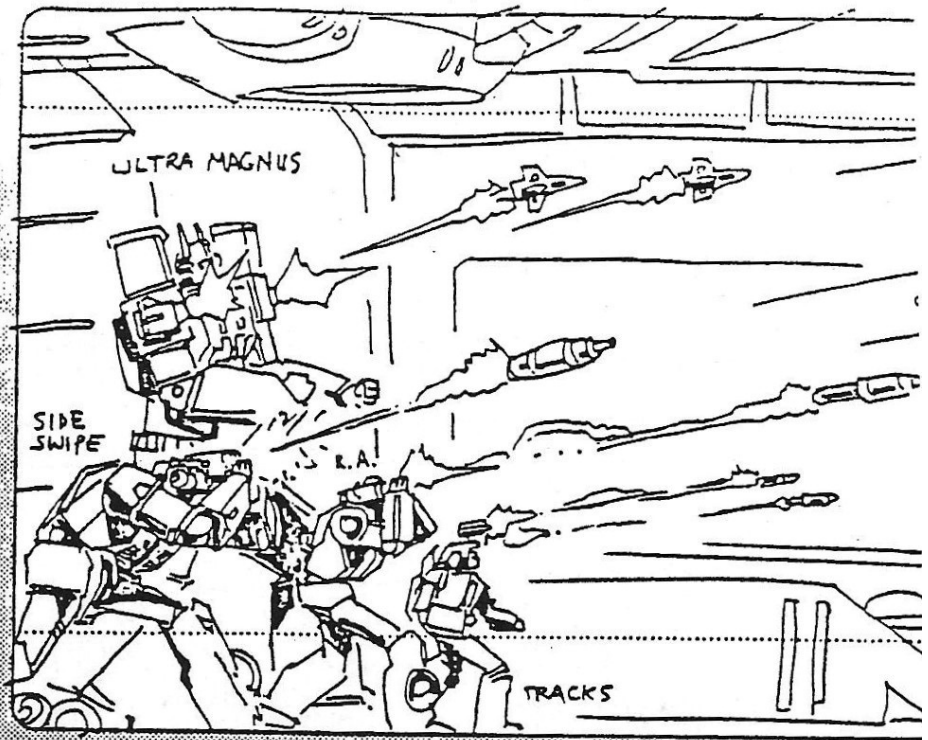
ACTION M.L.S. ULTRA MAGNUS, TRACKS, RED ALERT, SIDESWIPE. ALL FACE DEVASTATOR WHO CLOSES IN ON THEM.

DIAL

MUSIC/SFX

CAMERA

SC. C-157

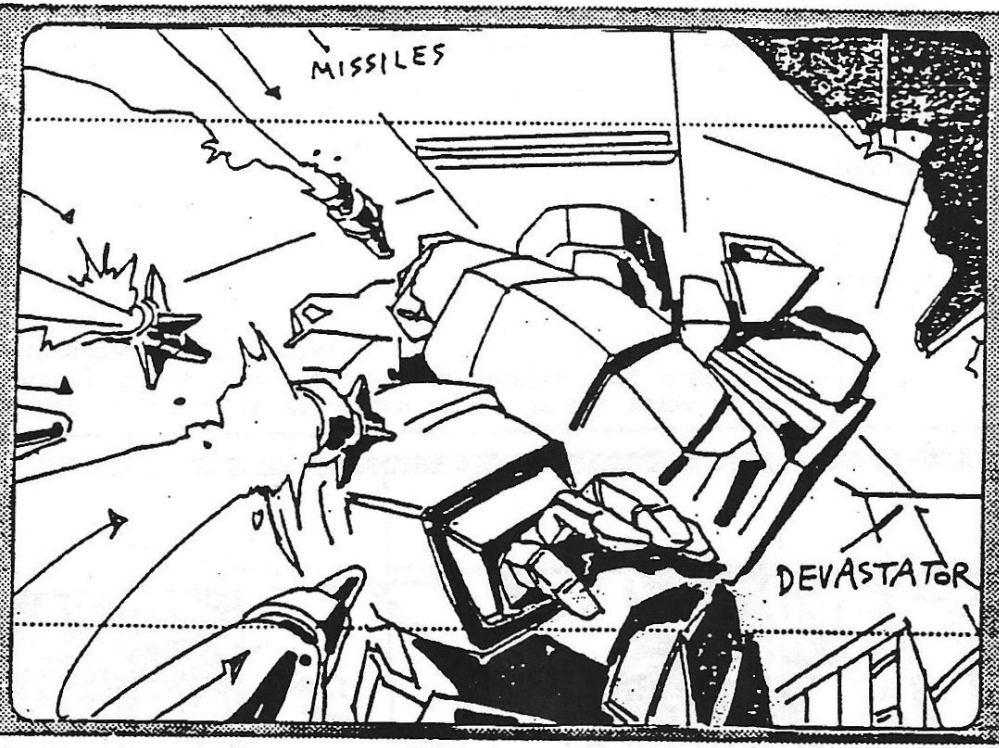


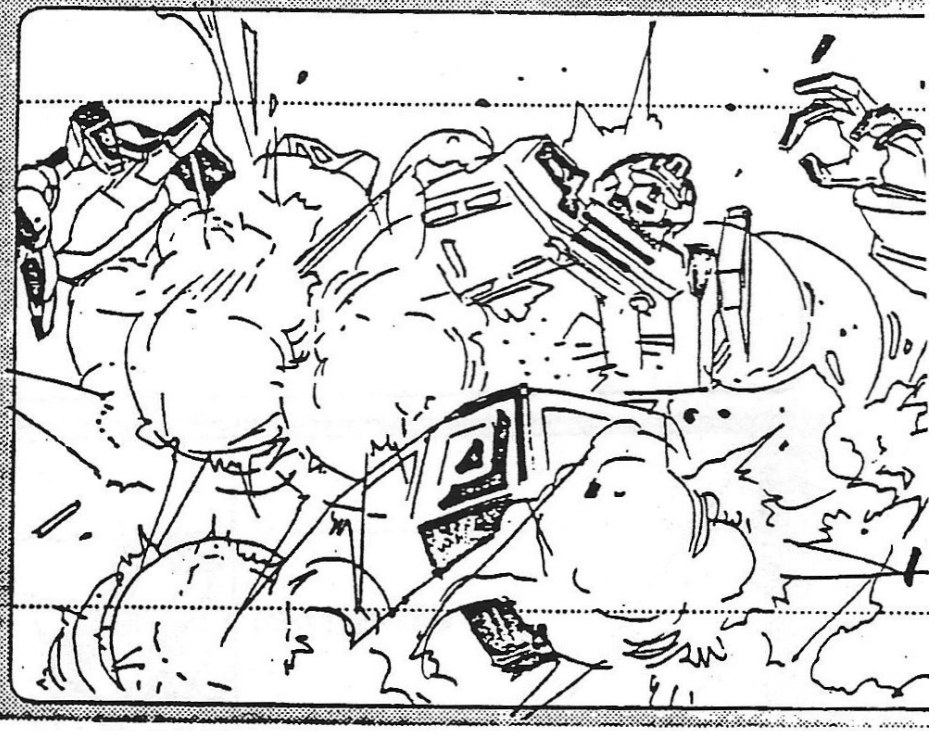
ACTION L.S. ULTRA MAGNUS, SIDESWIPE, RED ALERT AND TRACKS, FIRE MI AT THE O.S. DEVASTATOR.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. DEVASTATOR. HE COVERS HIMSELF AS THE MISSILES STREAK TOWARD HIM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HIT HIM AND EXPLODE, KNOCKING HIM TO PIECES.

DIAL

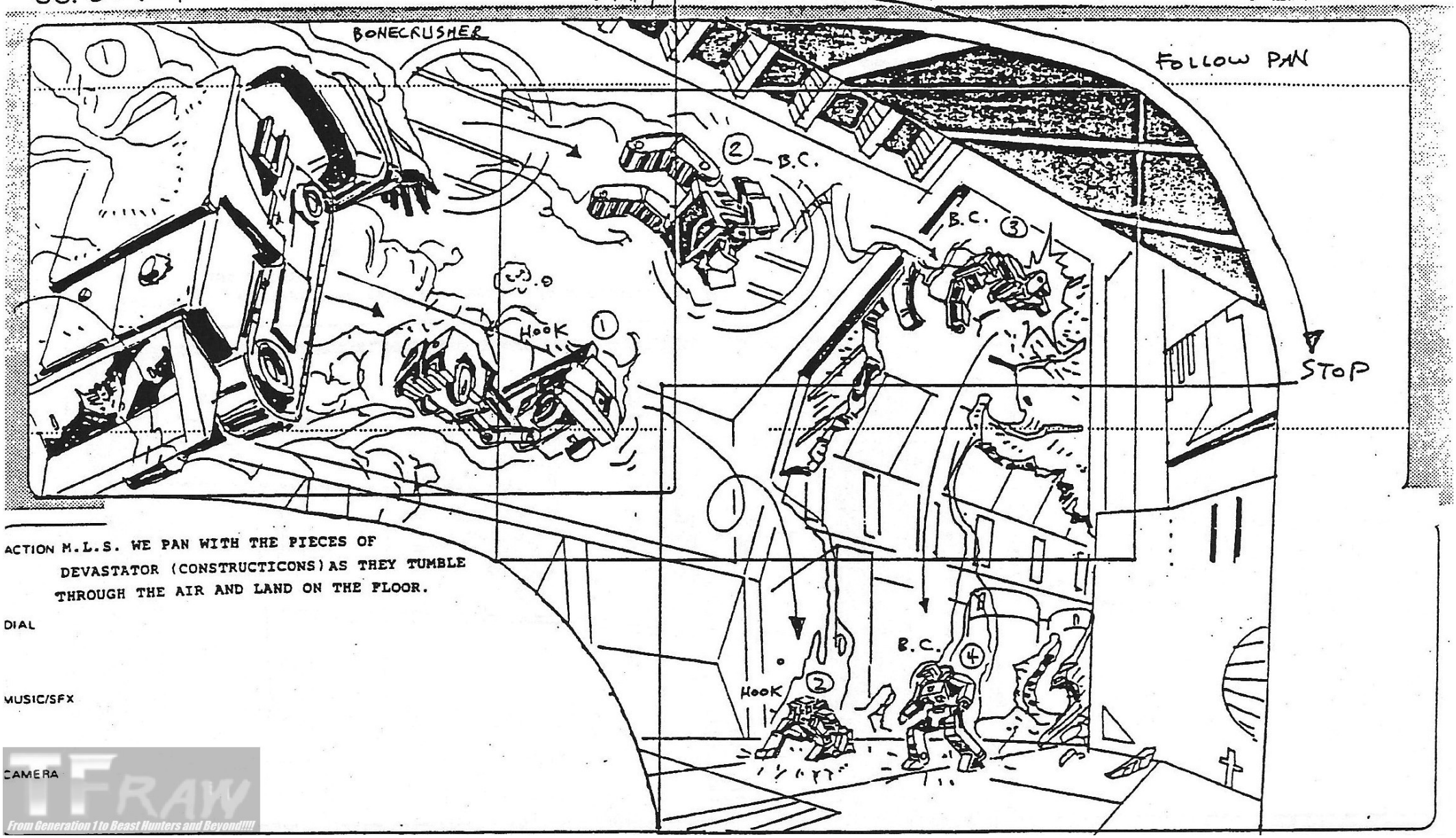
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-109

SEQ. 8 Page 102



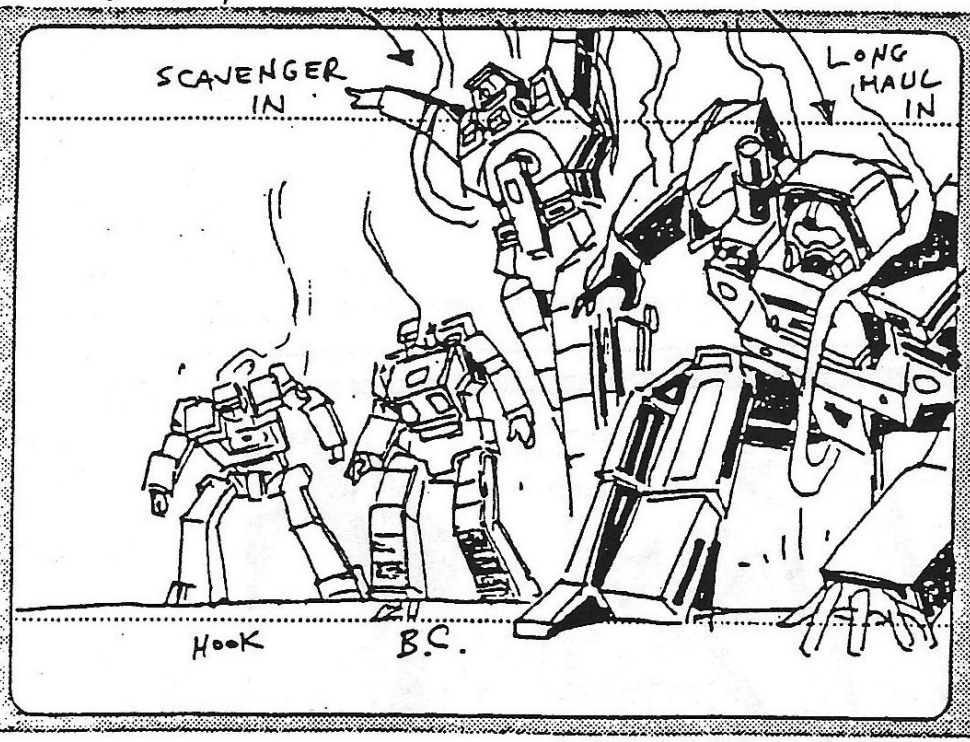
ACTION M.L.S. WE PAN WITH THE PIECES OF DEVASTATOR (CONSTRUCTICONS) AS THEY TUMBLE THROUGH THE AIR AND LAND ON THE FLOOR.

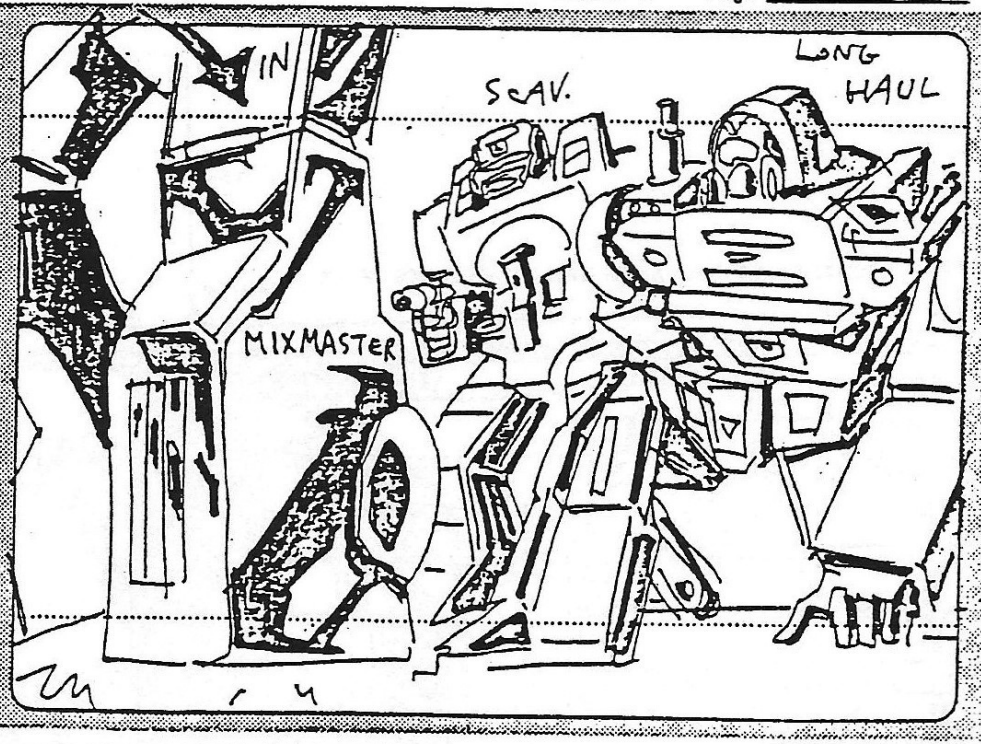
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THE CONSTRUCTICONS GAIN THEIR FOOTING...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND MOVE FORWARD, ATTACKING THE O.S. AUTOBOTS.

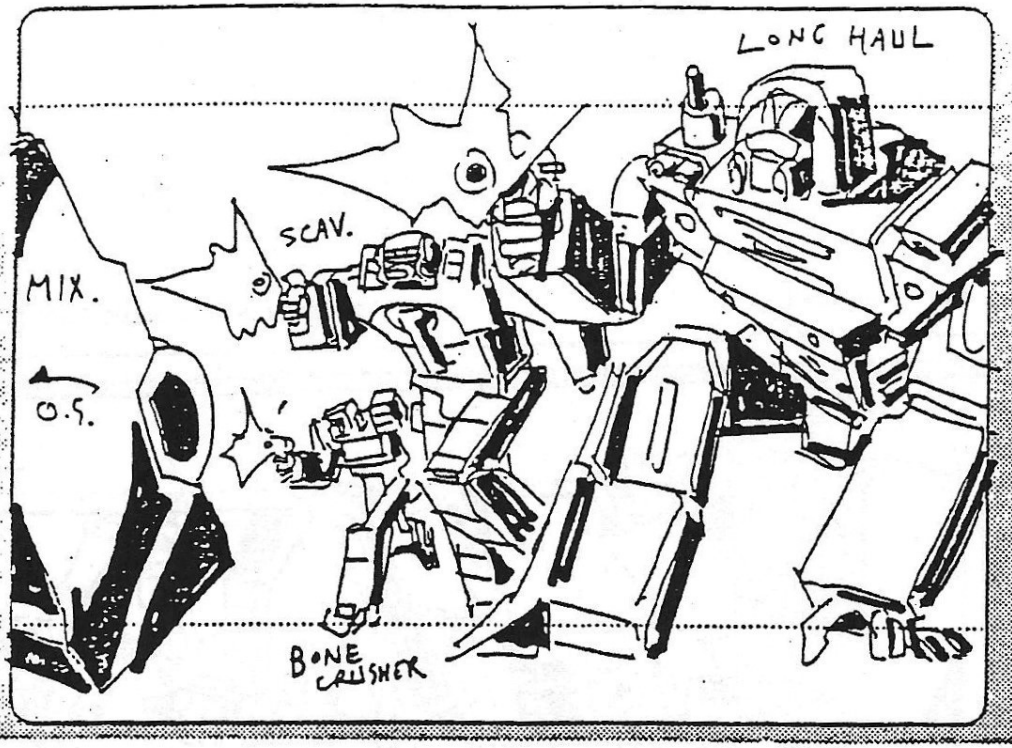
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-107

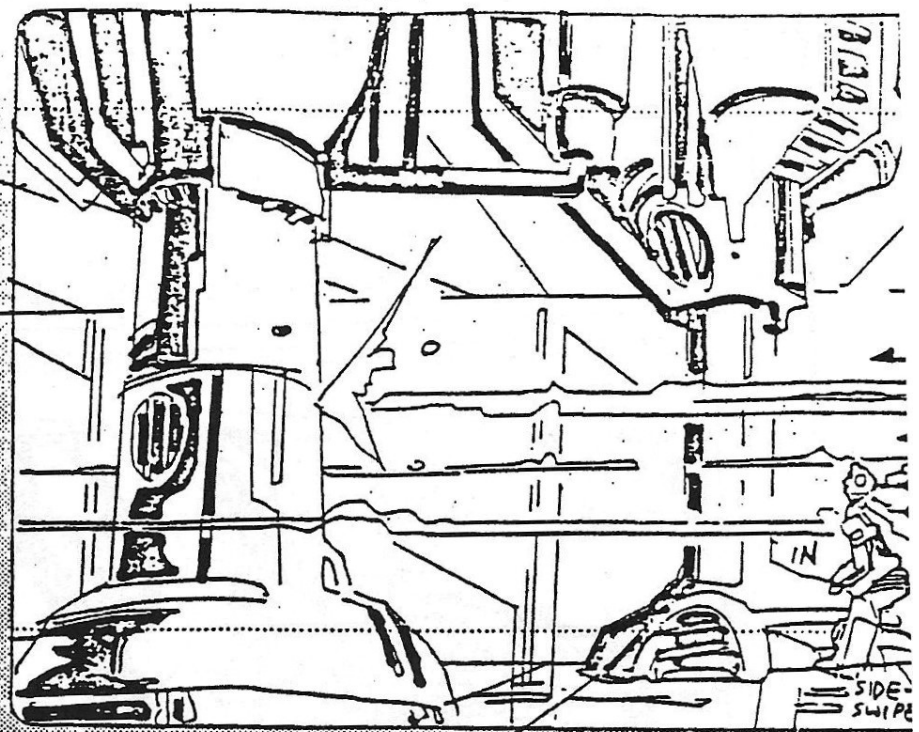


ACTION ...THEY START FIRING ON THE AUTOBOTS.

DIAL

MUSIC/SFX

SC. 5-110

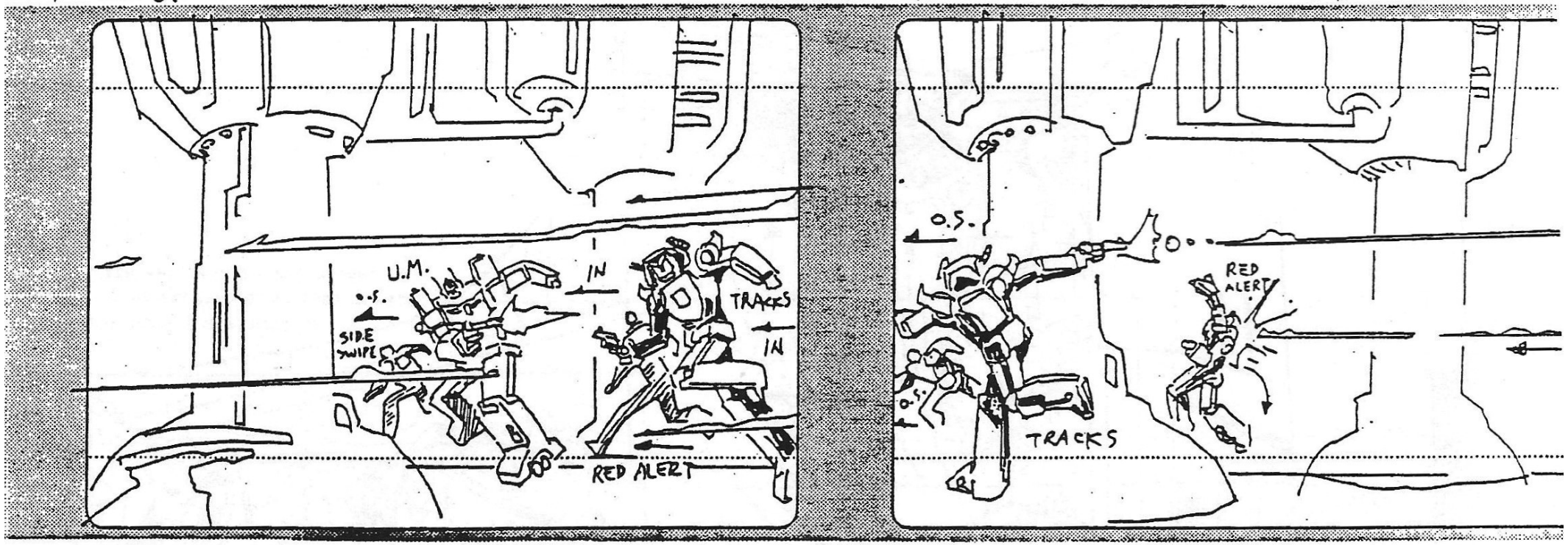


ACTION L.S. A PORTION OF THE CITY AND DECEPTICONS BLASTS...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



ACTION ...AS THEY ZING PAST THE RETREATING AUTOBOTS, WHO RUN THROUGH THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION RED ALERT TAKES A HIT IN THE BACK AND FALLS TO THE FLOOR.

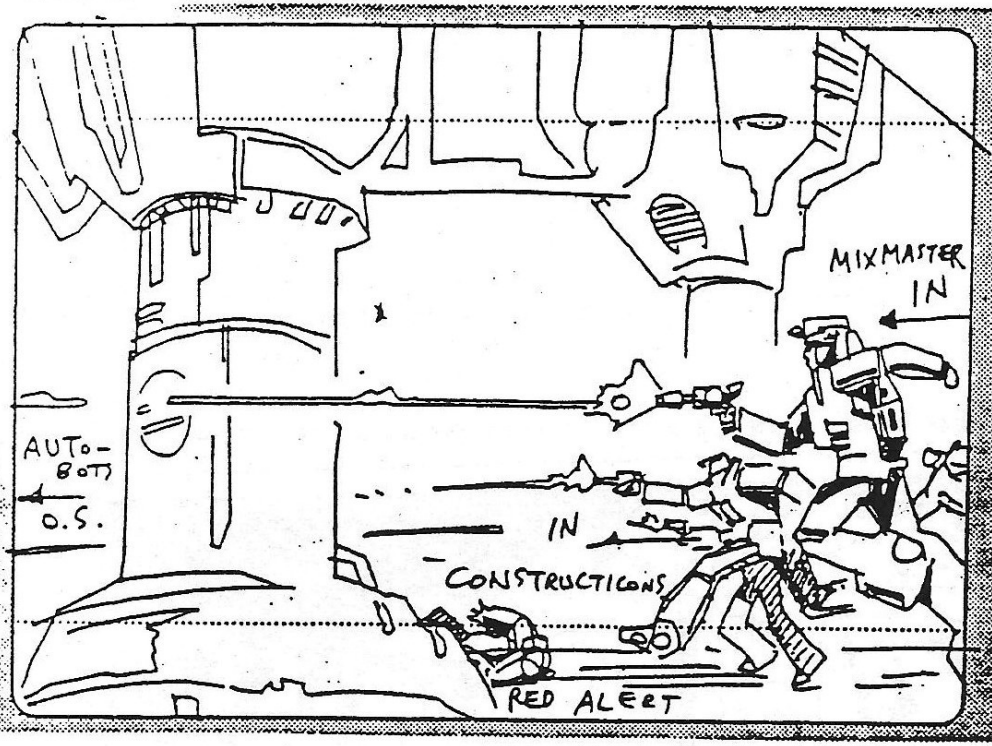
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-110



ACTION ...THE CONSTRUCTICONS, BLASTING AWAY, RUN INTO SCENE IN PURSUIT OF THE O.S. AUTOBOTS.

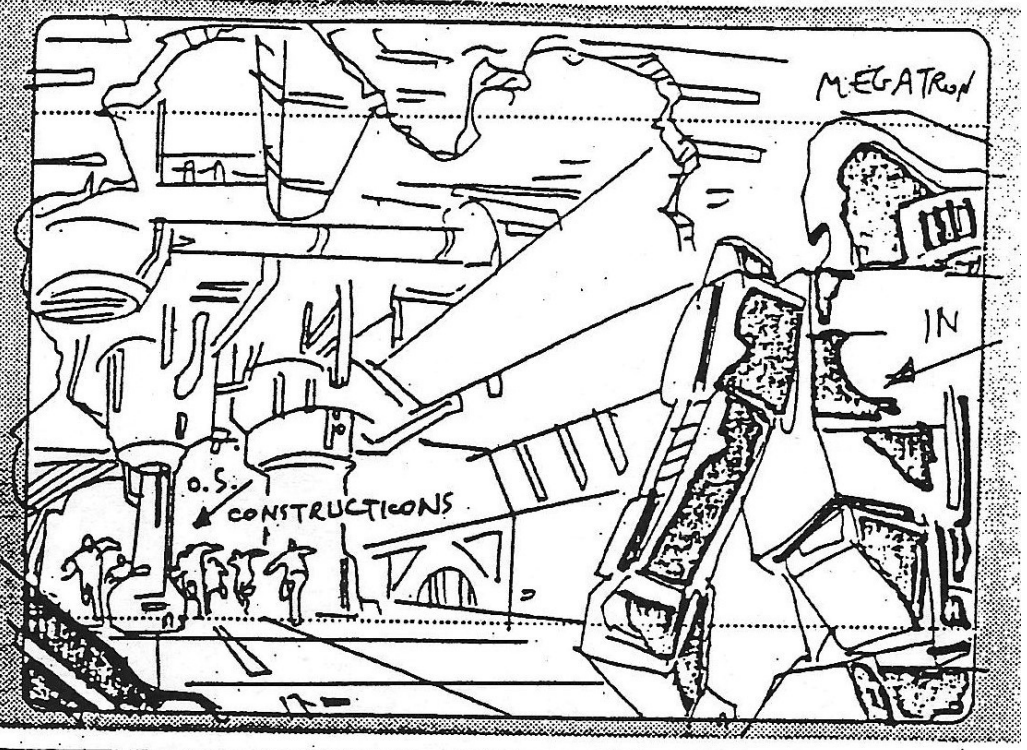
DIAL

MUSIC/SFX

CAMERA

SC. 8-111

SEQ. 8 Page 106



ACTION X.L.S. THE CONSTRUCTICONS RACE AFTER THE FLEEING AUTOBOTS. MEGATRON MOVES INTO SCENE IN THE FOREGROUND.

DIAL

MUSIC/SFX

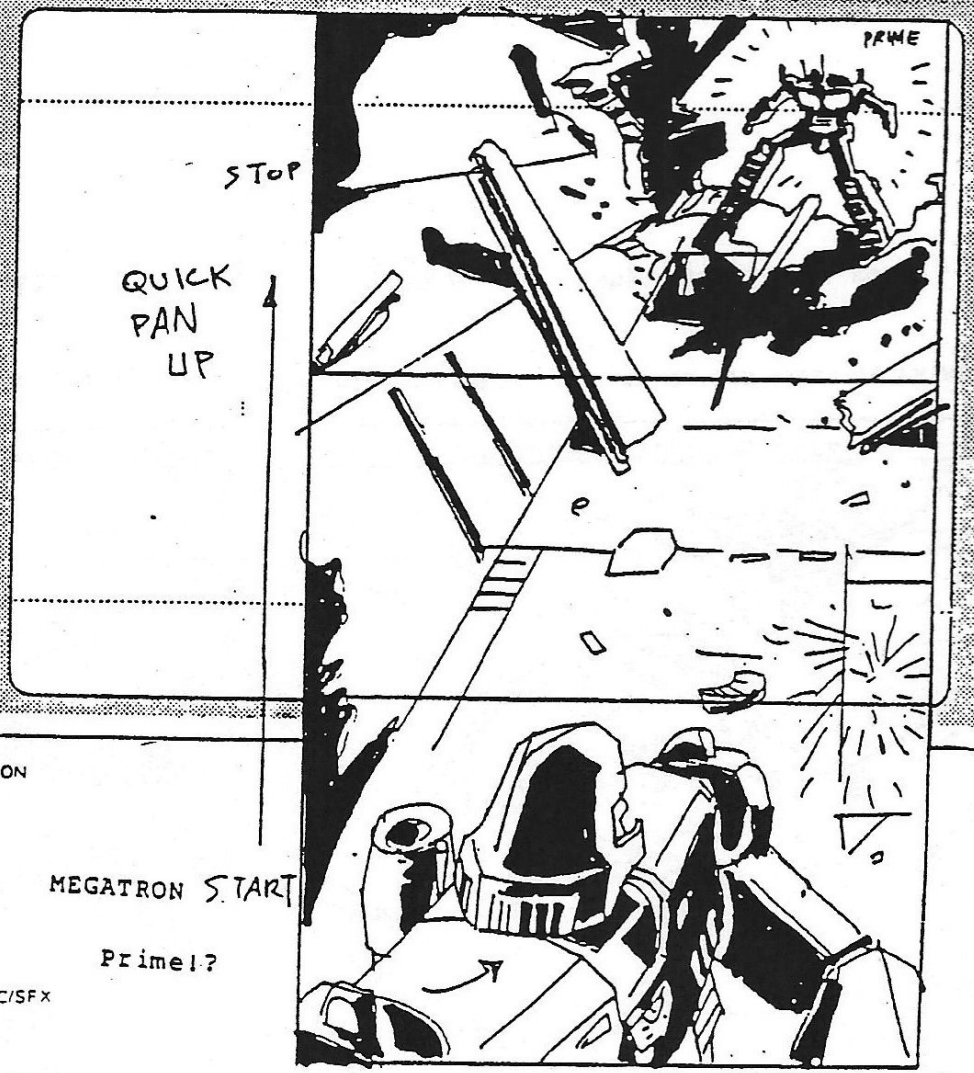
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-112

SC. 8-112 CONT

SEQ. 8 Page 107



NO SCENE 8-113

ON C.U. MEGATRON. HE SMILES AT THE ACTIVITY OF THE CONSTRUCTICONS. A PIECE OF DEBRIS FALLS IN BEHIND HIM AND CLANGS TO THE FLOOR.

C/SFX

BG

ACTION

DIAL MEGATRON START

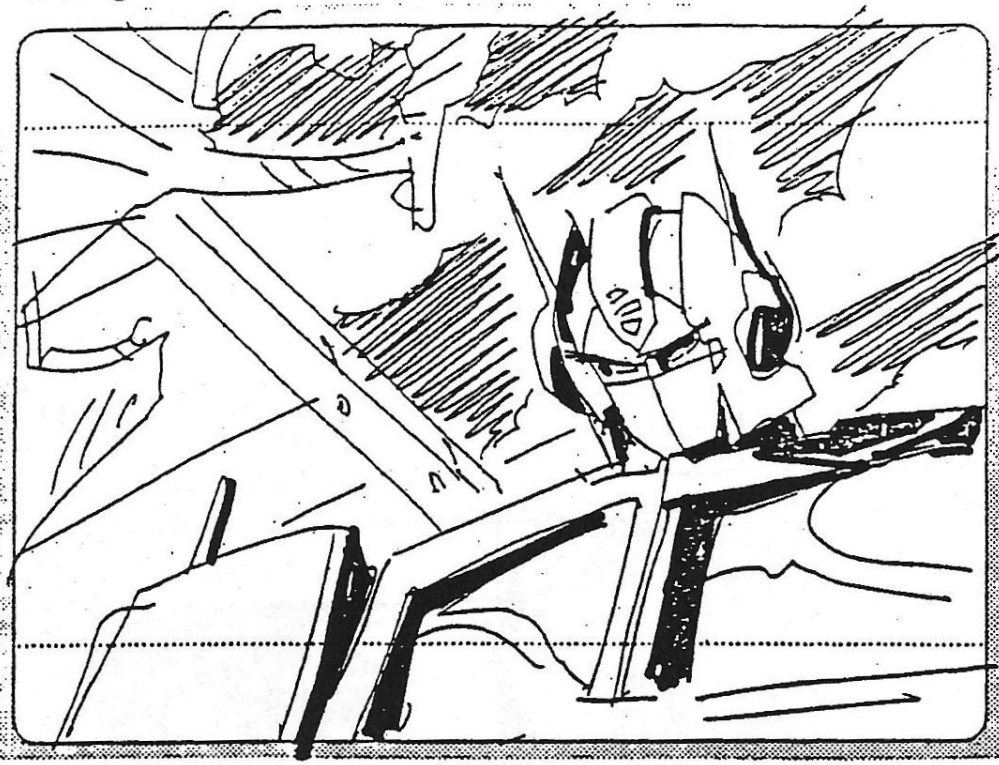
Prime!?

MUSIC/SFX

MEGATRON TURNS TO LOOK BEHIND HIM. WE PAN UP TO SEE THAT PRIME IS STANDING IN THE GLOW OF THE BRIGHT SKY.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 5-17



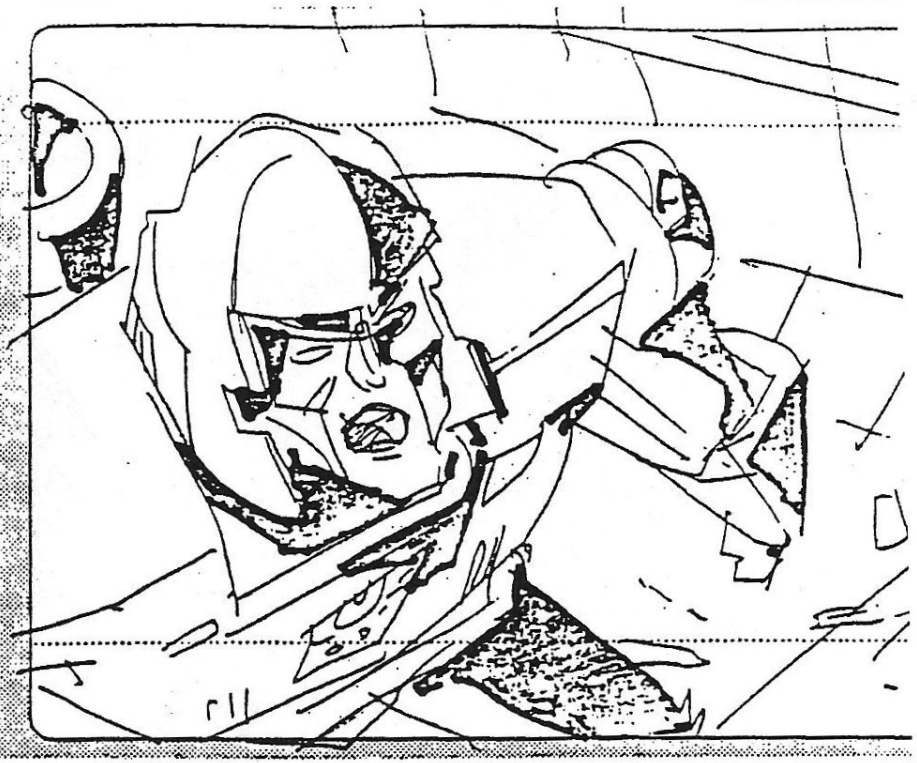
ACTION M.S. PRIME. HE LOOKS DOWN AT MEGATRON, AND CHALLENGES HIM.

DIAL PRIME One shall stand. One shall fall.

MUSIC/SFX

CAMERA

SC. 5-18



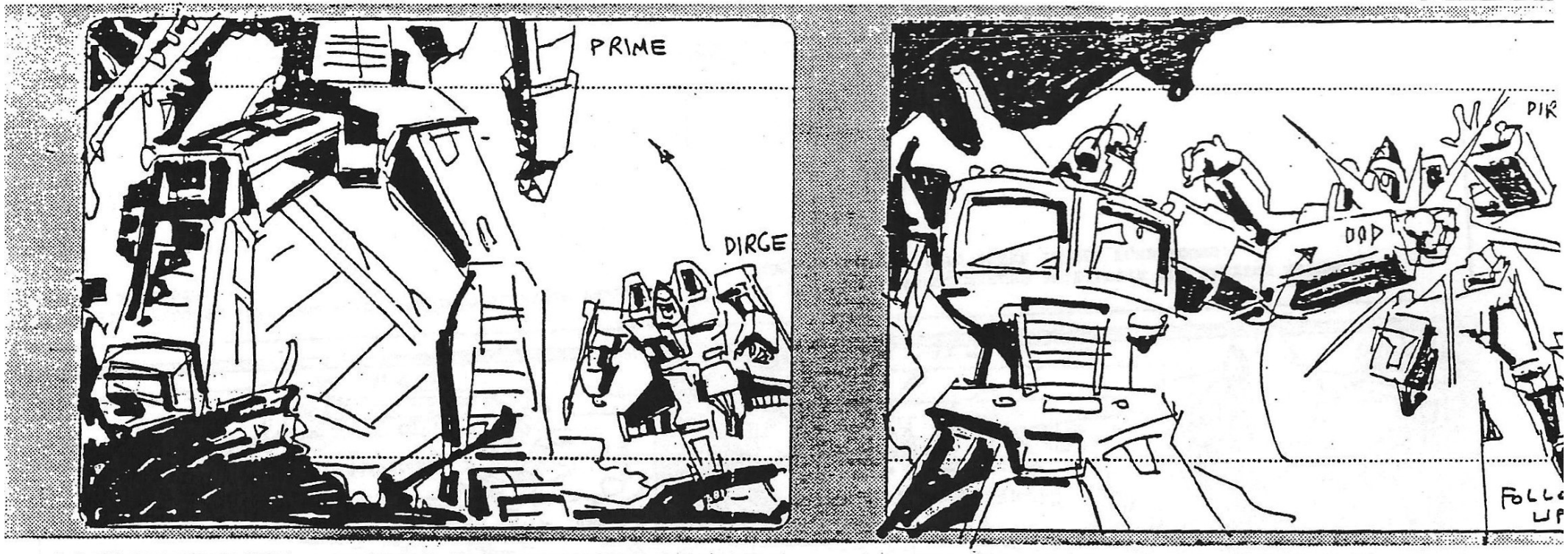
ACTION M.S. MEGATRON. HE SHOUTS HIS REPLY TO PRIME.

DIAL MEGATRON Why throw away your life so reckl

MUSIC/SFX

CAMERA

TF RAW
From Generation One to Beast Hunters and Beyond!!!!



ACTION M.L.S. PRIME AND DIRGE. DIRGE FLIES IN BEHIND PRIME.

DIAL OPTIMUS PRIME: That's a question...

MUSIC/SFX

CAMERA

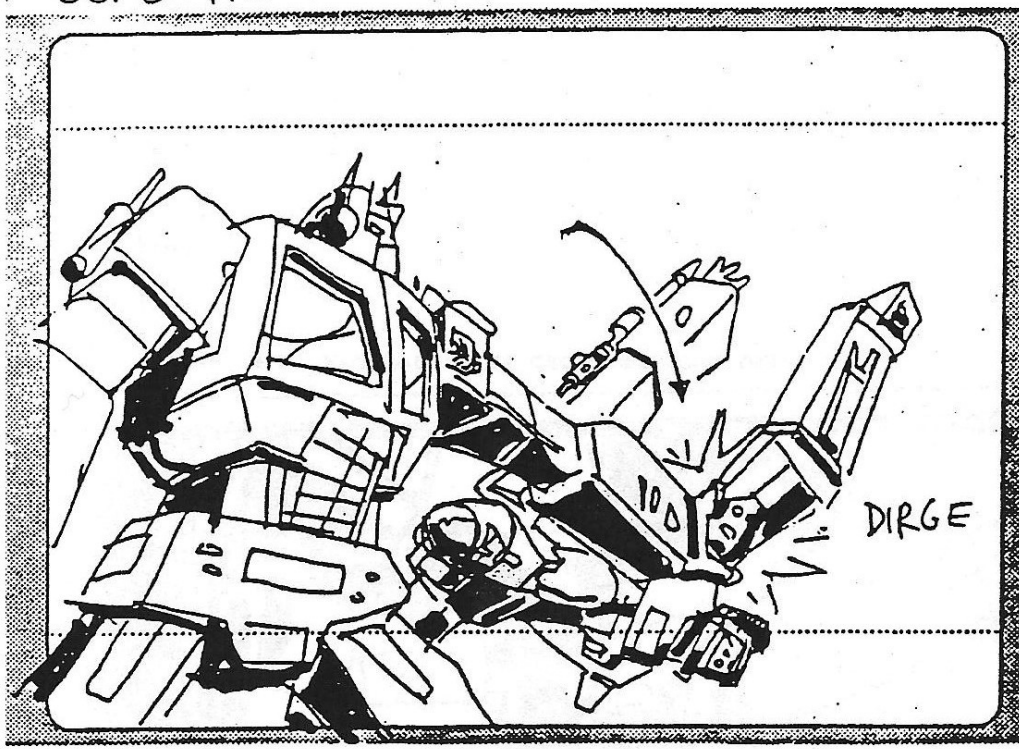
ACTION ...WE PAN WITH HIM AS HE TRIES TO GRAB PRIME. BUT PRIME T
BACK AND SLAMS DIRGE WITH THE BACK OF HIS ARM...

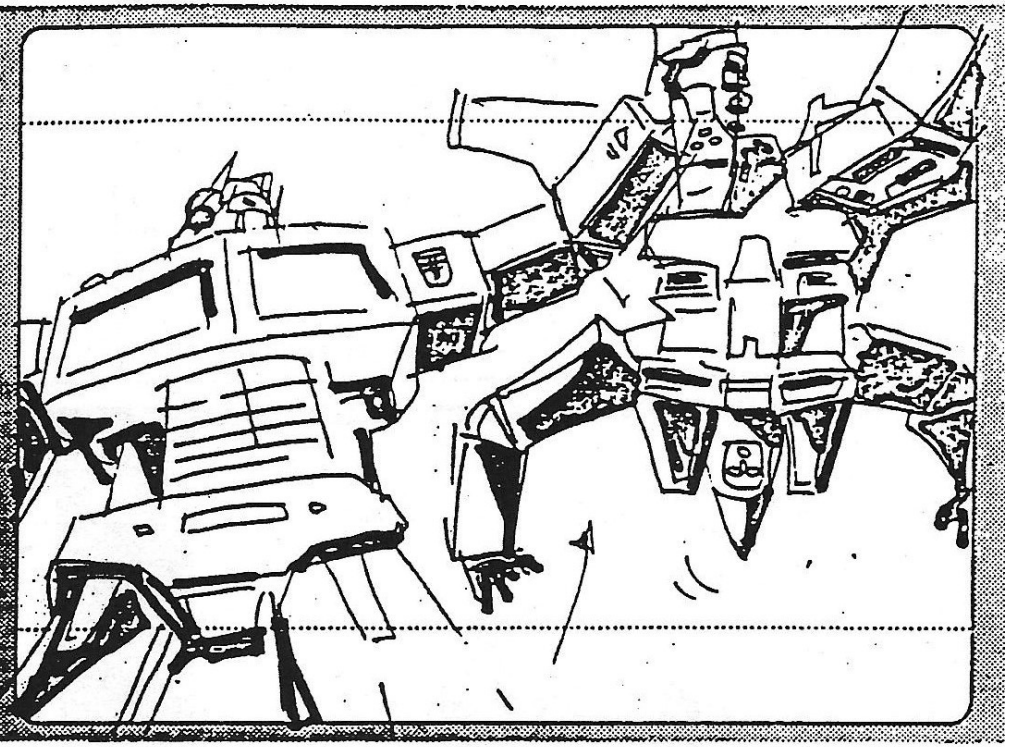
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...PRIME THEN GRABS DIRGE...

DIAL

MUSIC/SFX

ACTION ...LIFTS HIM HIGH INTO THE AIR...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-116

SC. 8-118

SEQ. 8 Page 111

ION ...WE PAN WITH HIM AS HE SMASHES DIRGE INTO THE GROUND WITH SHATTERING FORCE.

L

IC/SFX

ERA

ACTION M.C.U. PRIME. HE TURNS BACK TO FACE THE O.S. MEGATRON.

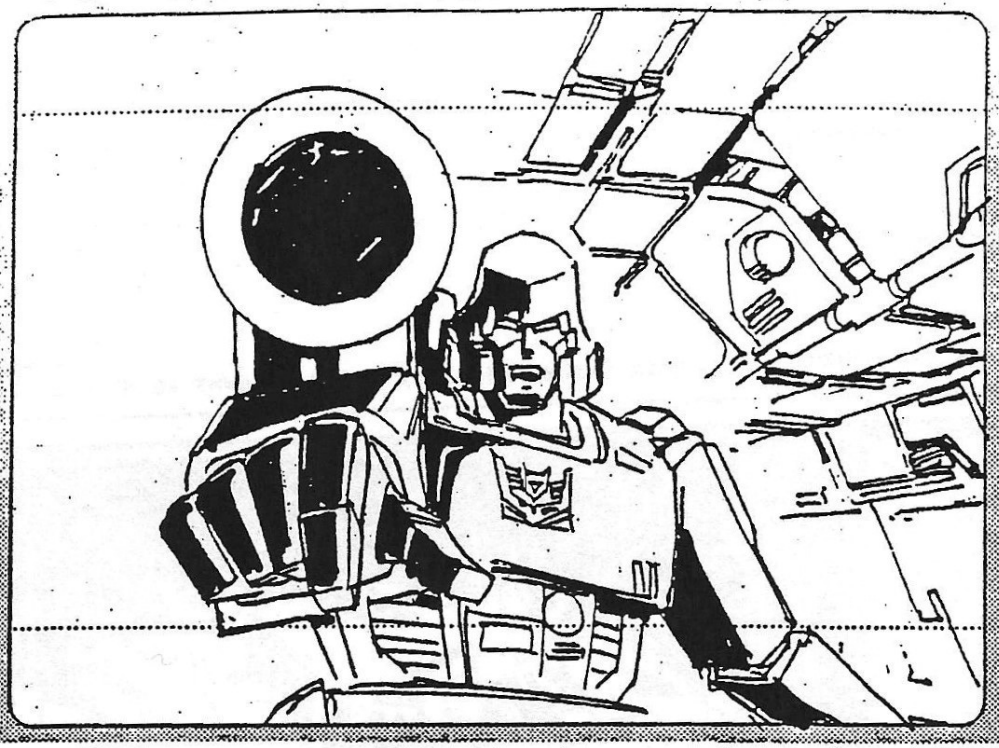
DIAL OPTIMUS PRIME (cont) You should ask yourself Megatron.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-118 A



ACTION M.S. MEGATRON. HE TAKES CAREFUL AIM AT PRIME O.S...

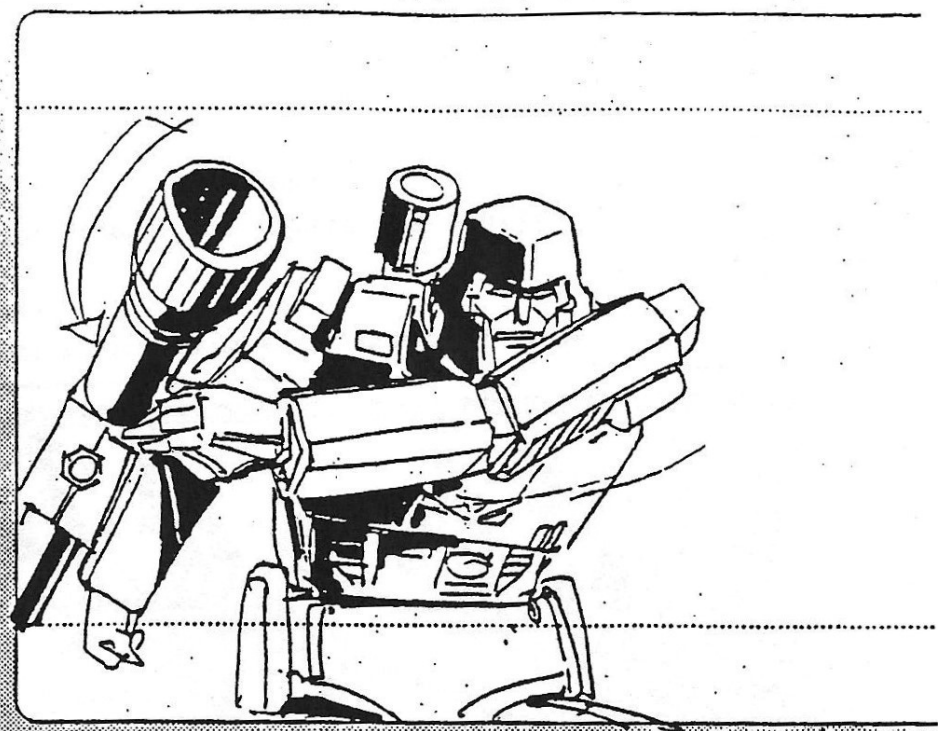
DIAL MEGATRON: No !

MUSIC/SFX

SC. CONT

SEQ. 8

Page 111



ACTION ...BUT THEN SWINGS HIS CANNON DOWN, DECIDING NOT TO SHOOT

DIAL MEGATRON (CONT) I'll crush you with my bare hands. (pick up line)

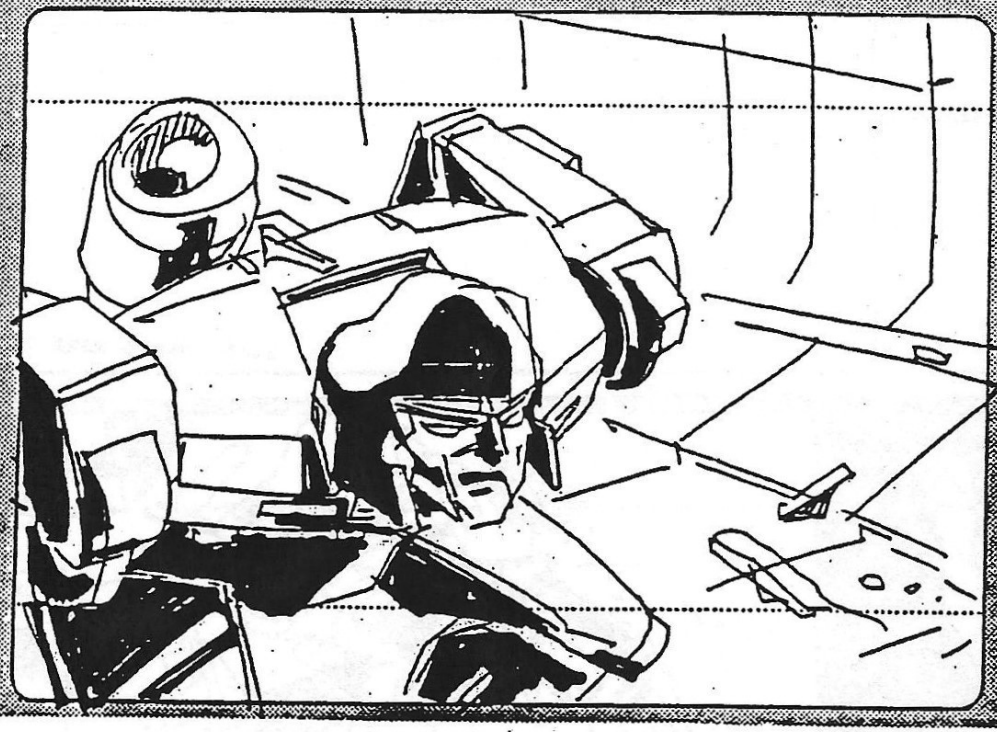
MUSIC/SFX

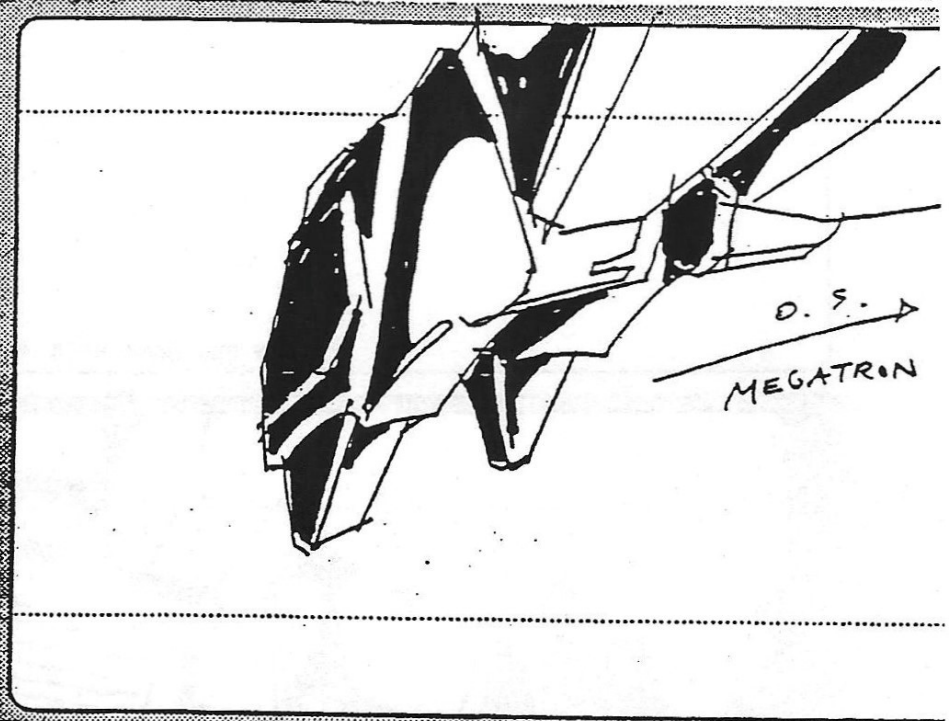
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 8-118A

SC. CONT.

SEQ. 8 Page 112





ACTION M.S. MEGATRON. HE CROUCHES DOWN AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...JUMPS UP AND O.S.

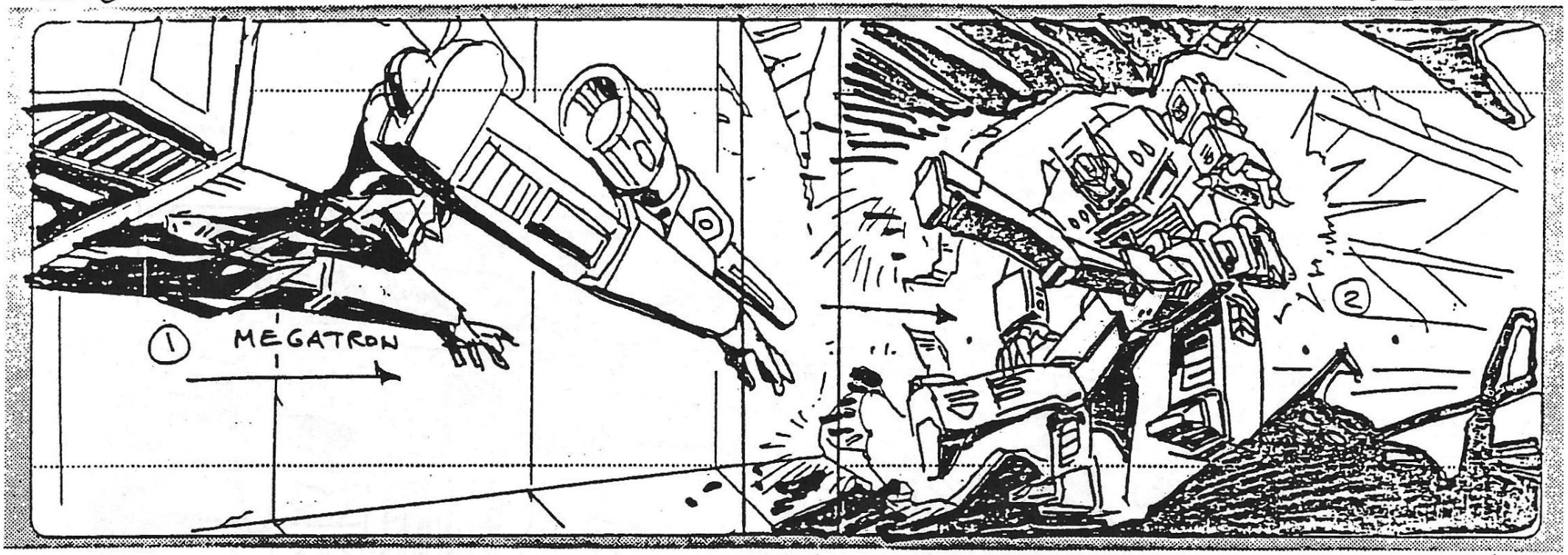
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-120 FOLLOW PAN SEQ. 8 Page 113



ACTION M.S. MEGATRON. WE FOLLOW HIM AS HE FLIES FORWARD AND...

DIAL MEGATRON/PRIME (CHARGES)

MUSIC/SFX

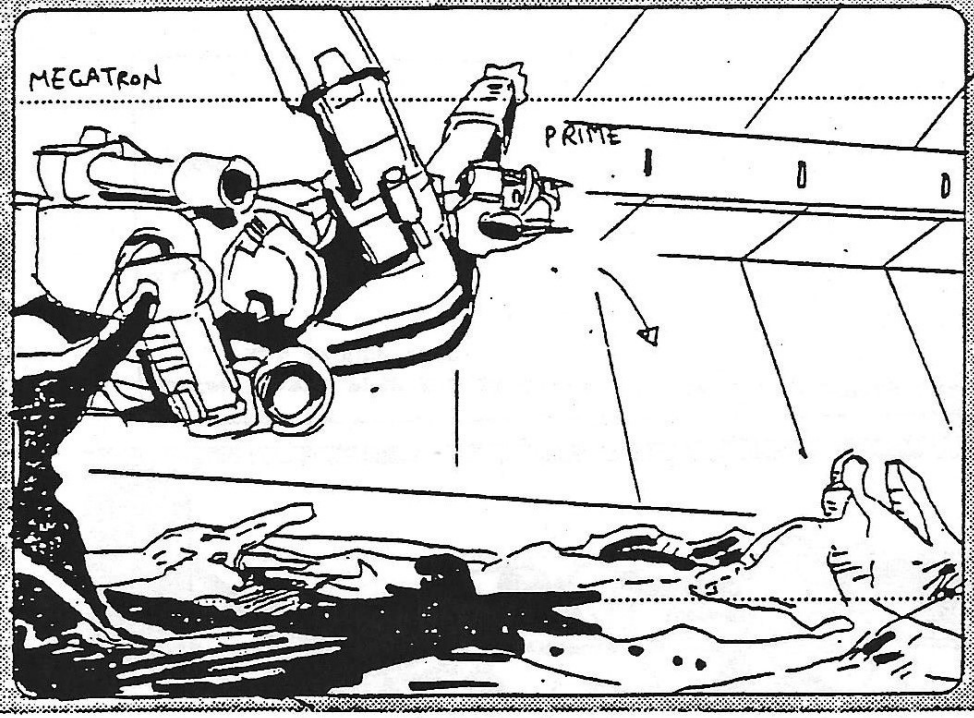
ACTION ...CRASHES INTO PRIME.

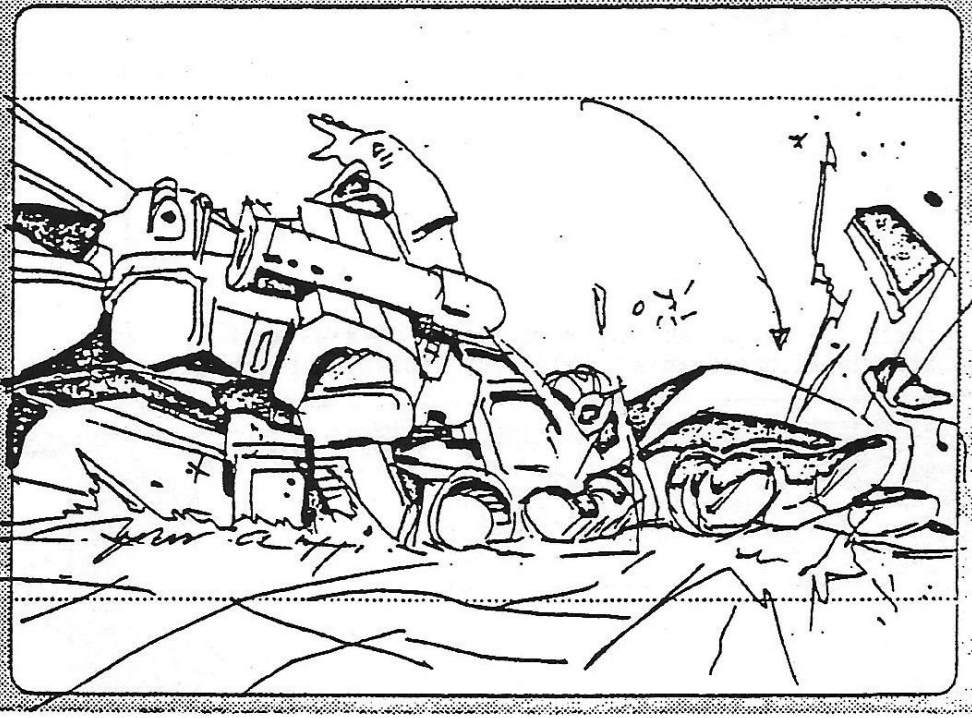
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-121 SC. CONT. SEQ. 8 Page 114





ACTION M.S. PRIME AND MEGATRON. PRIME IS KNOCKED OFF OF HIS FEET.

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEY BOTH FALL BACK, AND HIT THE FLOOR WITH JARRING FORCE.

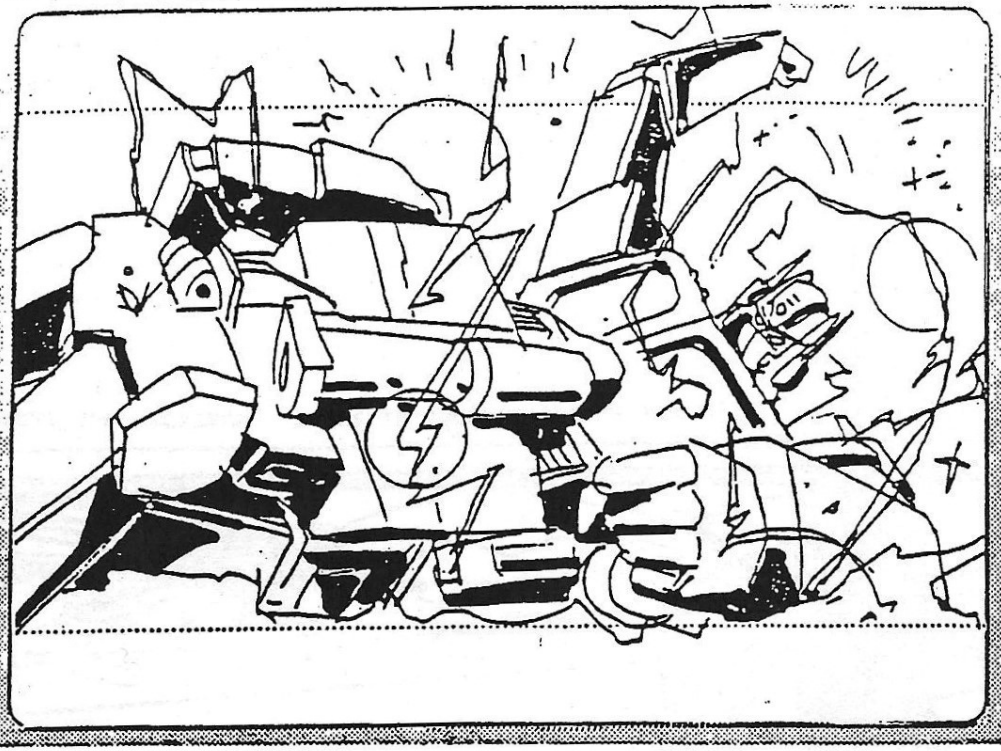
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

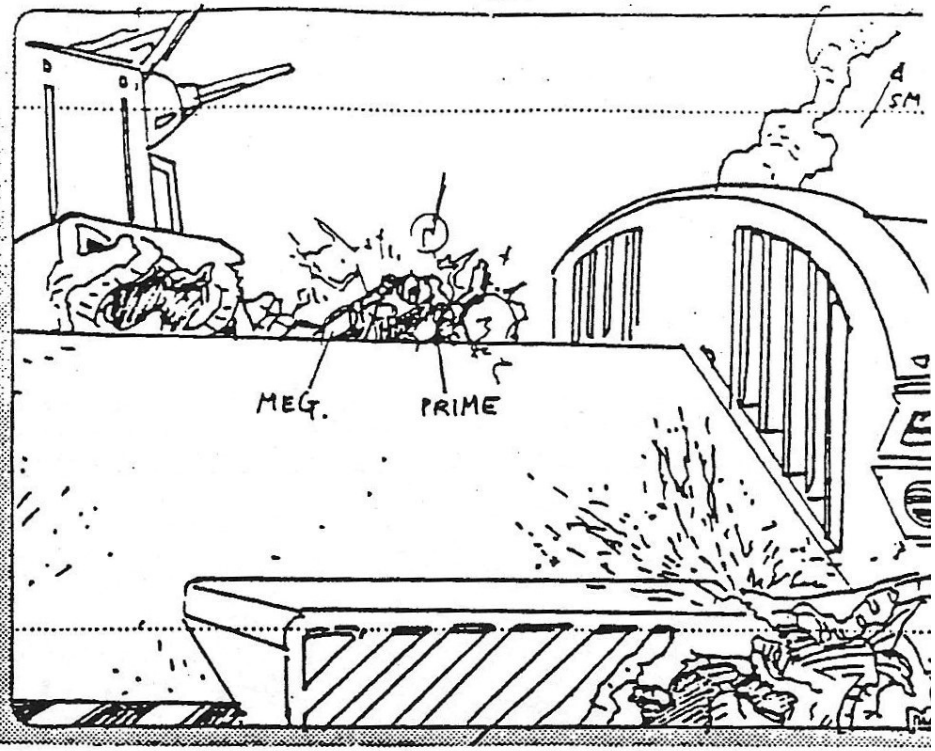


ACTION SPARKS FROM BROKEN CABLES IN THE CITY COMPLEX CRACKLE ALL AROUND THEM.

DIAL

MUSIC/SFX

SC. S-122 SEQ. 3 PAGE



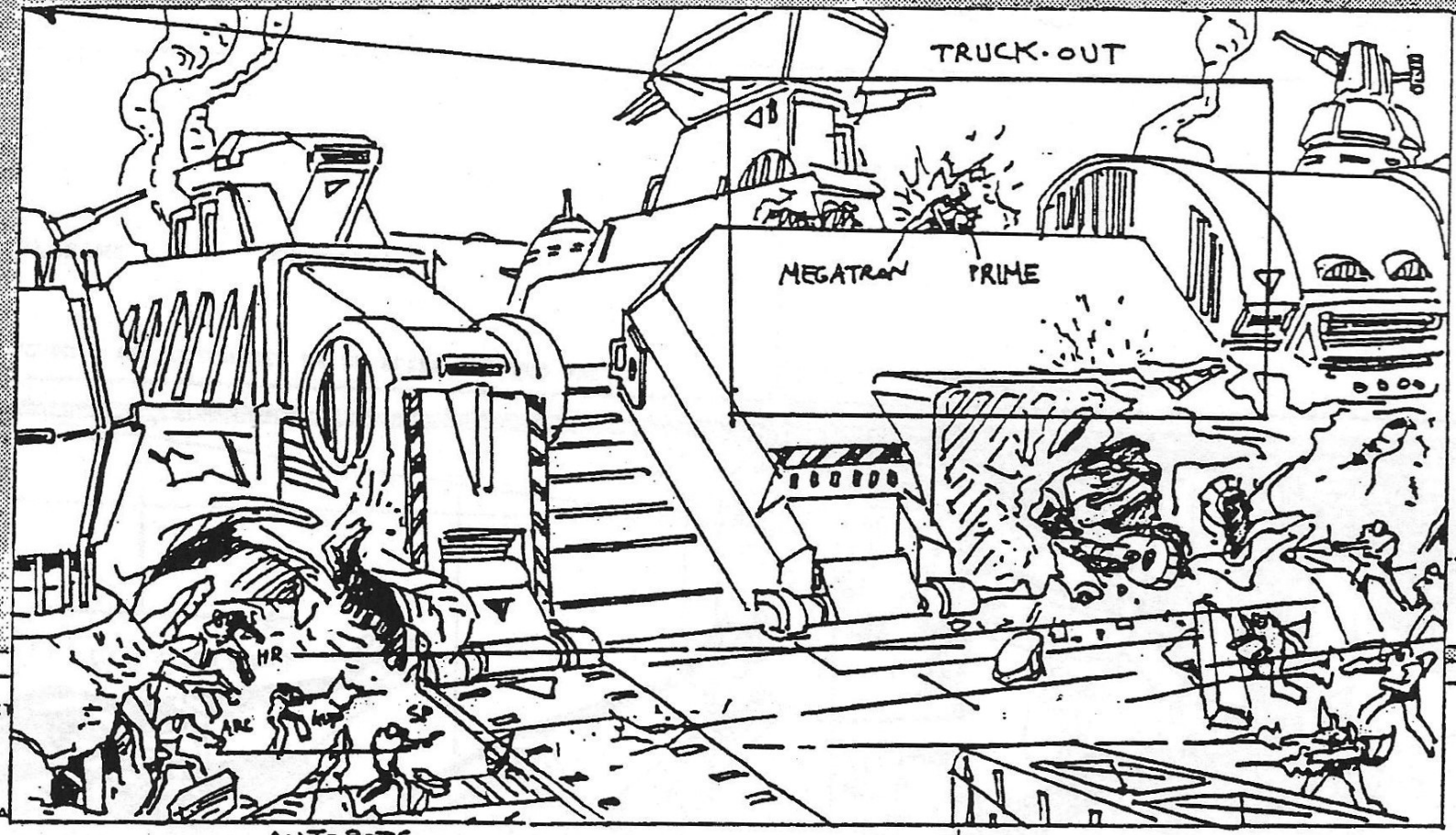
ACTION X.L.S. MEGATRON AND PRIME. SURROUNDED BY ELECTRICAL SPARKS, THEY WRESTLE ON TOP OF A SECTION OF AUTOBOT CITY.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-122 SC. SEQ. 8 Page 116



ACT

DIA

MUSIC/SFX

CAMERA

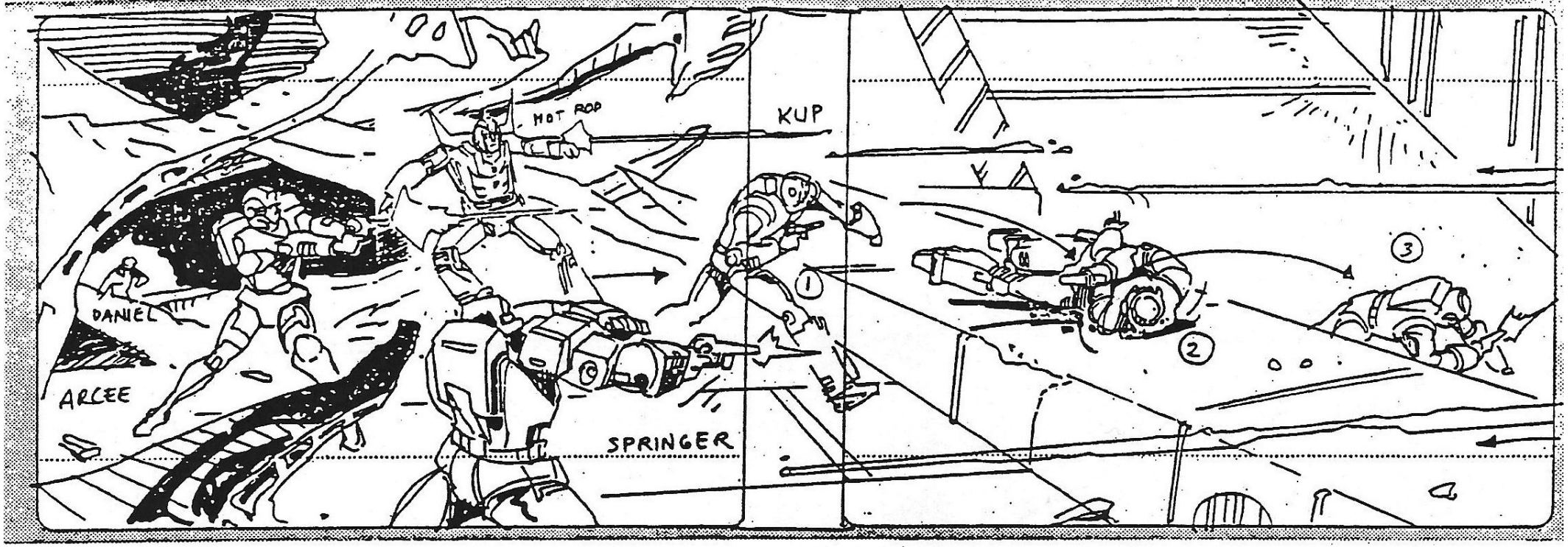
MUSIC/S

WE TRUCK OUT TO INCLUDE A WIDE EXPANSE OF THE CITY. ON A DECK FAR BELOW MEGATRON AND PRIME, THE OTHER AUTOBOTS ARE WARRING WITH A GROUP OF DECEPTICONS.

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-124 START PAN SC. STOP SEQ. 8 Page 117



ACTION L.S. DANIEL, ARCEE, SPRINGER AND KUP. DANIEL IS POSITIONED IN A SAFE PLACE WHILE ARCEE AND SPRINGER FIRE LASER BLASTS TO COVER KUP. WE PAN WITH HIM...

DIAL

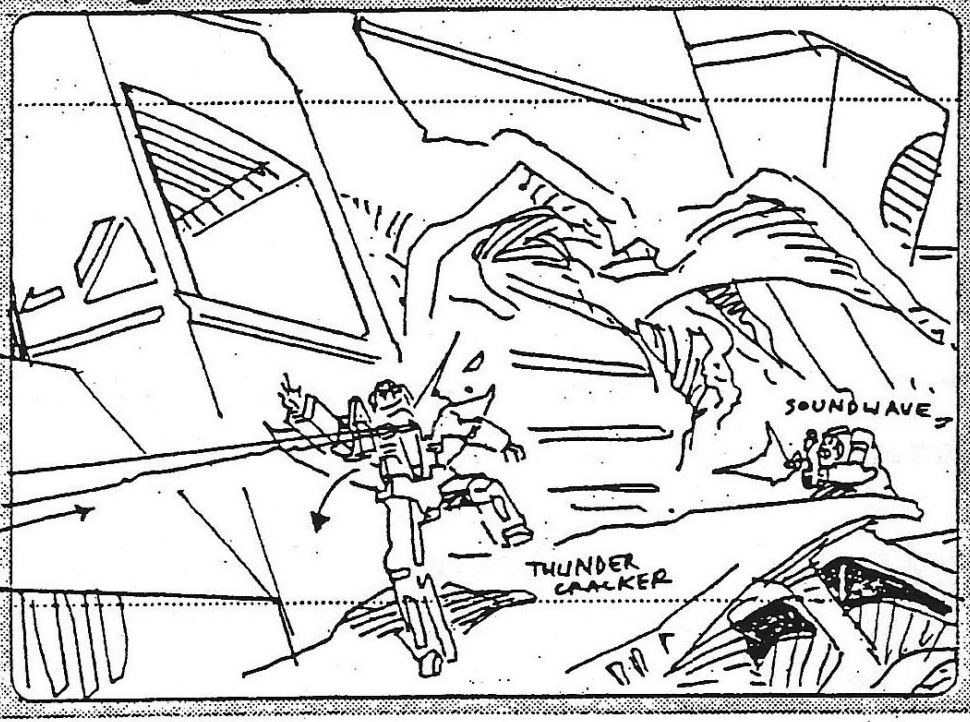
MUSIC/SFX

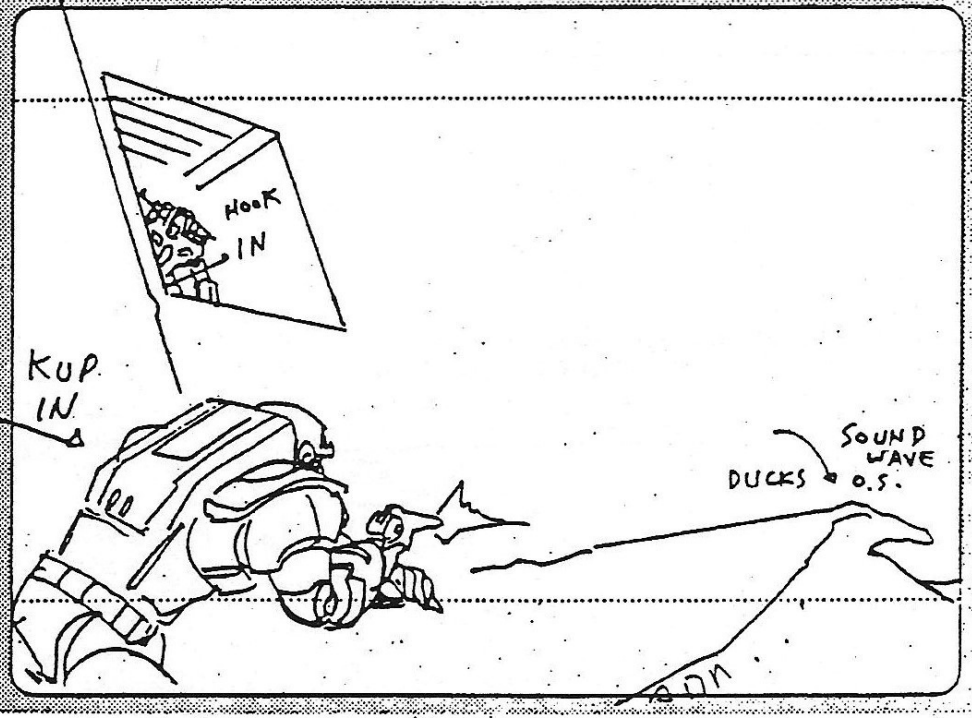
ACTION ...AS HE RUNS FORWARD, ROLLS OVER AND JUMPS DOWN ON THE OHTER SIDE OF A LOW WALL.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. THUNDERCRACKER AND SOUNDWAVE. THUNDERCRACKER TAKES A DIRECT HIT FROM THE O.S. AUTOBOTS. SOUNDWAVE FIRES BACK...

DIAL

MUSIC/SFX

CAMERA

ACTION ...KUP ENTERS THE SCENE AND FIRES AT SOUNDWAVE WHO DUCKS FOR COVER, WHILE HOOK ENTERS THE SCENE THROUGH A HIGH PORTAL.

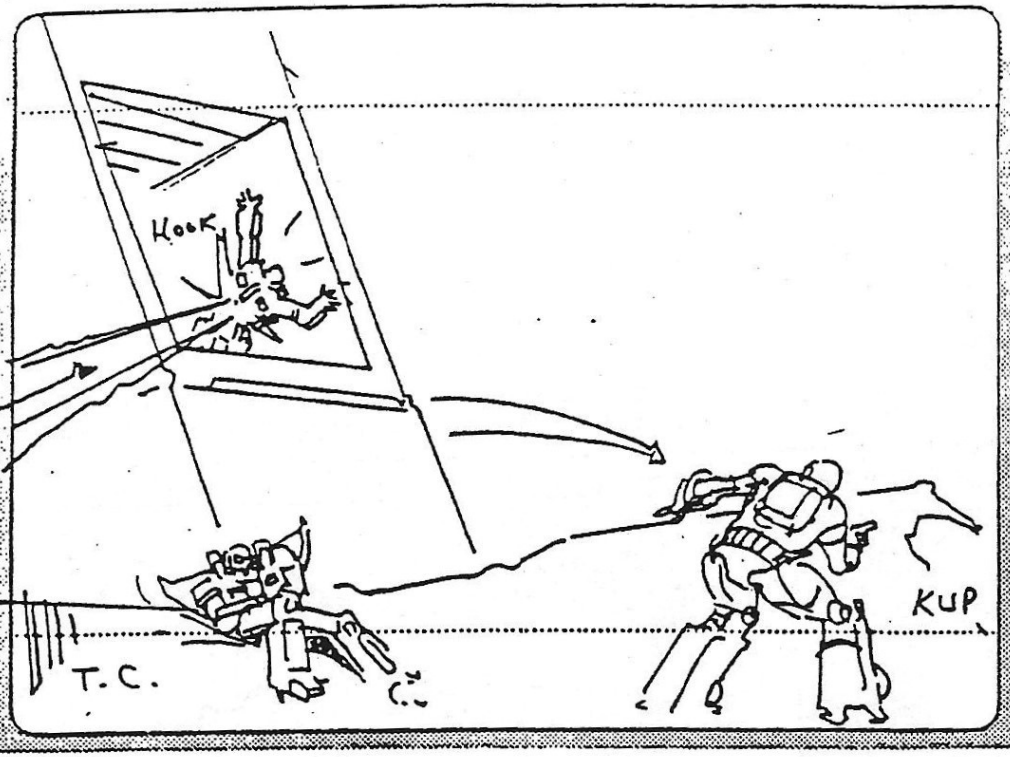
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

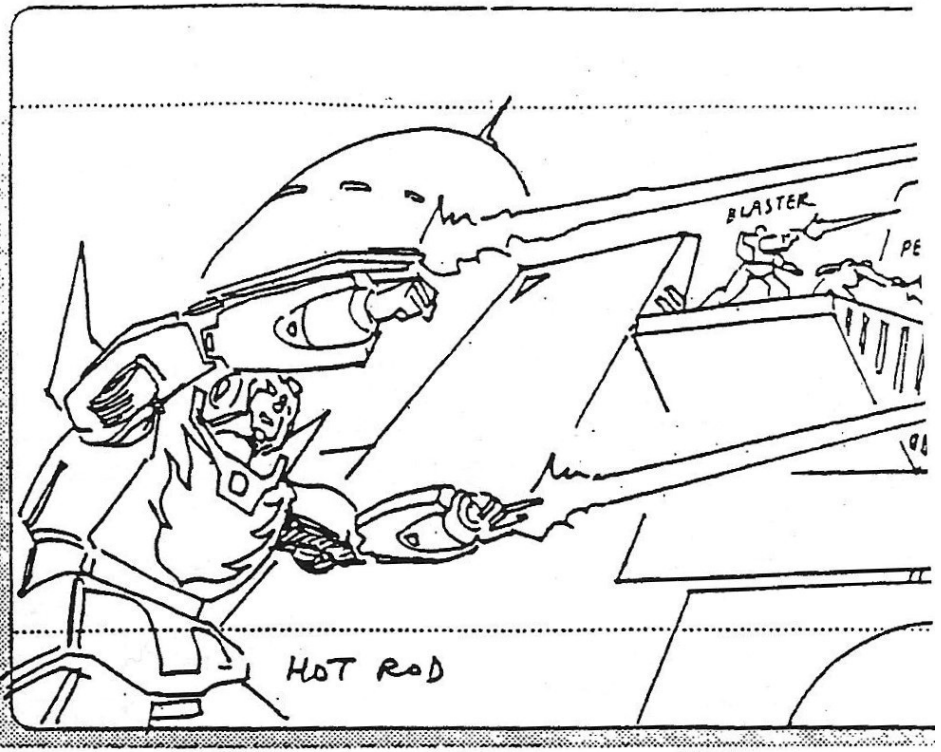


ACTION KUP RUNS FORWARD. HOOK TAKES TWO DIRECT HITS FROM HOT ROD O.S.

DIAL

MUSIC/SFX

SC.



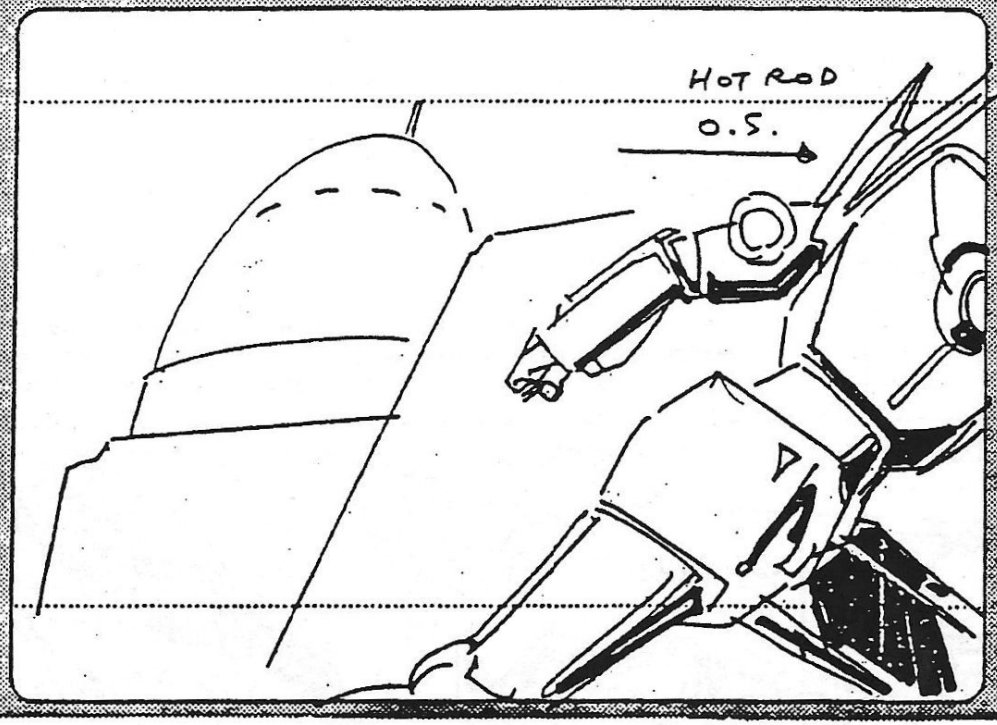
ACTION M.L.S. HOT ROD IN THE FOREGROUND, FIRES HIS WEAPONS. HIGH ABOVE HIM ON A PORCH, BLASTER AND PERCEPTOR FIRE O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-126



ACTION HOT ROD RUNS O.S.

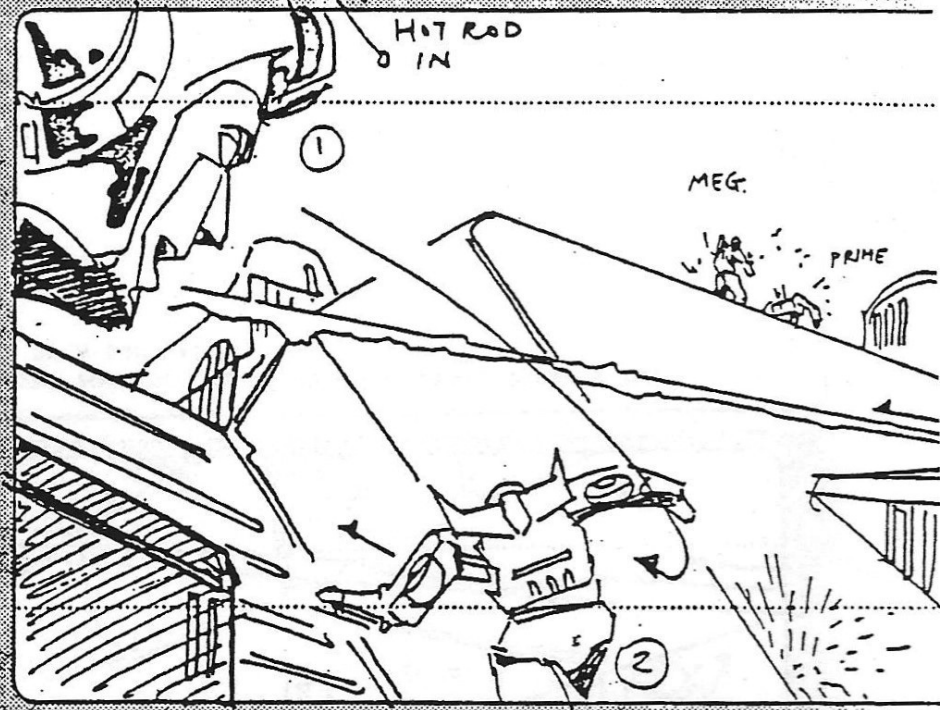
DIAL

MUSIC/SFX

CAMERA

SC. 8-127

SEQ. 8 Page 120



ACTION X.L.S. MEGATRON AND PRIME FIGHT IT OUT ON A WALL HIGH ABOVE, AS HOT ROD RUNS INTO SCENE AND UP A STEEP RAMP.

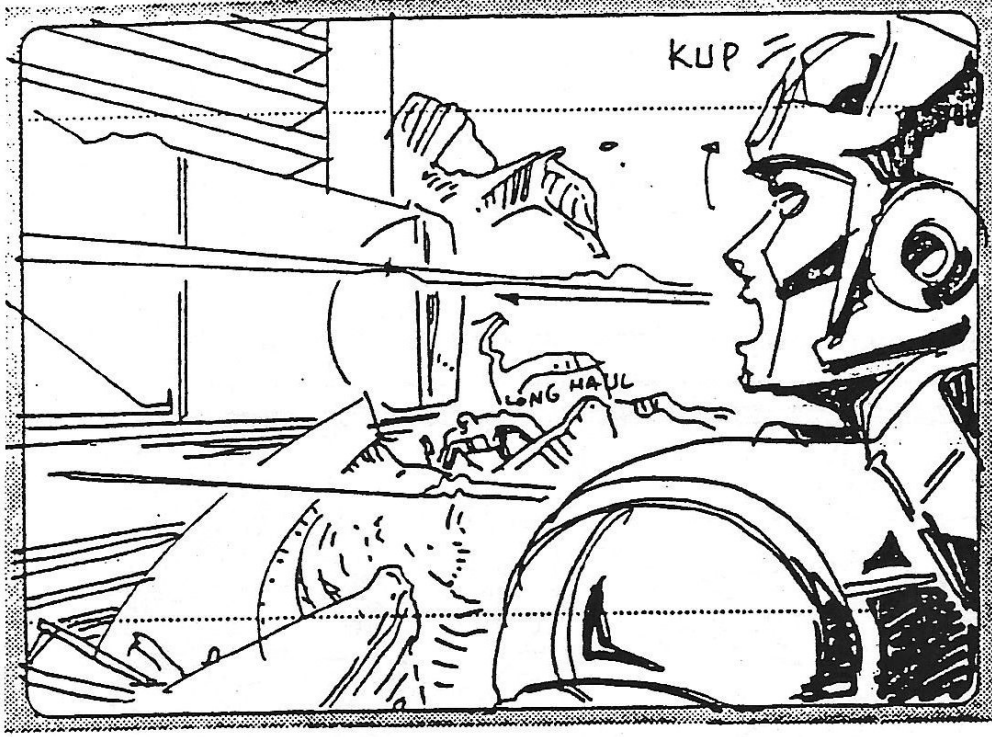
DIAL HOT ROD I've got to help Prime.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 128 SC. 8-129 SEQ. 8 Page 121



CTION M.C.U. KUP. HE LOOKS UP AND CALLS TO HOT ROD O.S.
LONG HALL IS MOVING IN THE B.G.

IAL KUP Stay away, lad. That's Prime's fight.

IUSIC/SFX

ACTION

DIAL

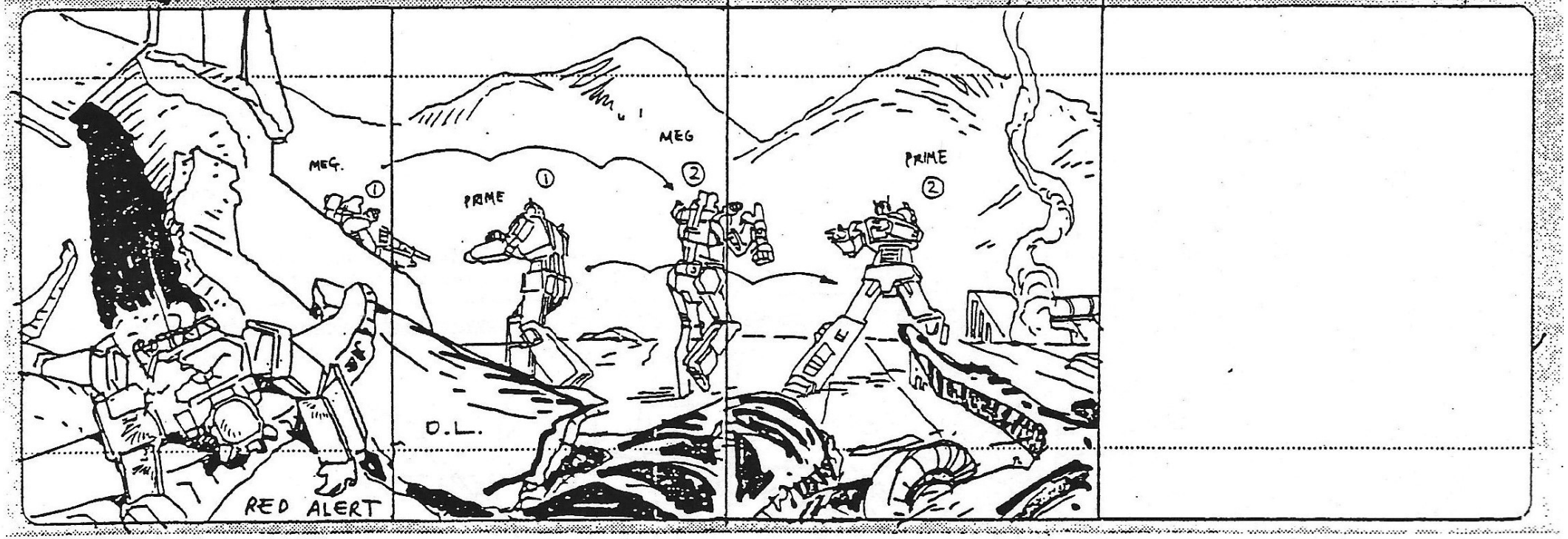
MUSIC/SFX

TF RAW
From: Generation 1 to Beast Hunters and beyond!!!!

SC.8 - 130

START — FOLLOW PAN → STOP

SEQ. 8 Page 122



ACTION X.L.S. MEGATRON AND PRIME. MEGATRON ADVANCES ON PRIME WHO BACKS AWAY FROM MEGATRON.

DIAL

MUSIC/SFX

CAMERA

ACTION

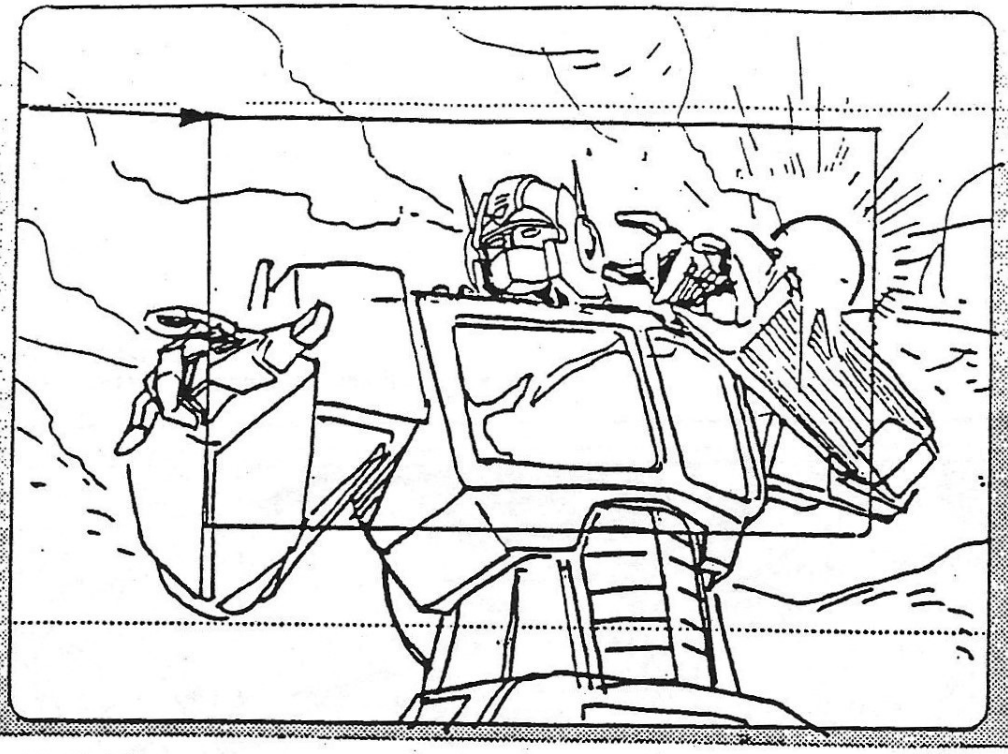
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. TRUCK-IN



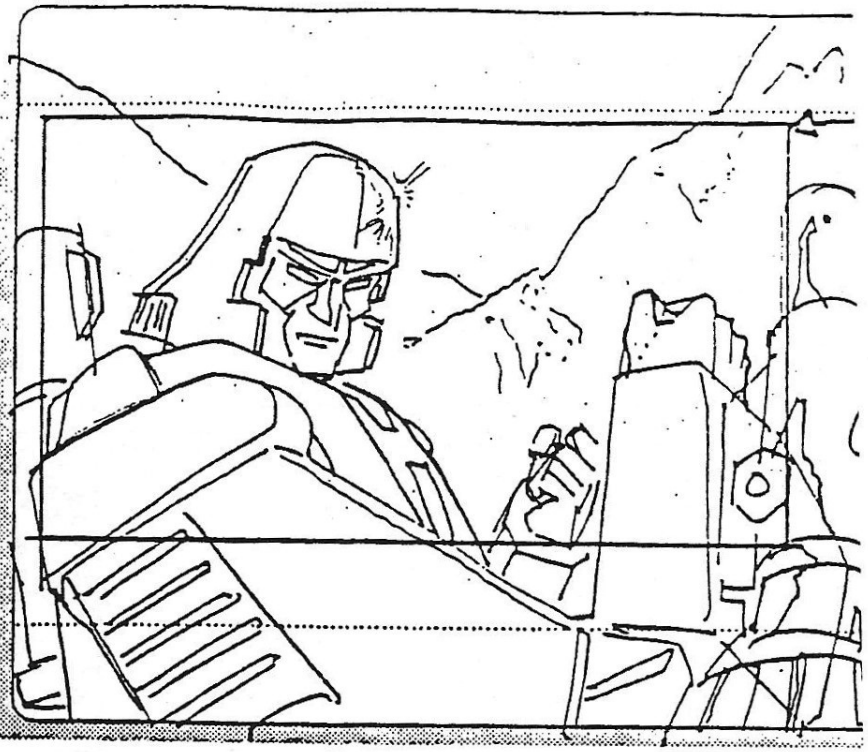
ACTION M.S. PRIME. WE TRUCK INTO HIM AS THE LOW SUN SHINES BEHIND HIM. HE STANDS READY TO FIGHT.

DIAL

MUSIC/SFX

CAMERA

SC. TRUCK-IN



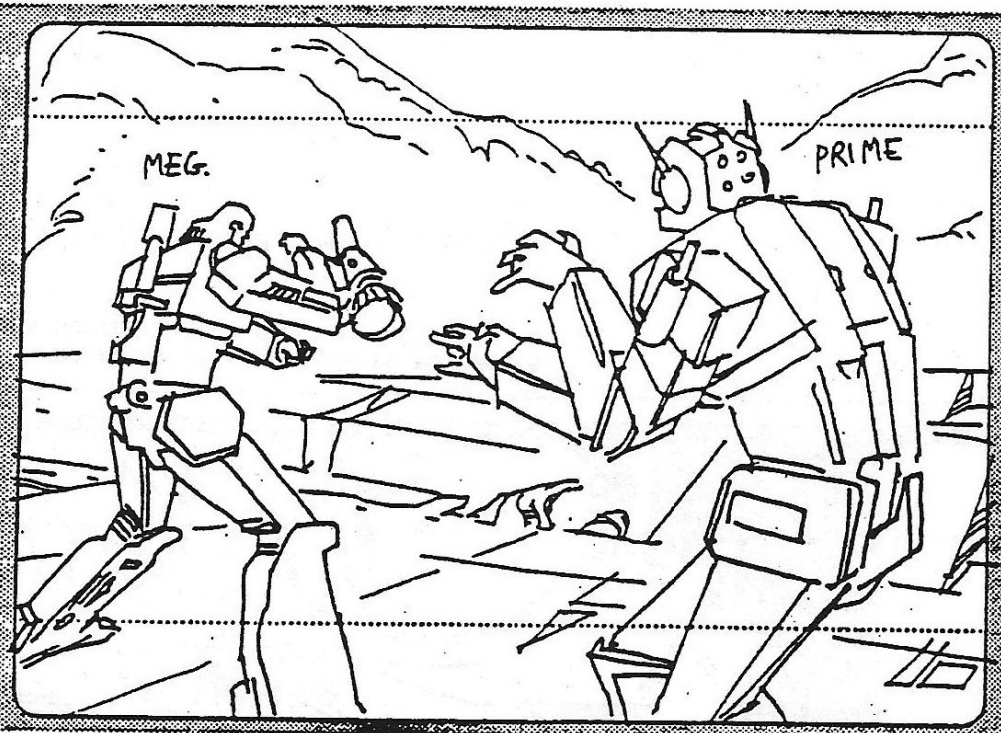
ACTION M.S. MEGATRON. WE TRUCK IN ON HIM AS HE PREPARES TO AT PRIME.

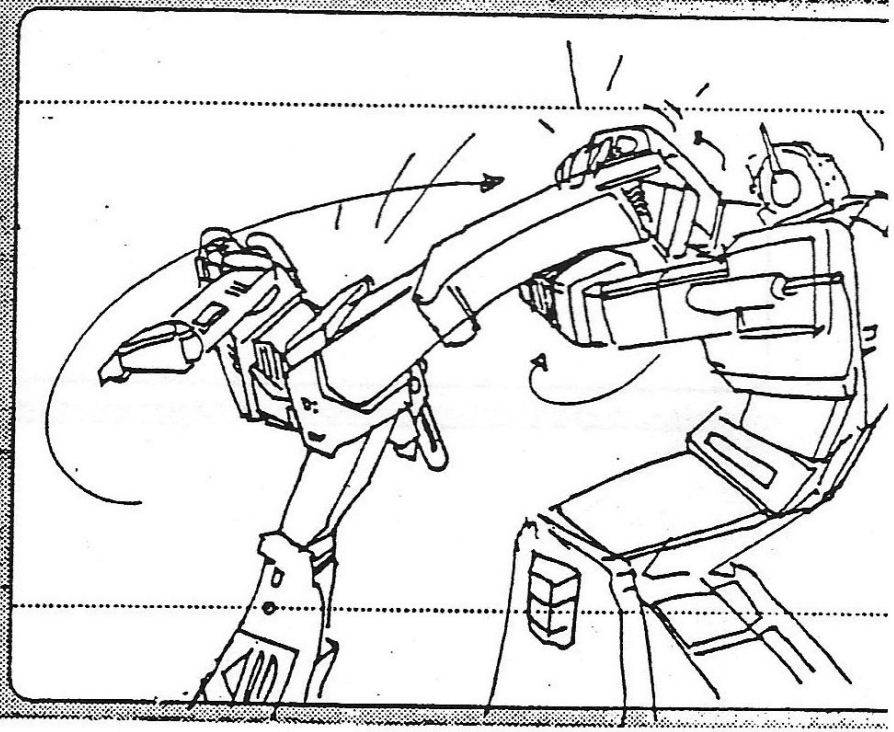
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-133 SC. CONT. SEQ. 8 Page 124





ACTION L.S. MEGATRON AND PRIME. MEGATRON GETS READY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND KICKS OUT AT PRIME, WHO DODGES HIS BLOW AND GRABS AHOLD OF MEGATRON'S FOOT.

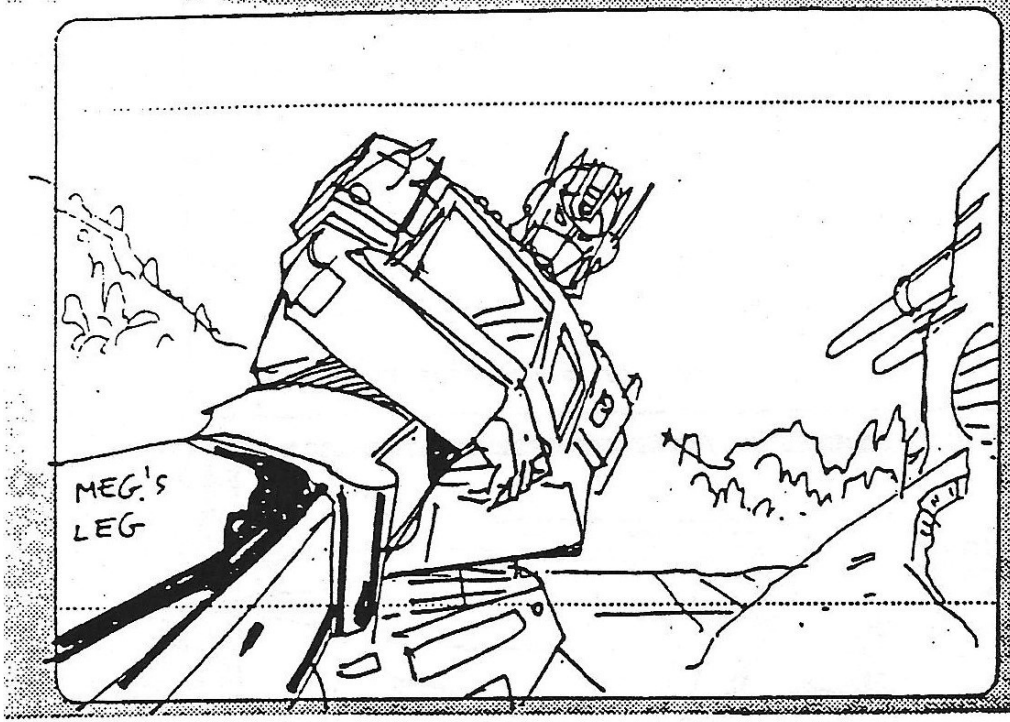
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-134



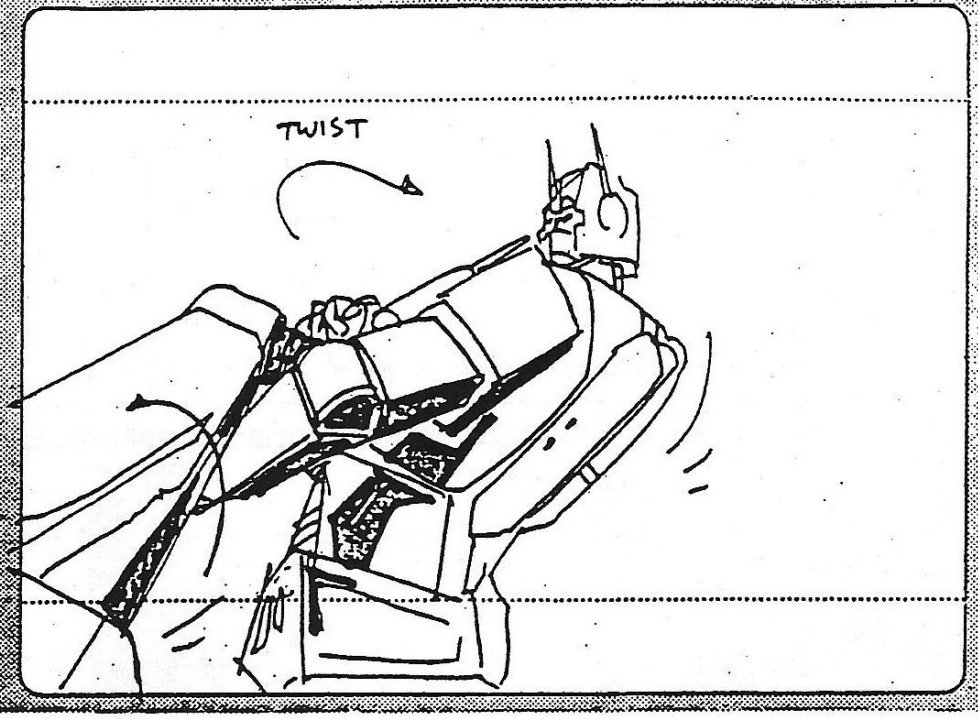
ACTION M.S. PRIME. HE GETS A TIGHT HOLD ON MEGATRON'S LEG...

DIAL

MUSIC/SFX

SC. 8-135

SEQ. 8 Page 125



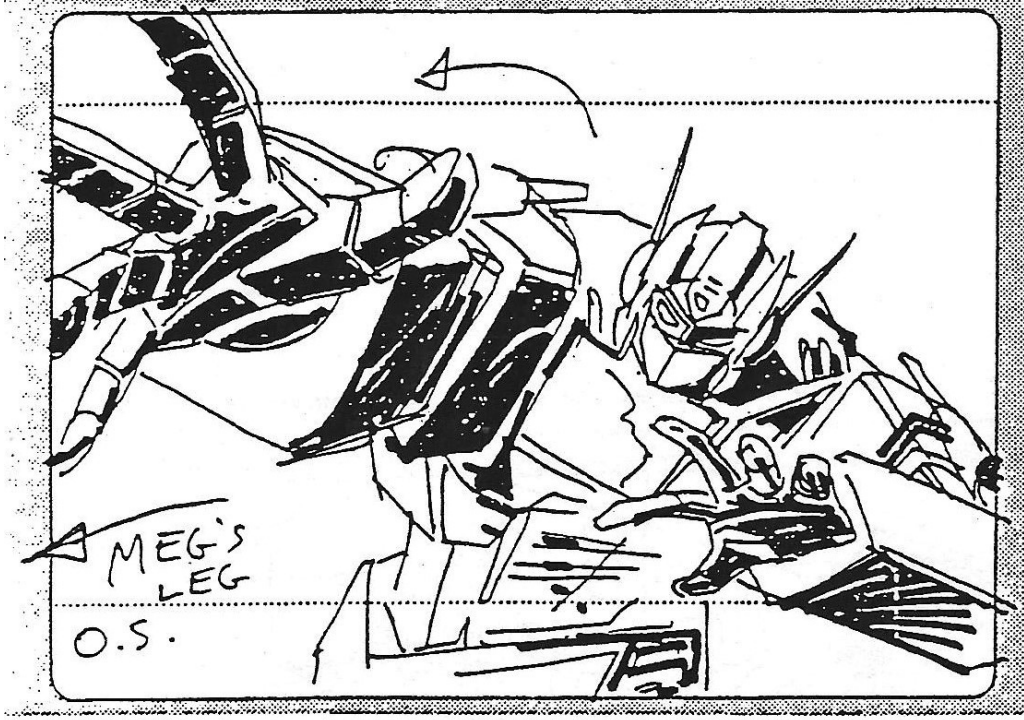
ACTION ...AND WITH MUCH FORCE TWISTS IT OVER AND...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-135



ACTION ...WITH A MIGHTY SHOVE THROWS MEGATRON BACK.

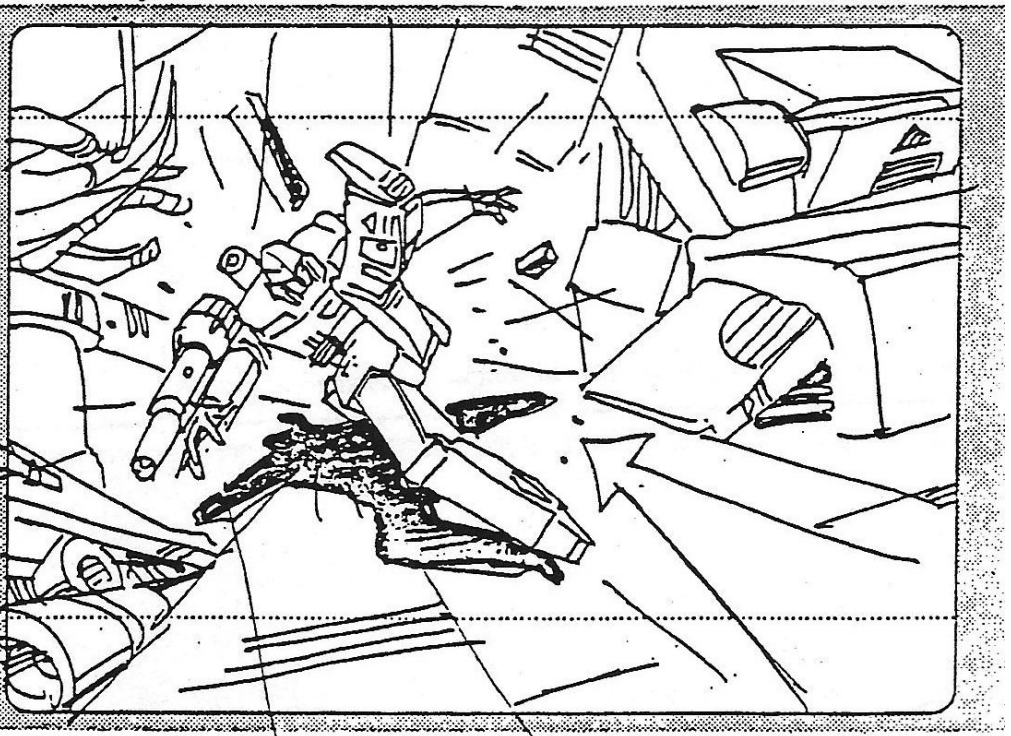
DIAL

MUSIC/SFX

CAMERA

SC. 8-136

SEQ. 8 Page 126



ACTION L.S. MEGATRON. HE GOES FLYING THROUGH THE SCENE, AND CRASHES INTO THE CITY WALL.

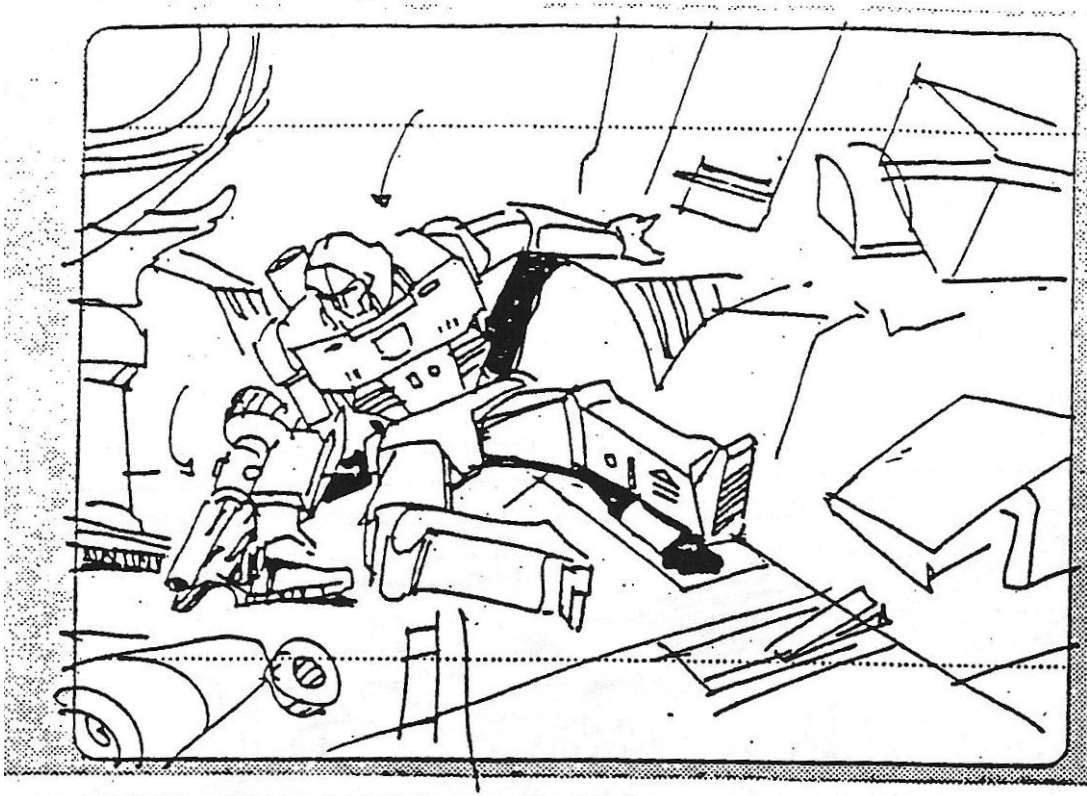
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]



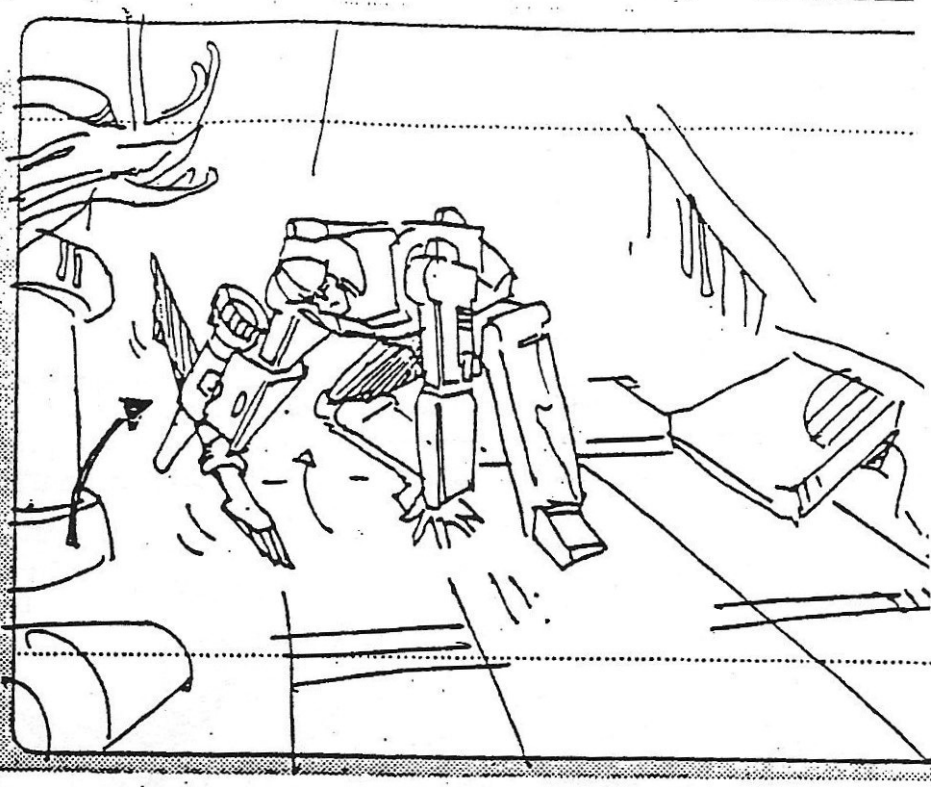
ACTION MEGATRON REGAINS HIS PRESENCE OF MIND...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

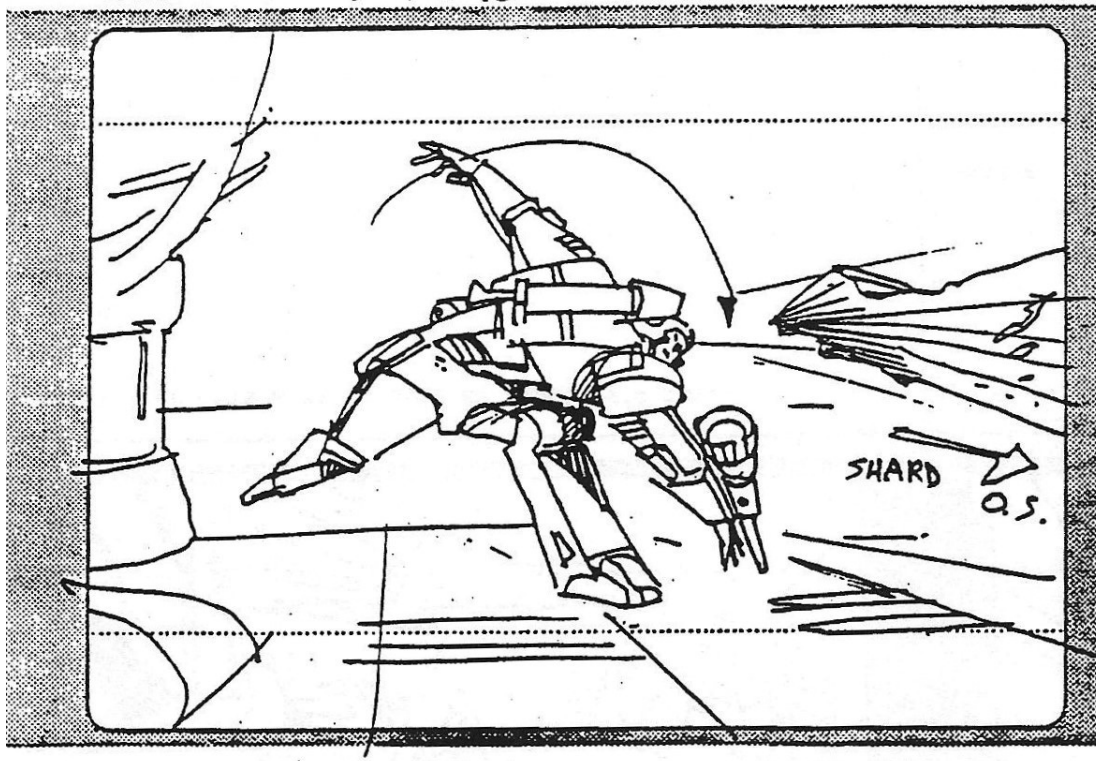


ACTION ...PUSHES HIMSELF UP AND PICKS UP A PIECE OF JAGGED METAL.

DIAL

MUSIC/SFX

SC. CONT. 8-136



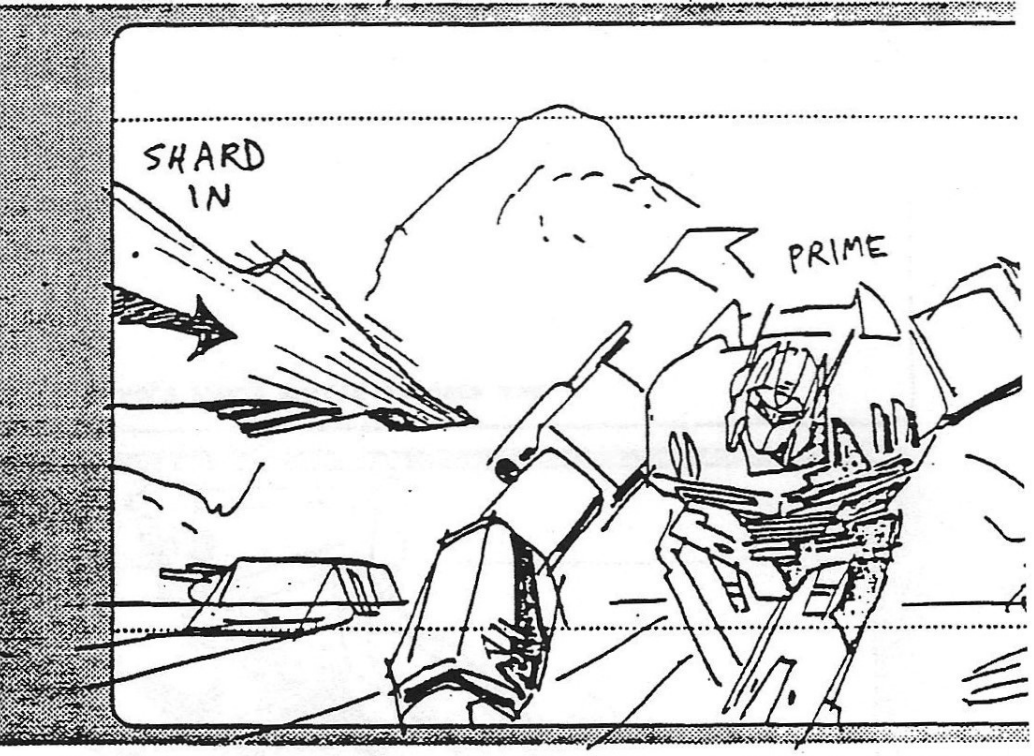
ACTION HE HURLS THE SHARP SHARD O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 8-137



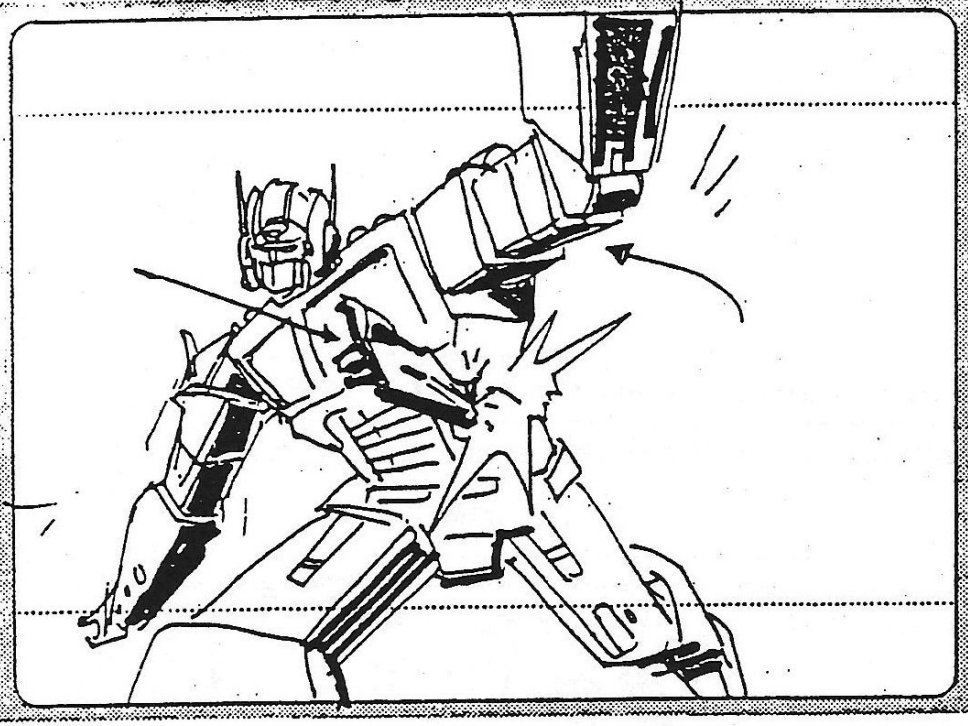
ACTION M.S. PRIME MOVING FORWARD·AS THE SPIKED SHARD SPEEDS TOWARD HIM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION HE TRIES TO DODGE IT BUT IT CATCHES HIM IN THE SIDE...

DIAL

MUSIC/SFX

ACTION

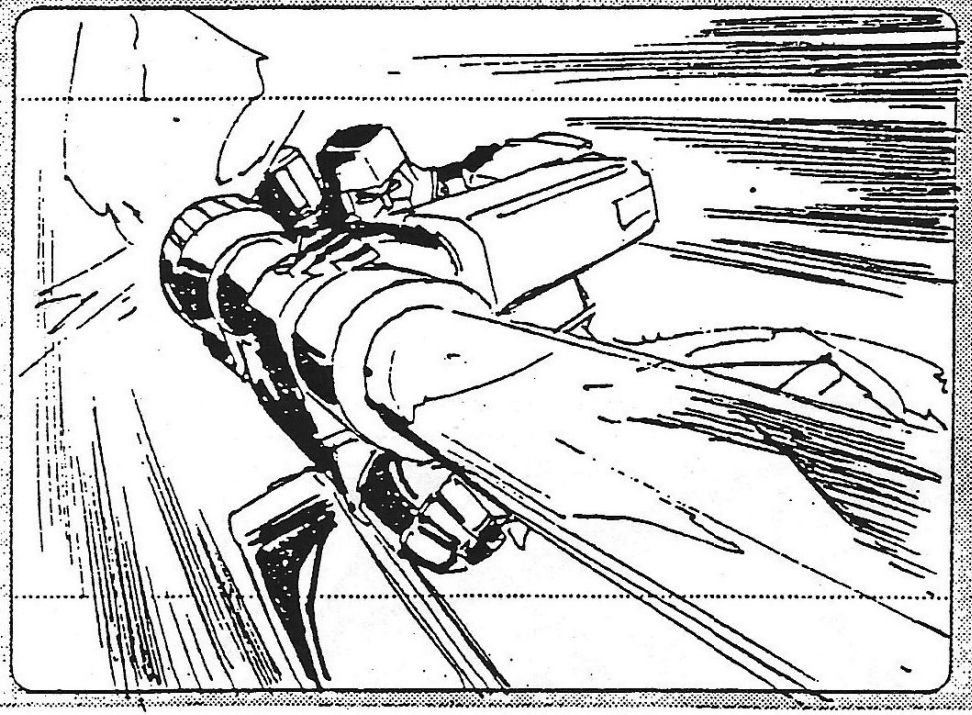
DIAL

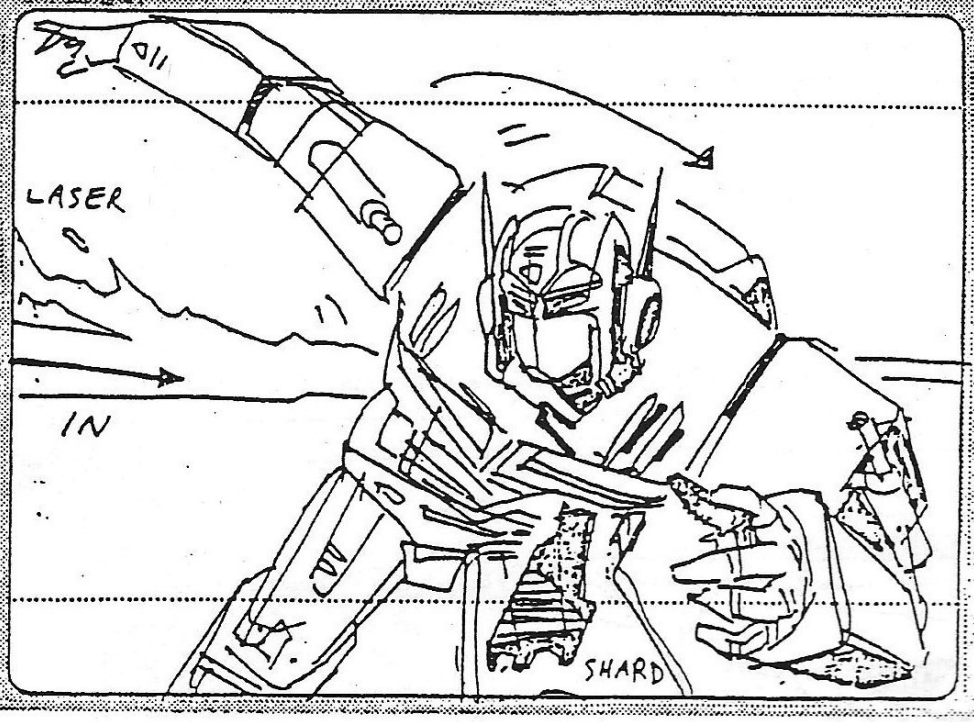
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8—137 A

SC. 137-B





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION ...HE KEEPS MOVING FORWARD AND DUCKS A LASER BLAST THAT SIPS PAST HIM.

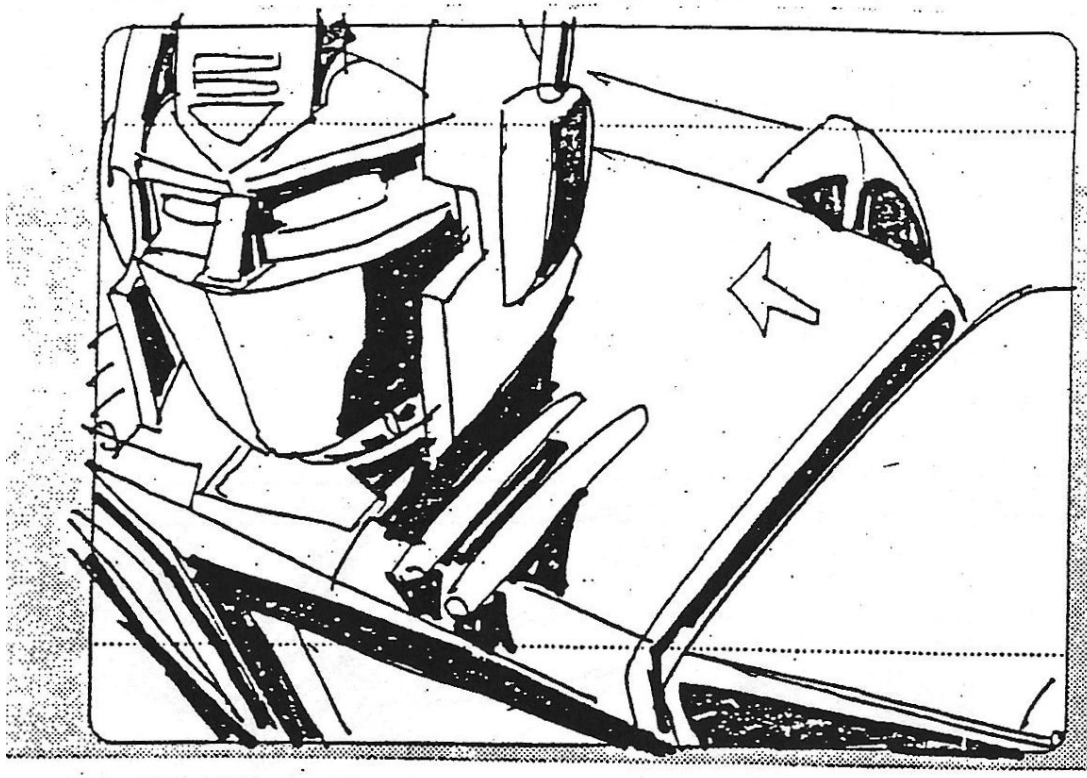
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 0-7-3/D

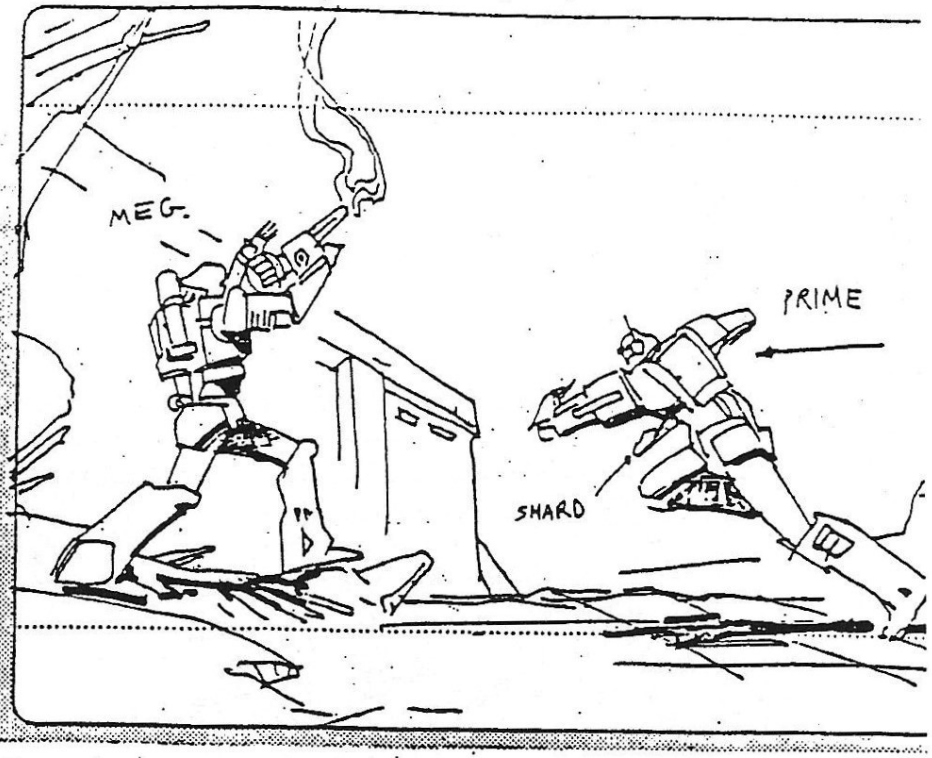


ACTION ...HE CONTINUES ON TOWARD THE O.S. MEGATRON.

DIAL

MUSIC/SFX

SC. 0-7-38 SEQ. 3 Page 130



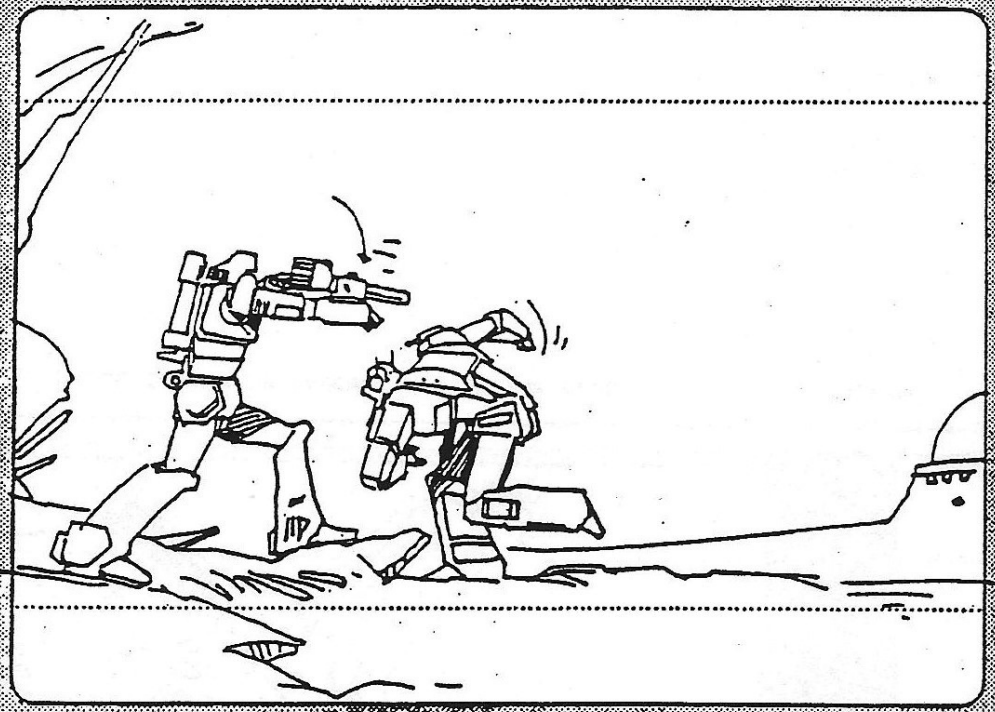
ACTION L.S. MEGATRON AND PRIME. PRIME RUSHES MEGATRON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT. 8-138



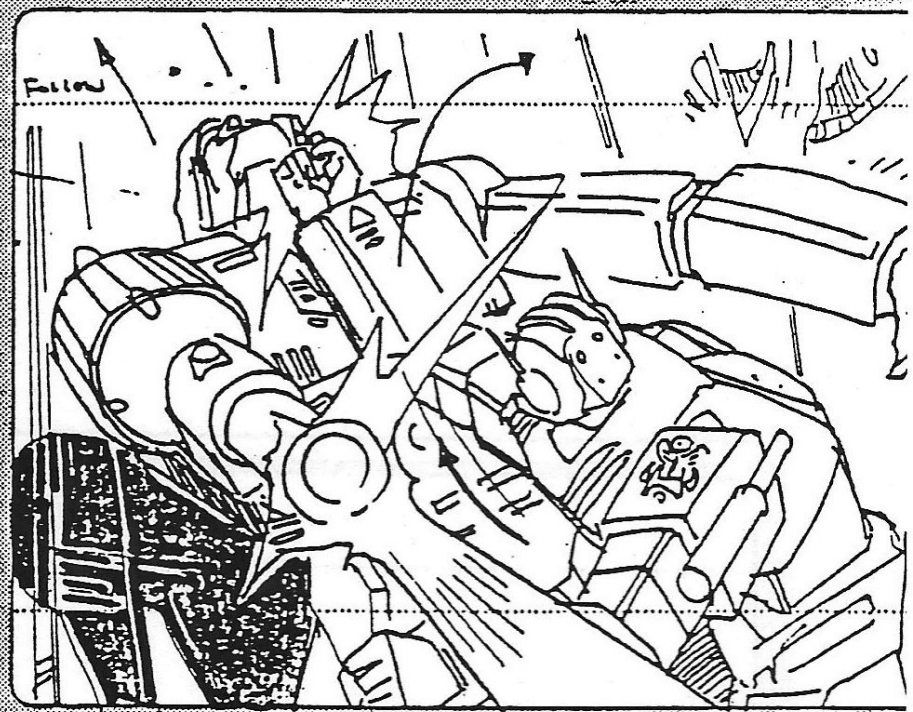
ACTION MEGATRON TRIES TO BANG HIM IN THE HEAD WITH HIS CANNON BUT PRIME DUCKS DOWN.

DIAL

MUSIC/SFX

CAMERA

SC. 8-139 SEQ. 8 Page 131



ACTION M.S. MEGATRON AND PRIME.' PRIME PUNCHES MEGATRON IN THE CHIN, SENDING HIM FLYING BACK.

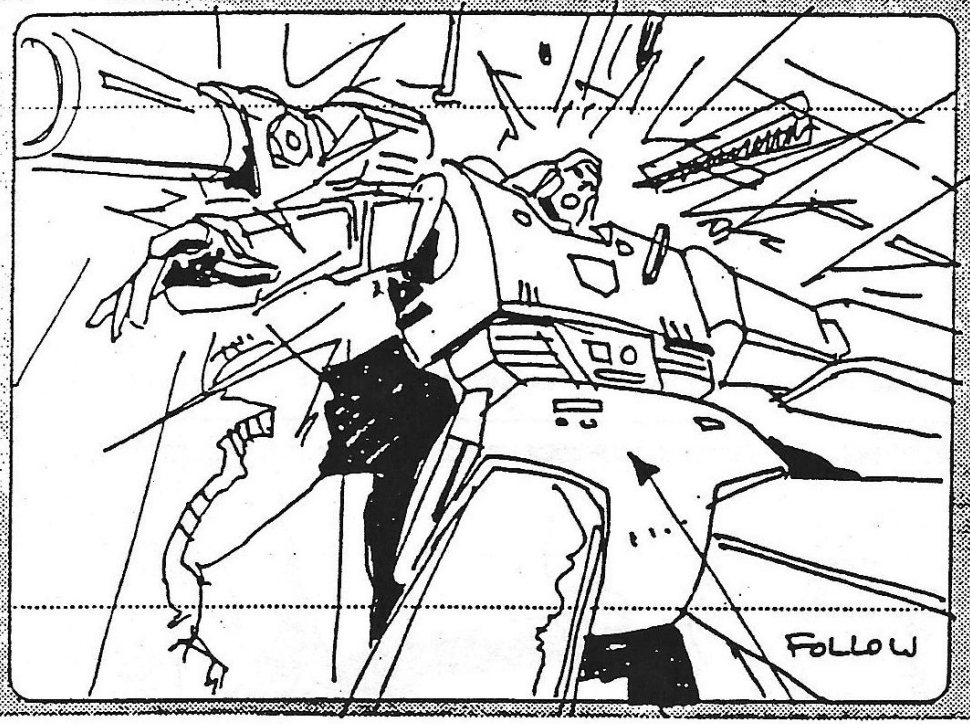
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-139



ACTION WE FOLLOW HIM AS HE BANGS INTO A WALL, CRUSHING IT IN...

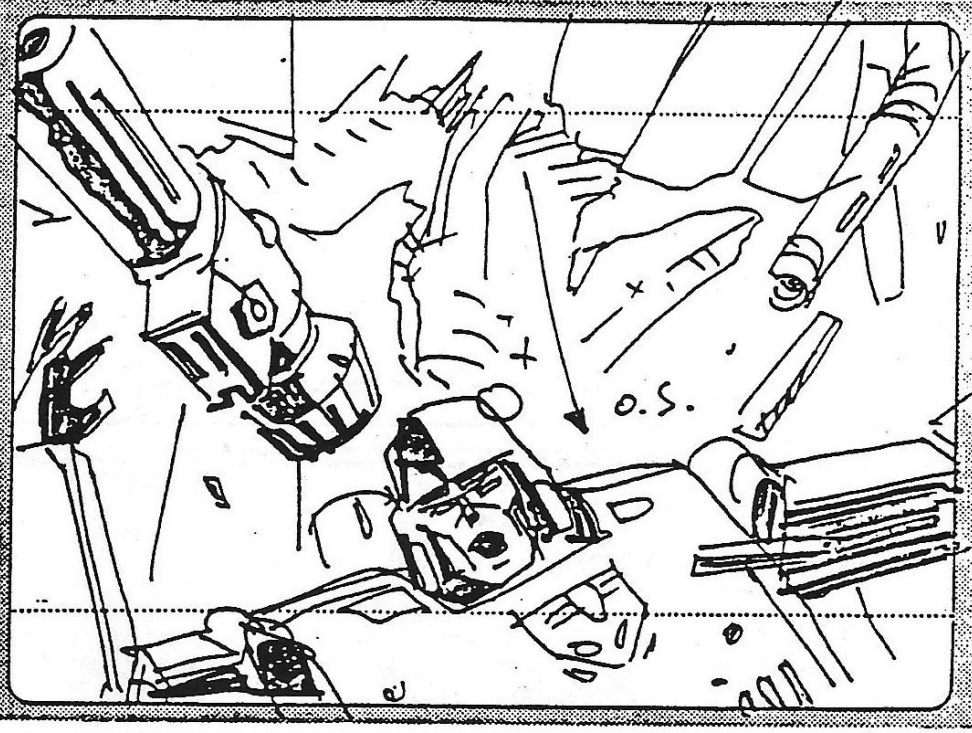
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 8 Page 132



ACTION ...HE FALLS O.S.

DIAL

MUSIC/SFX

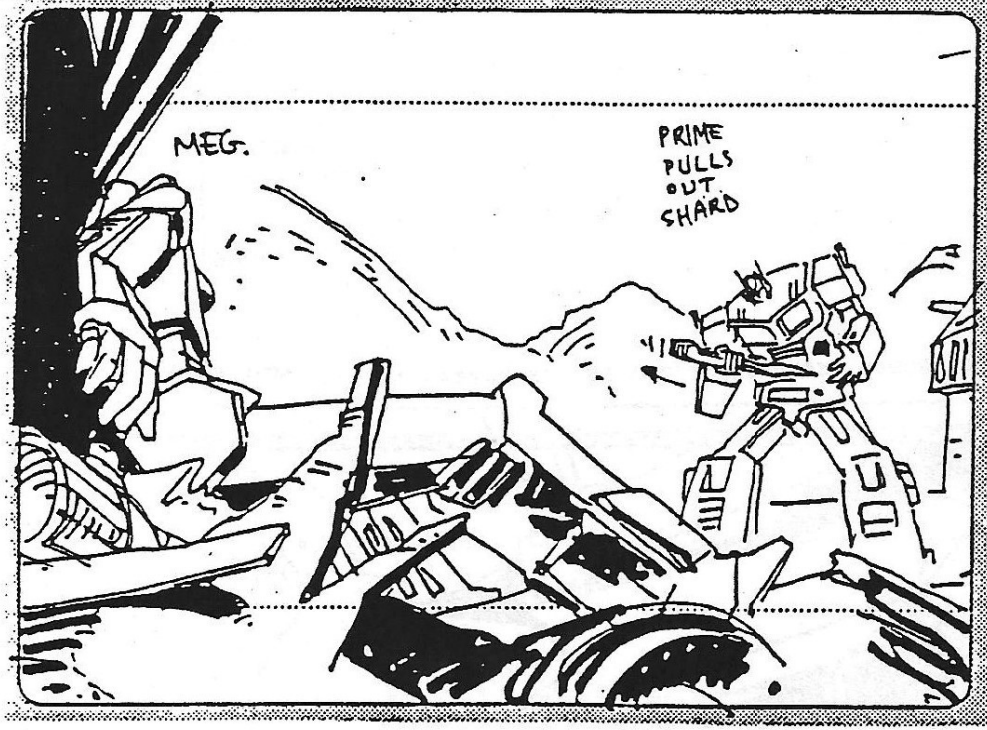
CAMERA

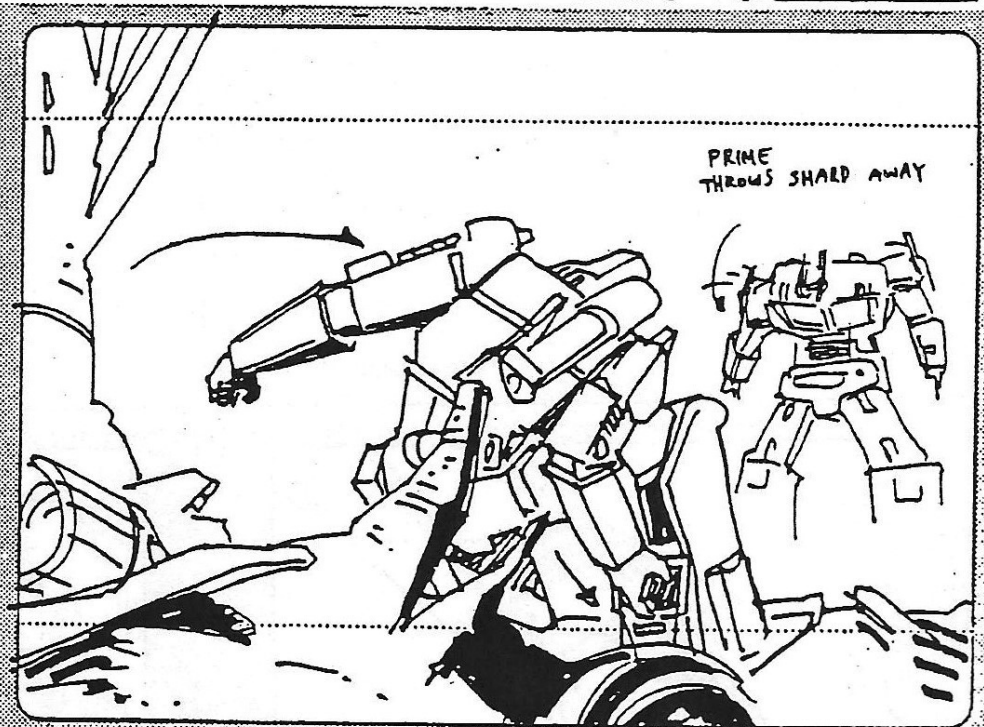
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-140

SC. CONT.

SEQ. 8 Page 133





:TION X.L.S. PRIME WITH MEGATRON IN THE FOREGROUND. PRIME PULLS THE SHARD OUT OF HIS SIDE...

AL

ISIC.SFX

MERA

ACTION ...AND THROWS IT AWAY. MEGATRON GETTING UP TO HIS FEET REACHES FOR A DAGGER HIDDEN ON THE SIDE OF HIS LEG.

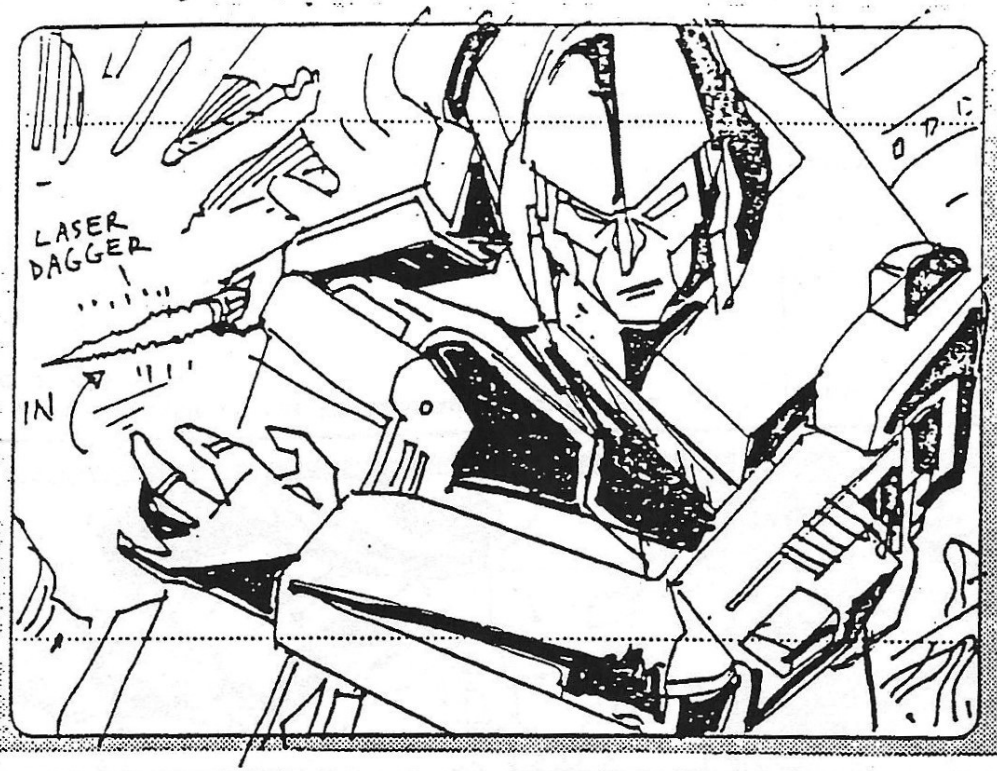
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

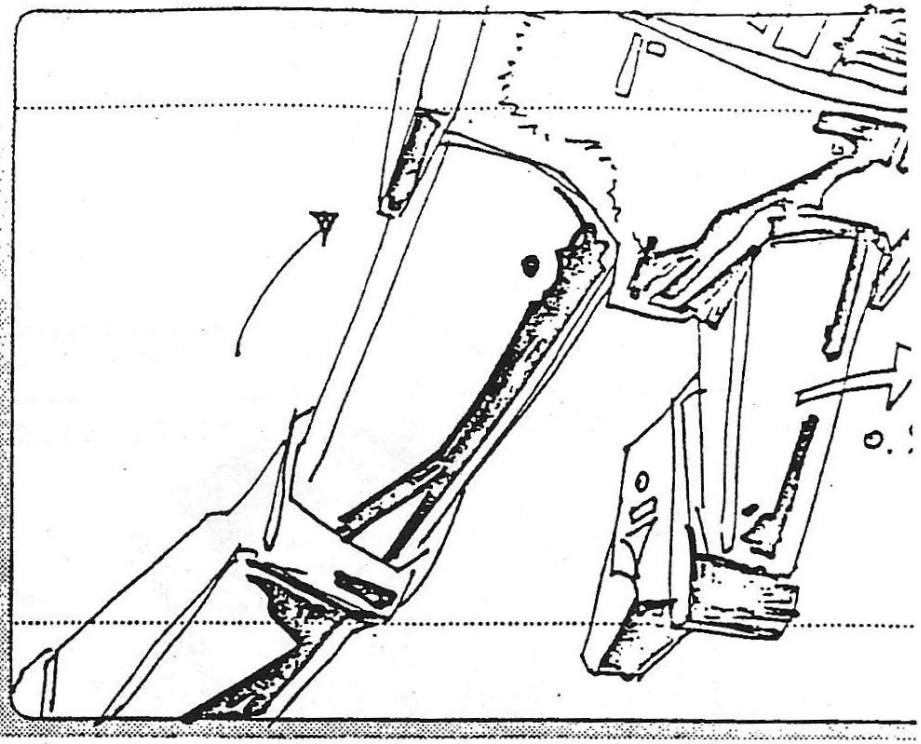


ACTION M.C.U. MEGATRON. HE PULLS HIS LASER DAGGER OUT AND...

DIAL

MUSIC/SFX

SC. CONT.

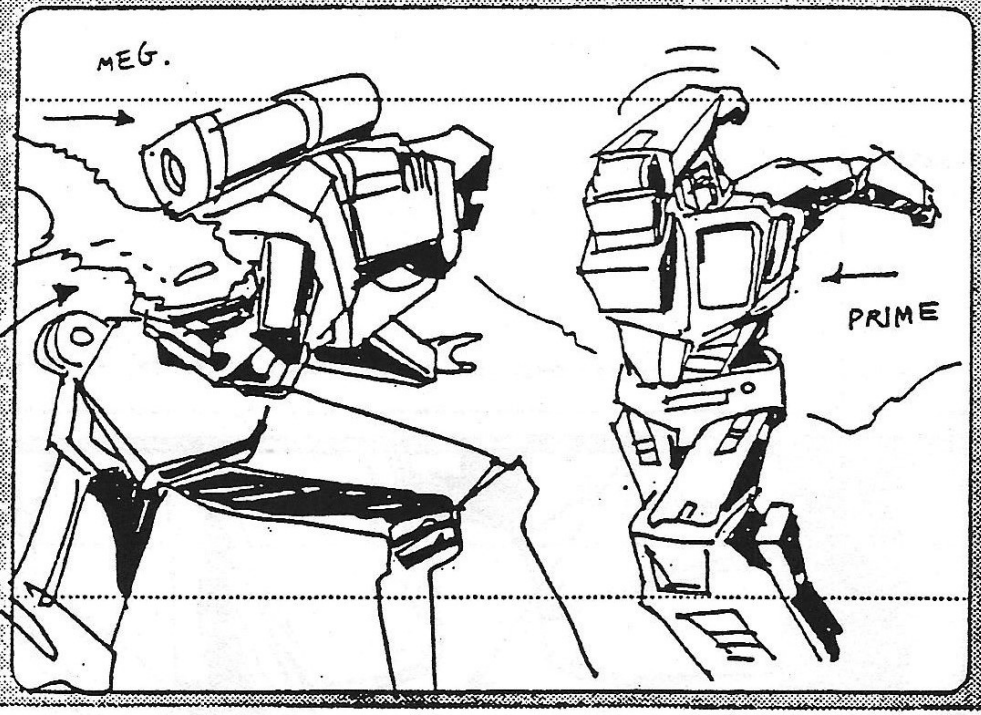


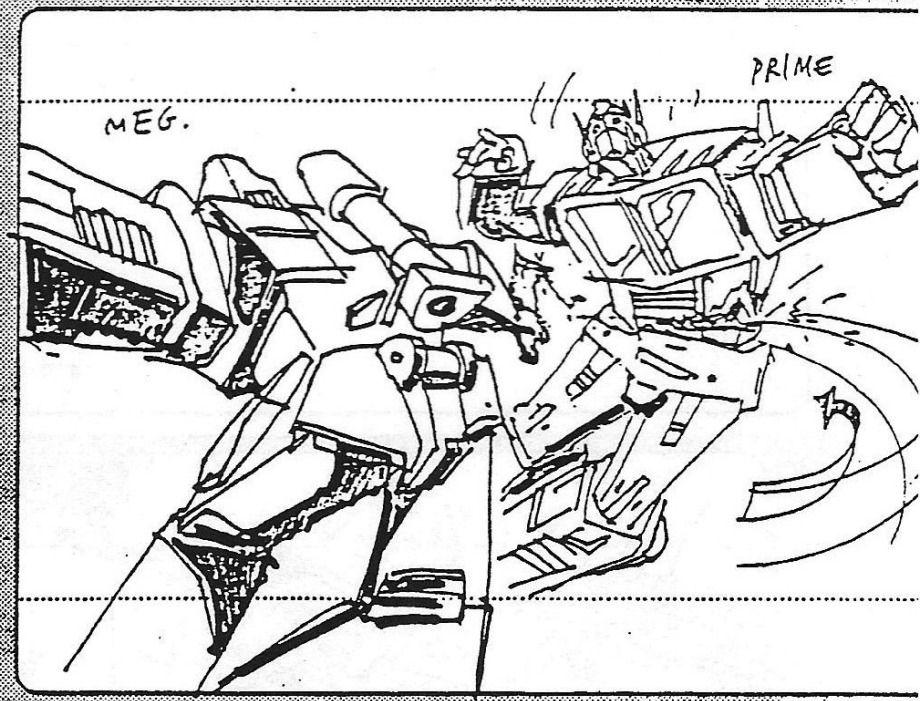
ACTION ...JUMPS O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. MEGATRON AND PRIME. MEGATRON RUSHES PRIME...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SWINGS HIS DAGGER, CUTTING PRIME ACROSS THE MIDDLE.

DIAL

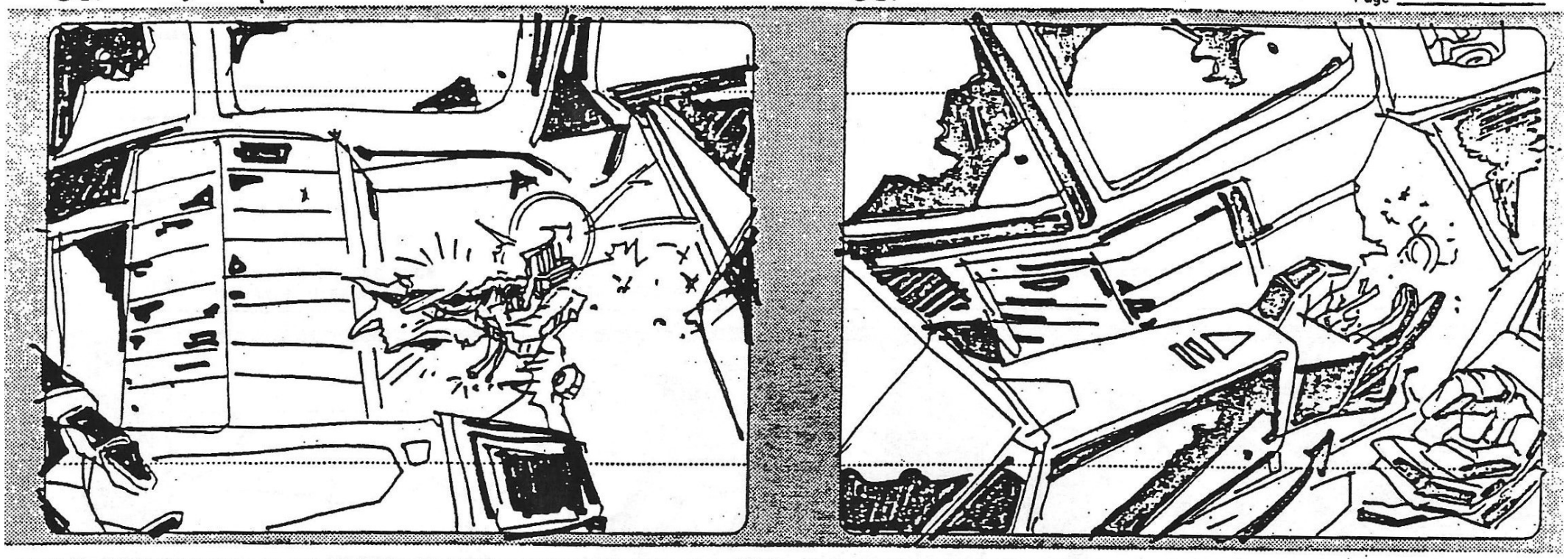
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-143

SC. CONT.



ACTION C.U. PRIME'S BODY. THE DAGGER HAS CUT A DEEP WOUND IN PRIME'S SIDE. SPARK FROM SHORTING CIRCUITS FLY OUT...

DIAL

MUSIC/SFX

ACTION ...PRIME REACHES OVER TO IT WITH HIS HAND.

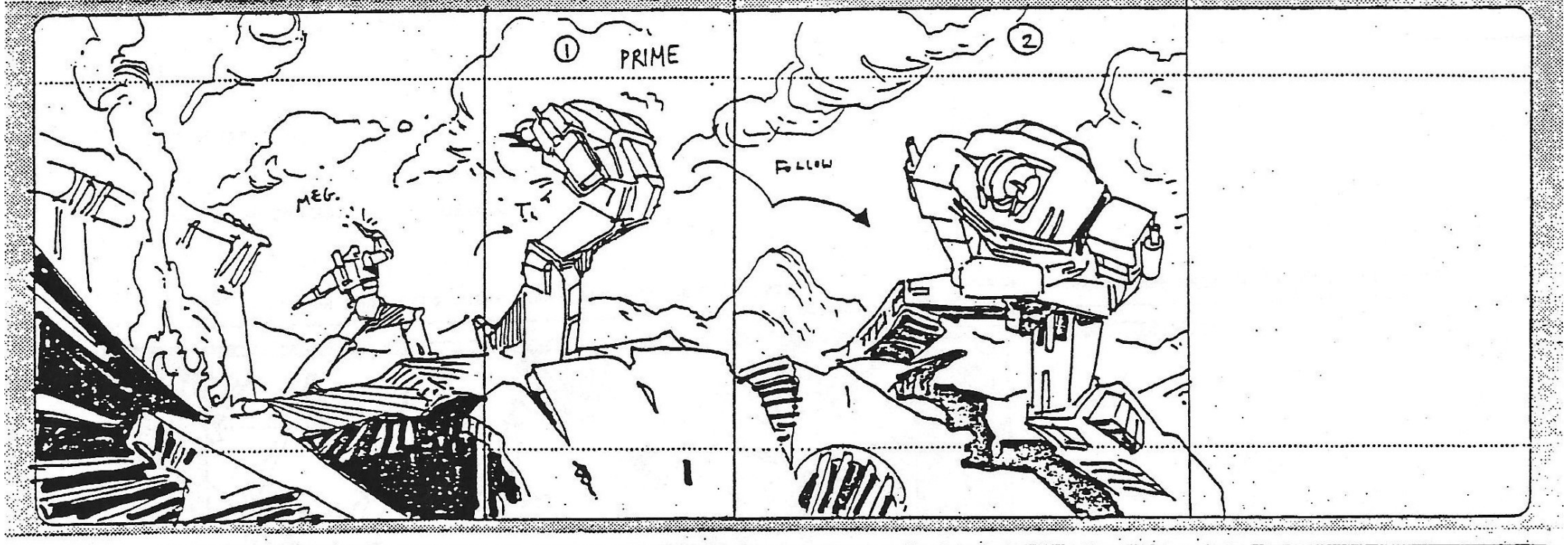
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-144

START FOLLOW PAN ST. 8EQ.8



ACTION X.L.S. MEGATRON AND PRIME. PRIME STUMBLES BACK. WE PAN WITH HIM AS HE MOVES DOWN OVER THE EDGE OF AN EMBANKMENT.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

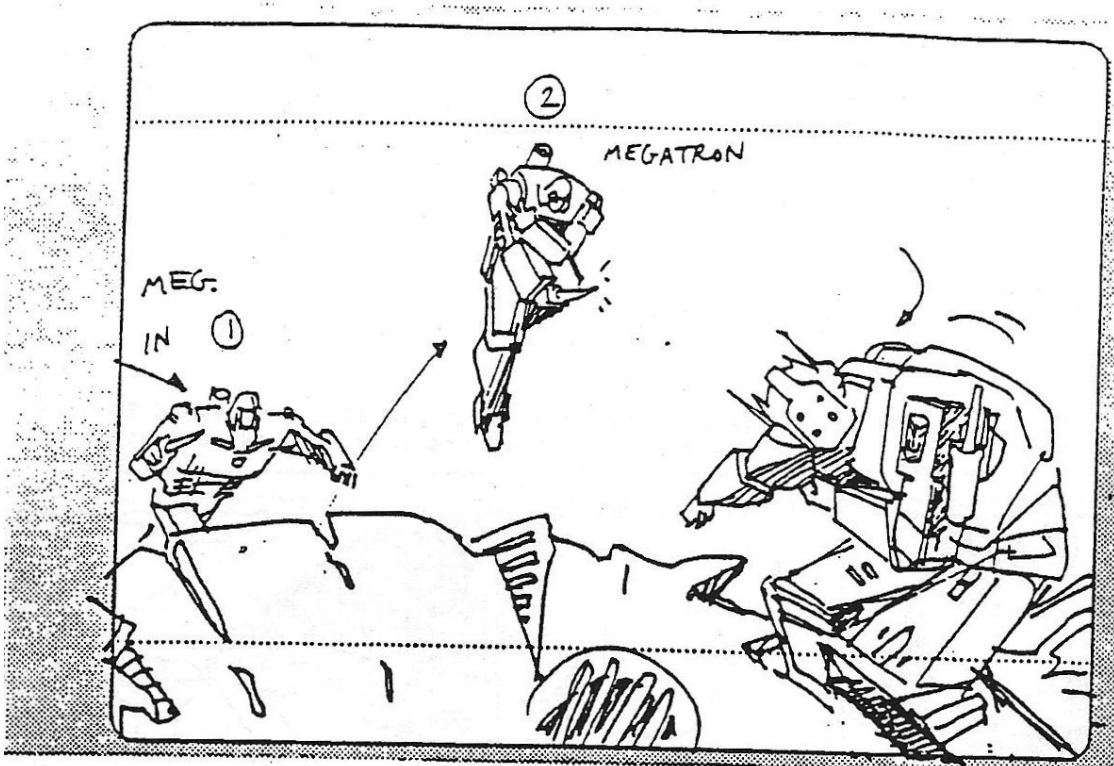
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. CONT.

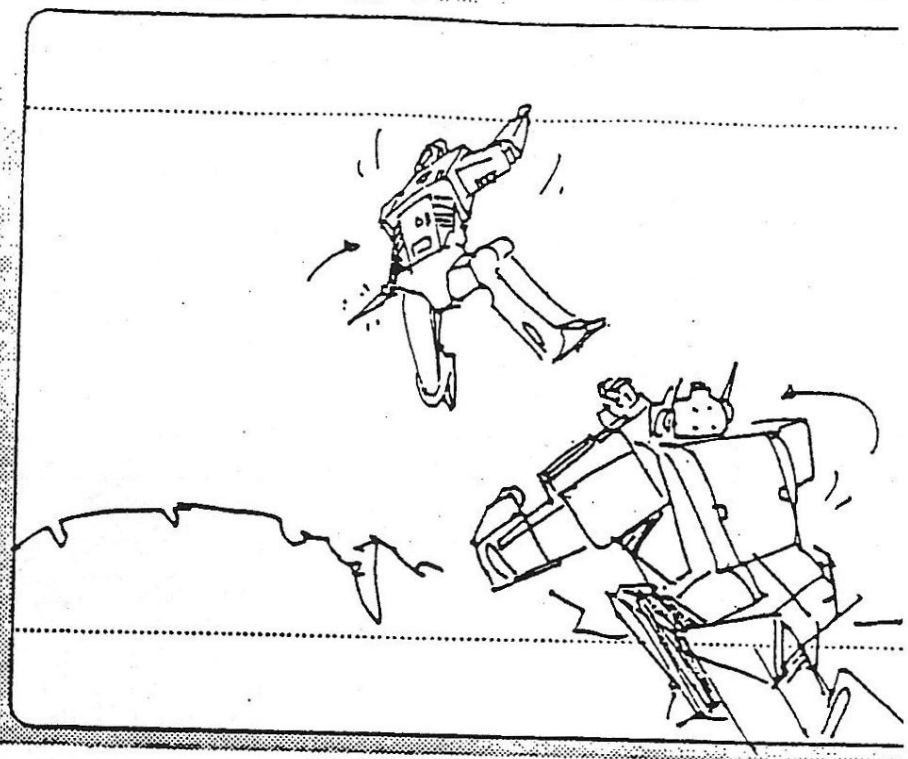


ACTION MEGATRON RUNS INTO SCENE, THEN SPRINGS INTO THE AIR...

DIAL MEGATRON (GLOATING)
Farewell, Prime!

MUSIC/SFX

SC. CONT.



ACTION ...HE SWINGS BACK AS PRIME RACES TOWARD HIM.

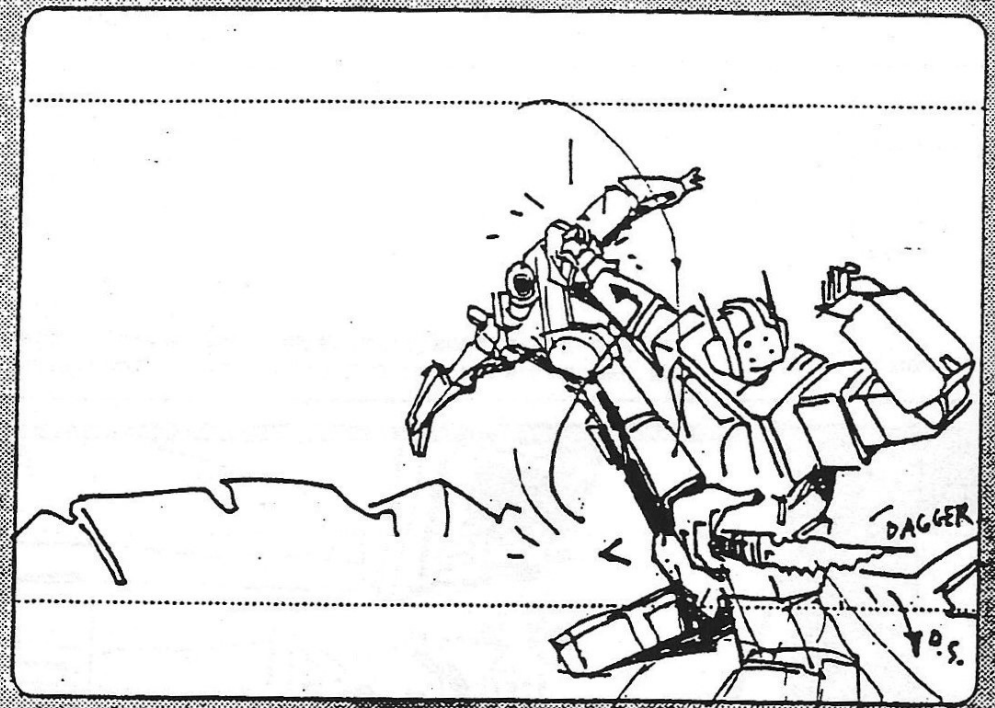
DIAL

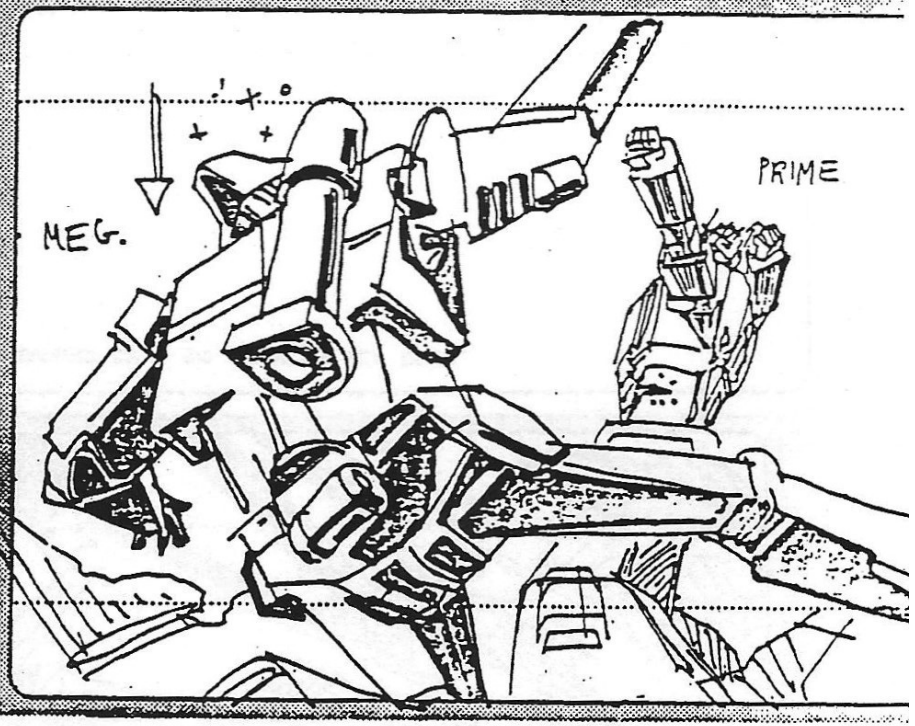
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-144A

SC. -8-145 — SEQ. 8 Page 139





ACTION MEGATRON MISSES PRIME WITH HIS DAGGER THRUST, BUT PRIME SOCKS HIM IN THE FACE.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. MEGATRON AND PRIME. MEGATRON GOES SAILING BACK.

DIAL

MUSIC/SFX

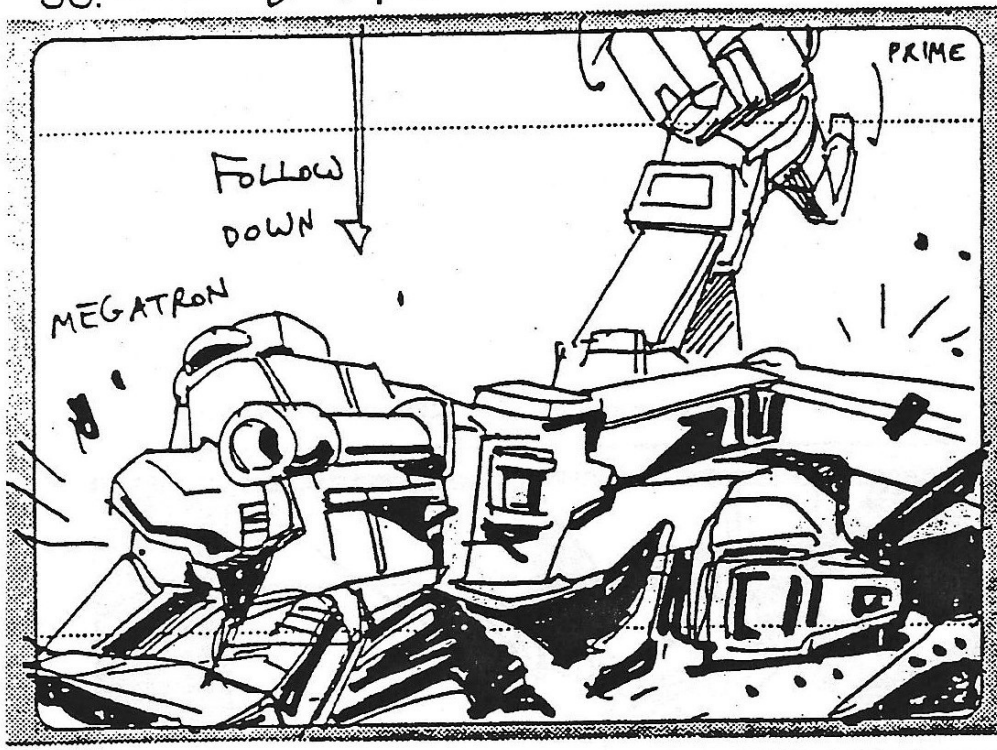
CAMERA

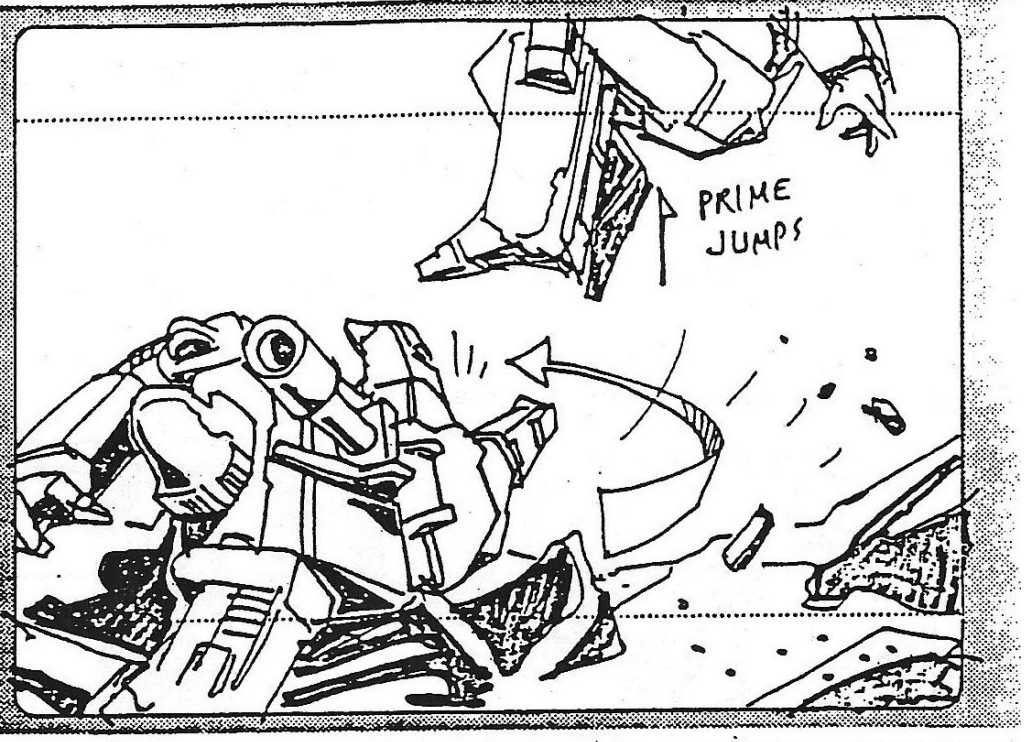
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-145

SC. CONT.

SEQ. 8 Page 140





ACTION WE PAN DOWN WITH HIM AS HE SMASHES INTO THE GROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION MEGATRON THEN KICKS FORWARD WITH HIS FEET BUT PRIME JUMPS UP.

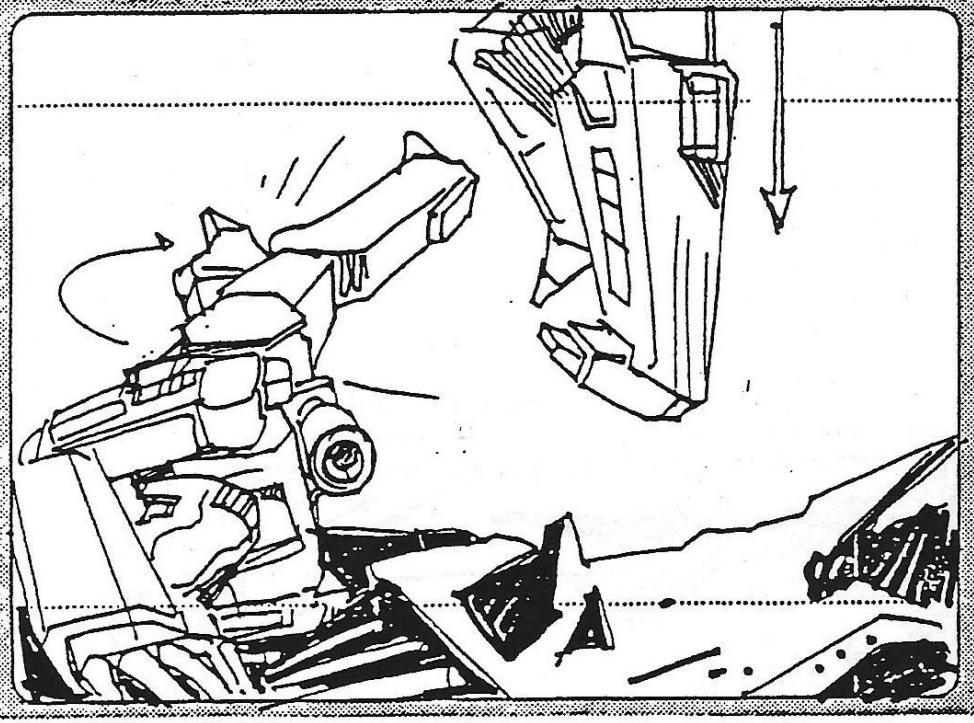
DIAL

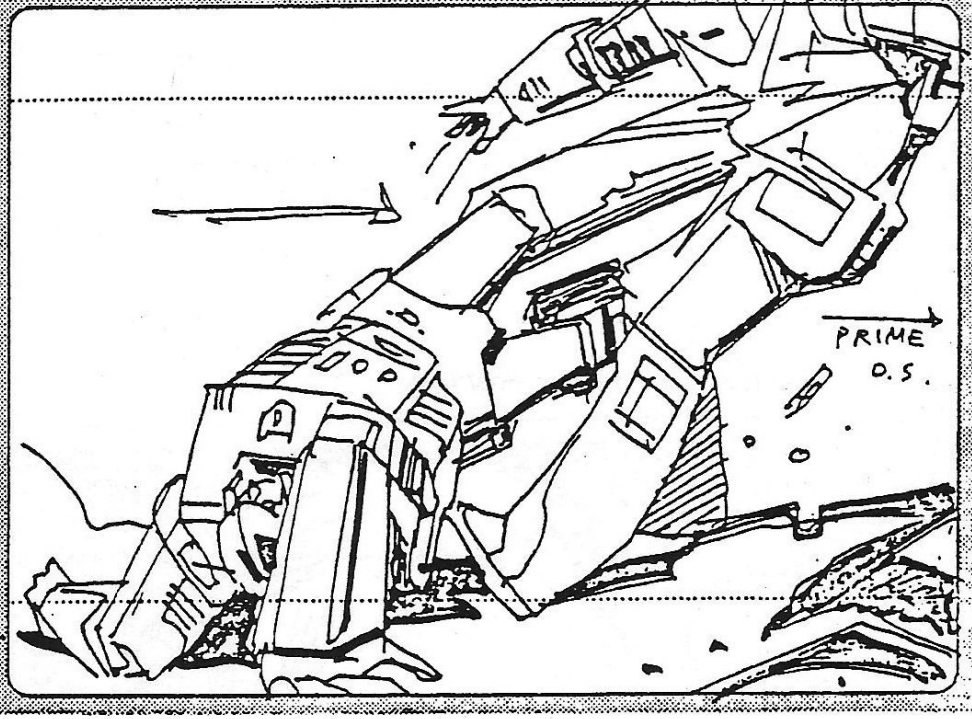
MUSIC/SFX

SC. CONT. 8-145

SC. CONT.

SEQ. 8 Page 14





ACTION ...AS PRIME LANDS, MEGATRON KICKS BACK...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HIS FEET RAM INTO PRIME KNOCKING HIM O.S.

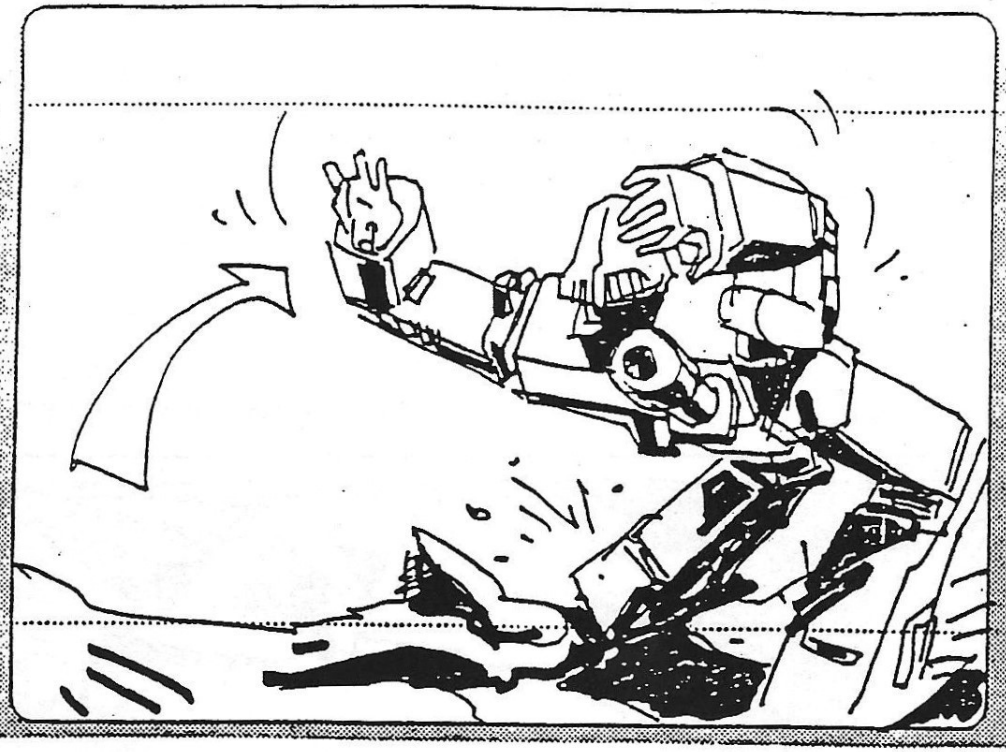
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-1/F5



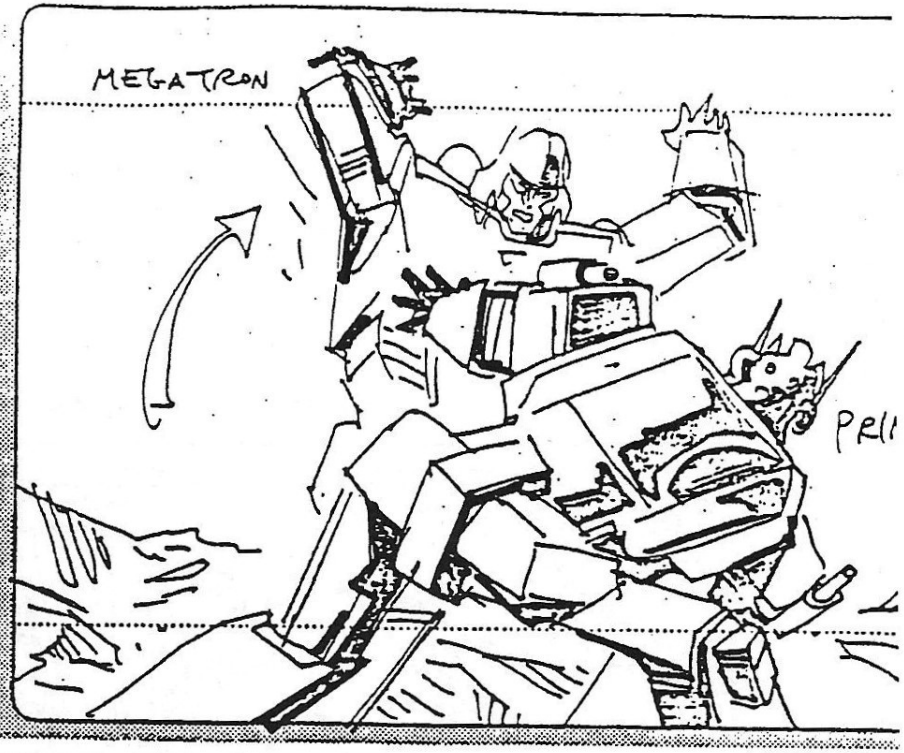
ACTION ...MEGATRON THEN JUMPS UP TO HIS FEET.

DIAL

MUSIC/SFX

CAMERA

SC. 8-1/F6 SEQ. 3 Page



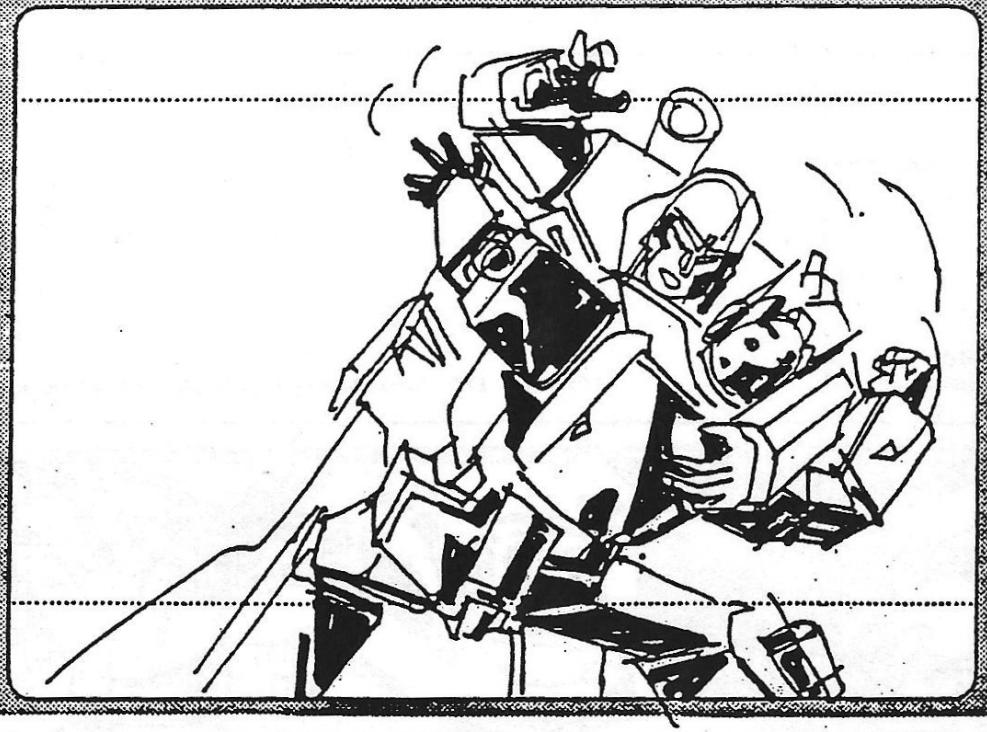
ACTION M.L.S. MEGATRON AND PRIME. MEGATRON POUNCES ON PRIME.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-146



ACTION ...AND GETS A TIGHT HOLD ON HIM...

DIAL

MUSIC/SFX

CAMERA

SC. 8-147 SEQ. 8 Page 143

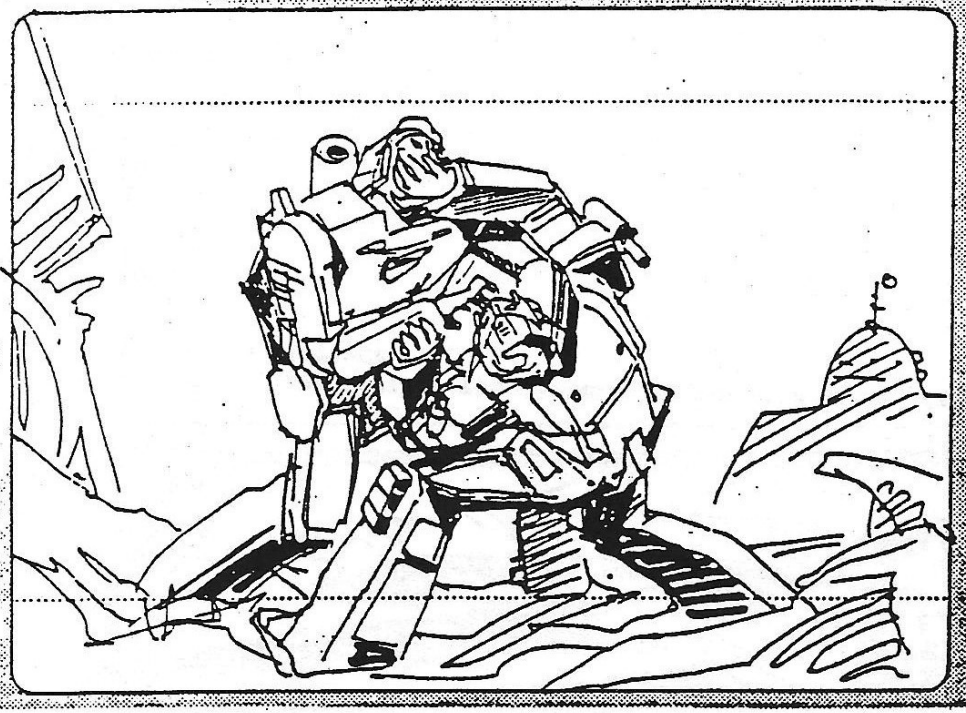
ACTION M.C.U. MEGATRON AND PRIME. MEGATRON REACHES FOR PRIME'S NECK.

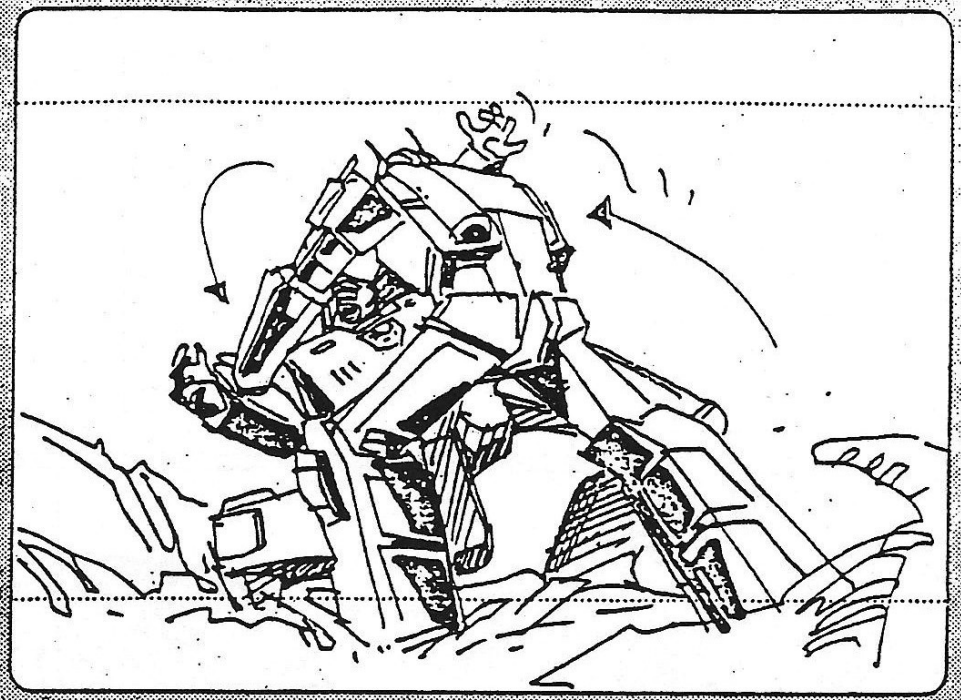
DIAL MEGATRON I'll rip out your optics!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. MEGATRON AND PRIME. PRIME REACHES UP TO MEGATRON'S FACE...

DIAL

MUSIC/SFX

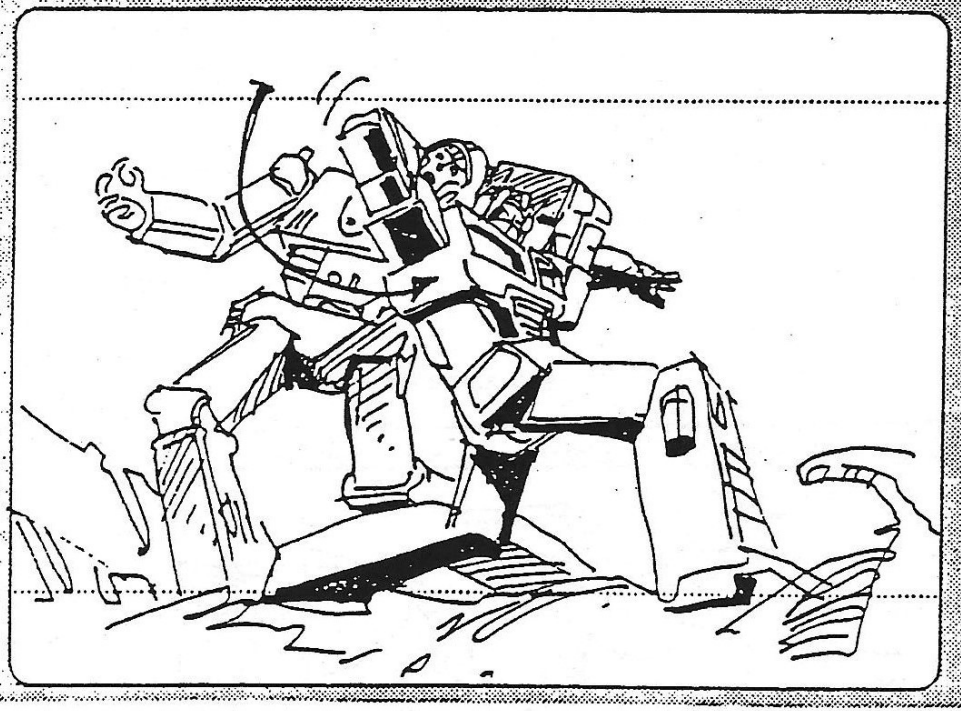
ACTION ...AND SHOVES MEGATRON BACK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-148



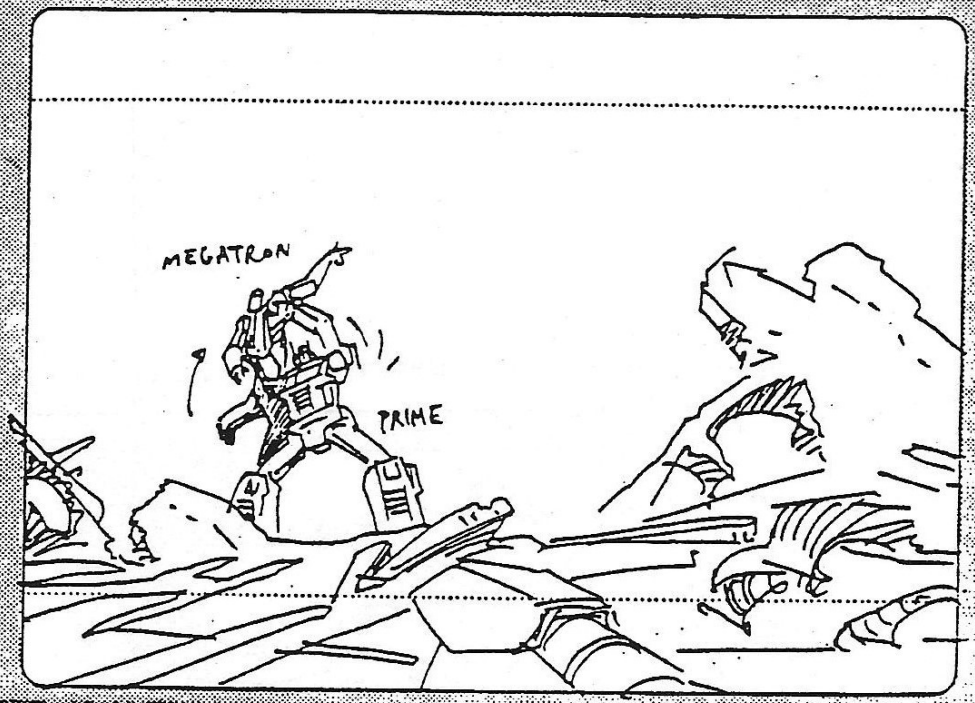
ACTION HE THEN SWINGS AROUND AND GRABS MEGATRON IN A NECK LOCK.

DIAL

MUSIC/SFX

CAMERA

SC. 8-149 SEQ. 8 Page 145



ACTION X.L.S. MEGATRON AND PRIME. PRIME LEFTS MEGATRON UP AND THROWS HIM...

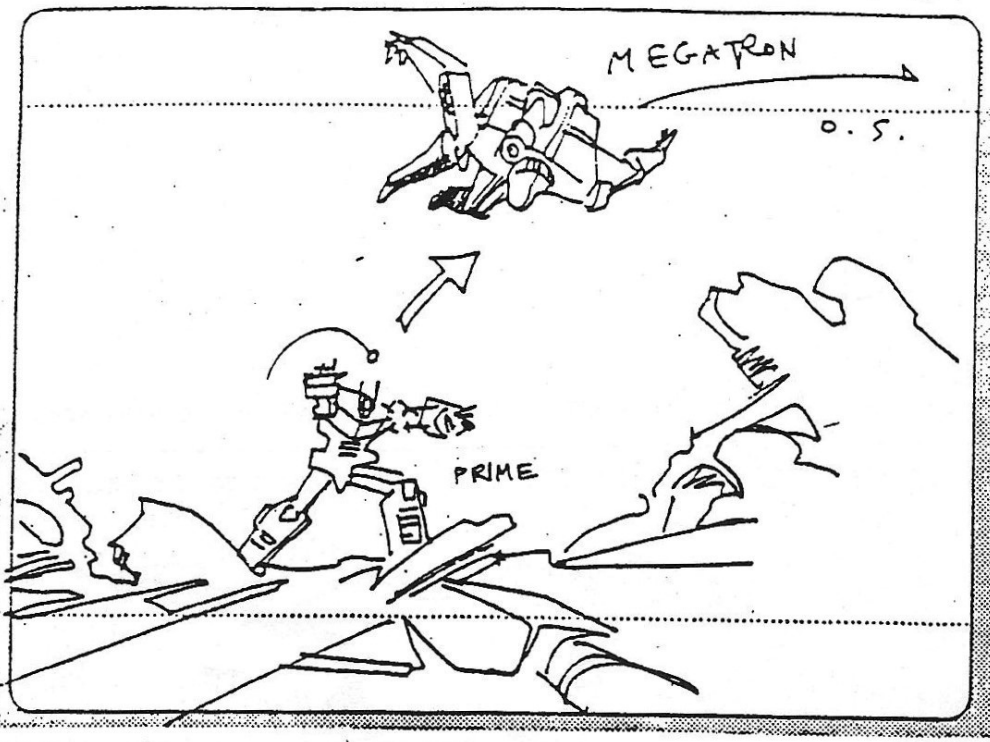
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SEQ.



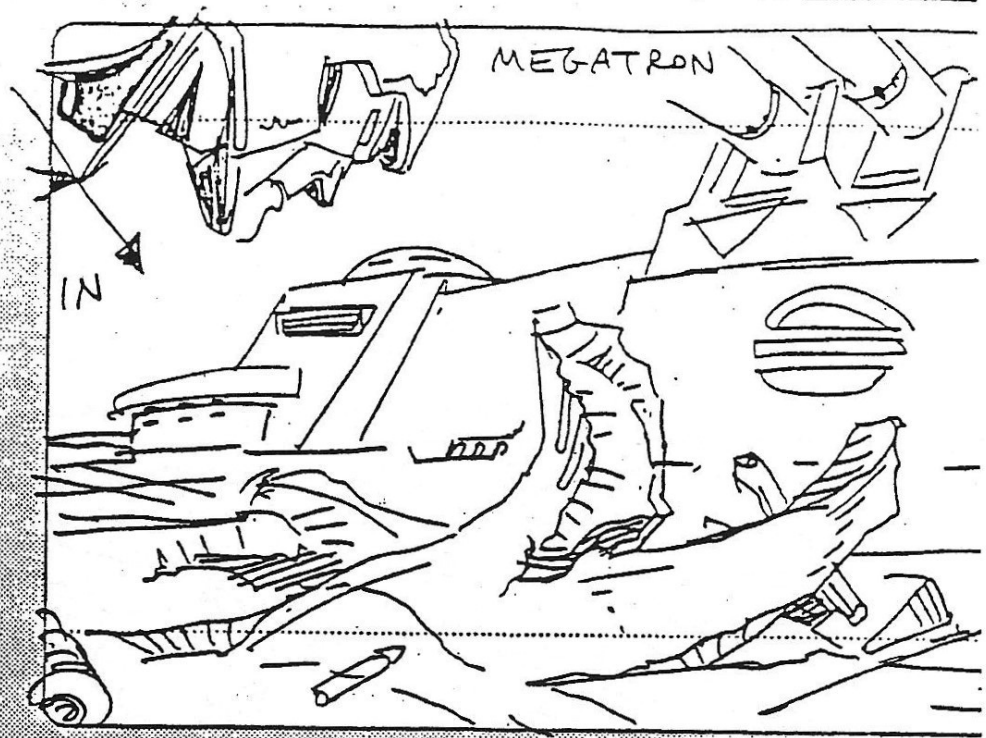
ACTION ...A LONG DISTANCE O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SEQ.

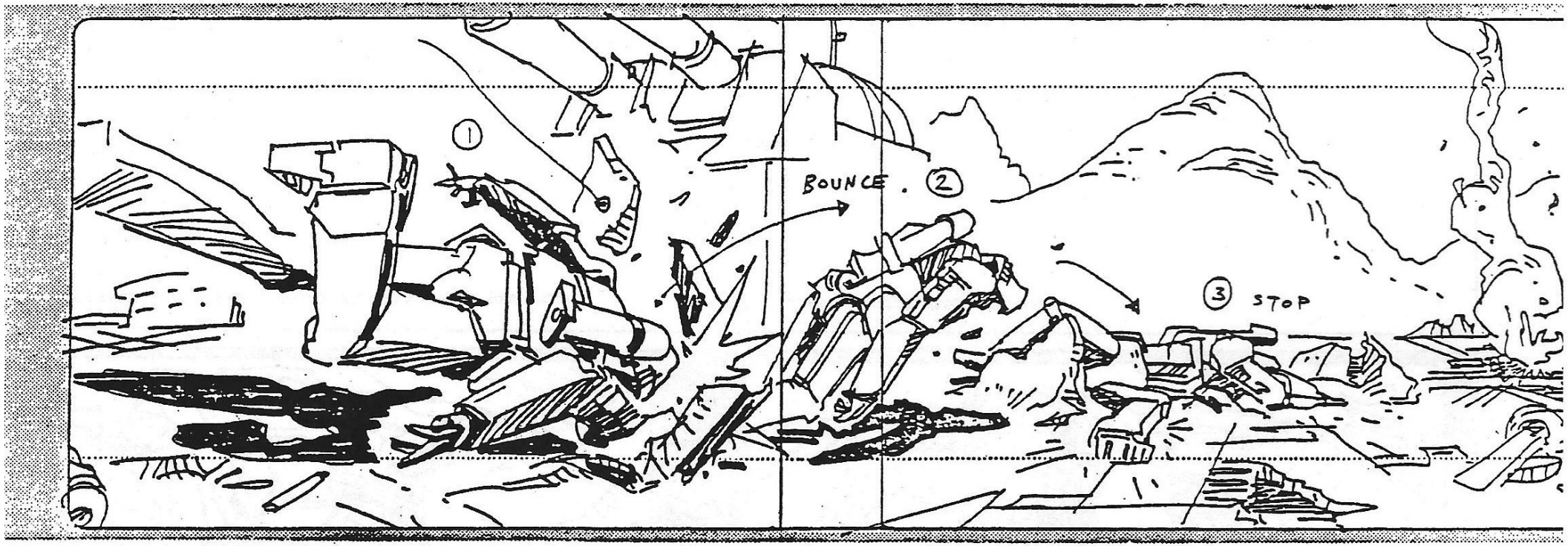


ACTION M.L.S. MEGATRON. HE FLIES INTO SCENE...

DIAL

MUSIC/SFX

SC. CONT. 8-150 START FOLLOW PAN → STOP SEQ. 8 Page 147



ACTION ...AND STRIKES THE GROUND. WE PAN WITH HIM AS HE BOUNCES A DISTANCE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN FALLS TO A STOP.

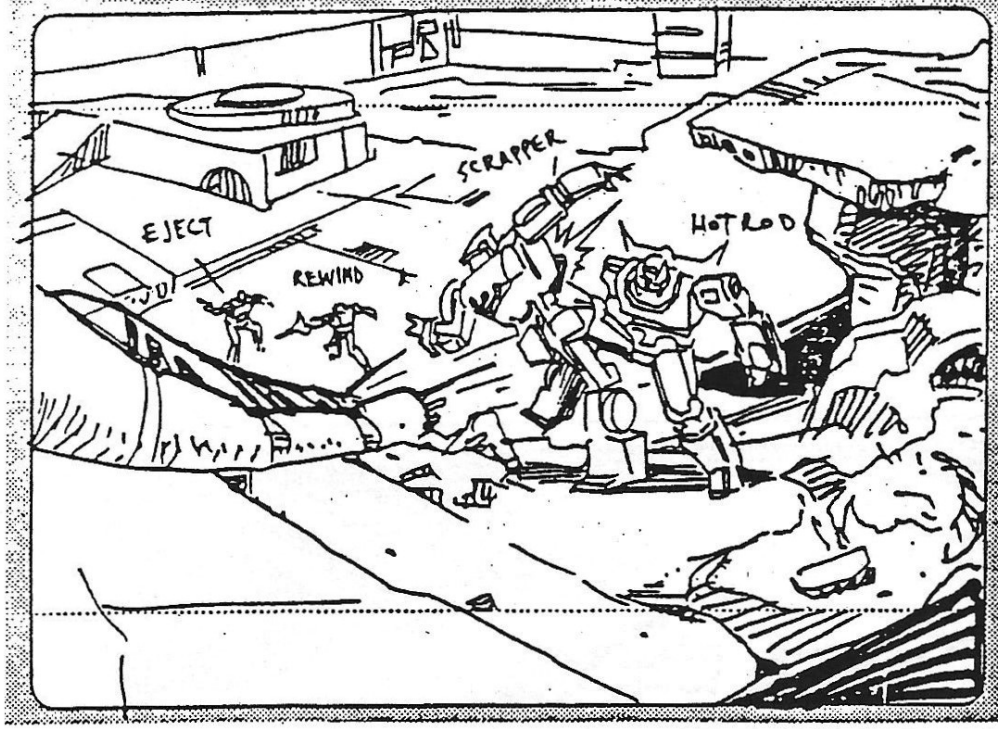
DIAL

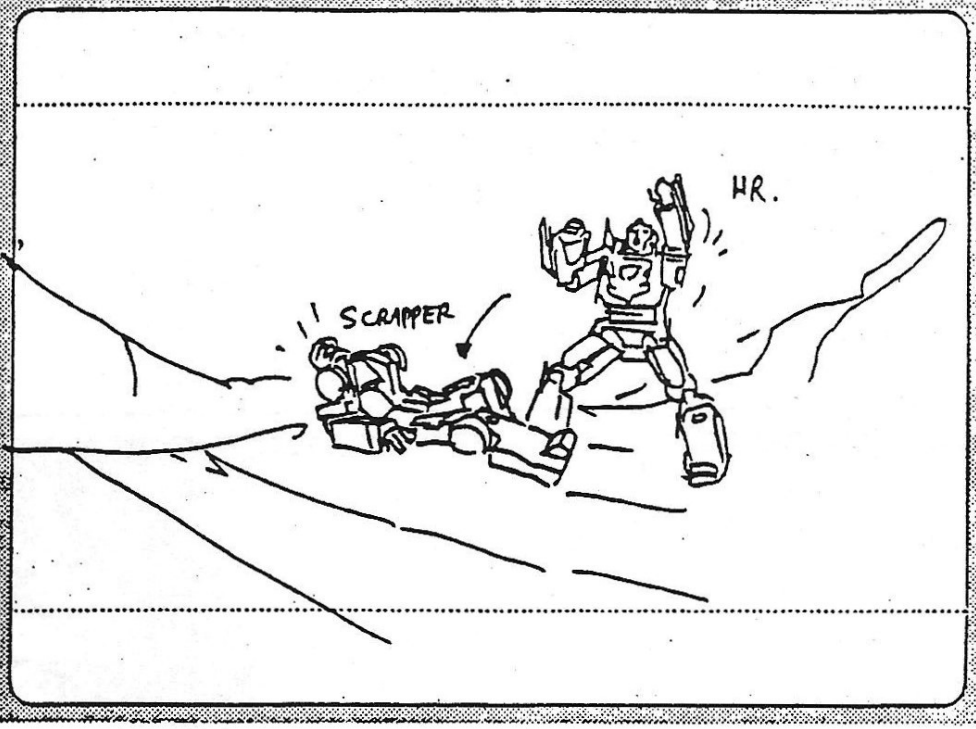
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-151 SC. CONT. SEQ. 8 Page 148





ACTION X.L.S EJECT, REWIND, SCRAPPER, AND HOT ROD PAIRED OFF THE BATTLE AWAY.

DIAL

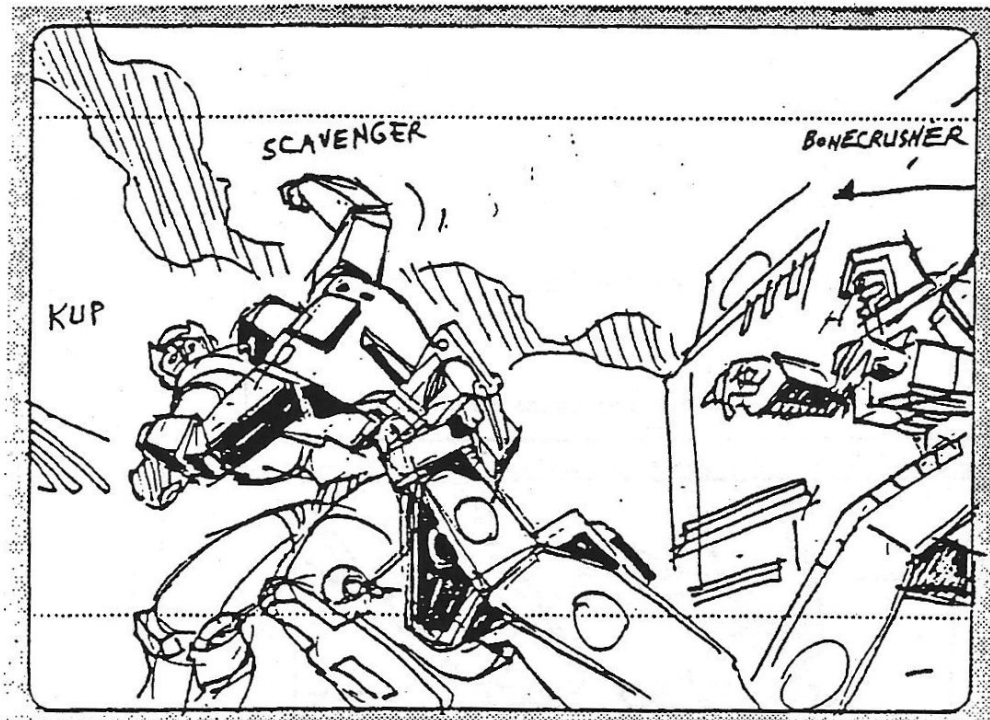
MUSIC/SFX

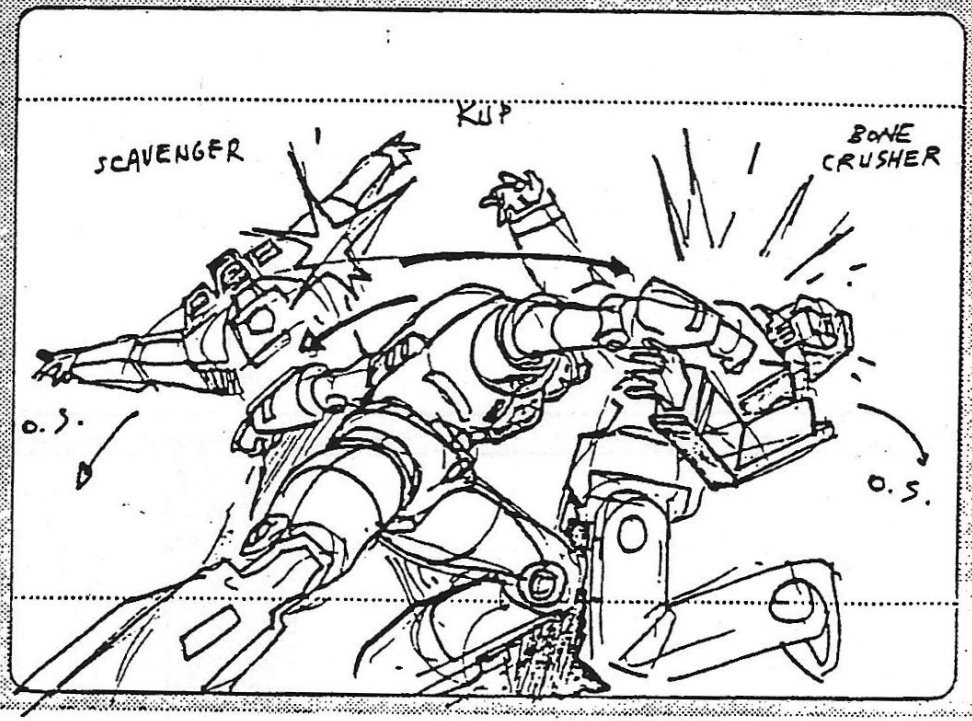
ACTION HOT ROD KNOCKS SCRAPPER DOWN.

DIAL HOT ROD That's showing him, Optimus!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. KUP, SCAVENGER, BONE CRUSHER. SCAVENGER AND BONECRUSHER ATTACK KUP...

DIAL

MUSIC/SFX

CAMERA

ACTION ...BUT HE MANAGES TO KNOCK THEM BOTH OFF...

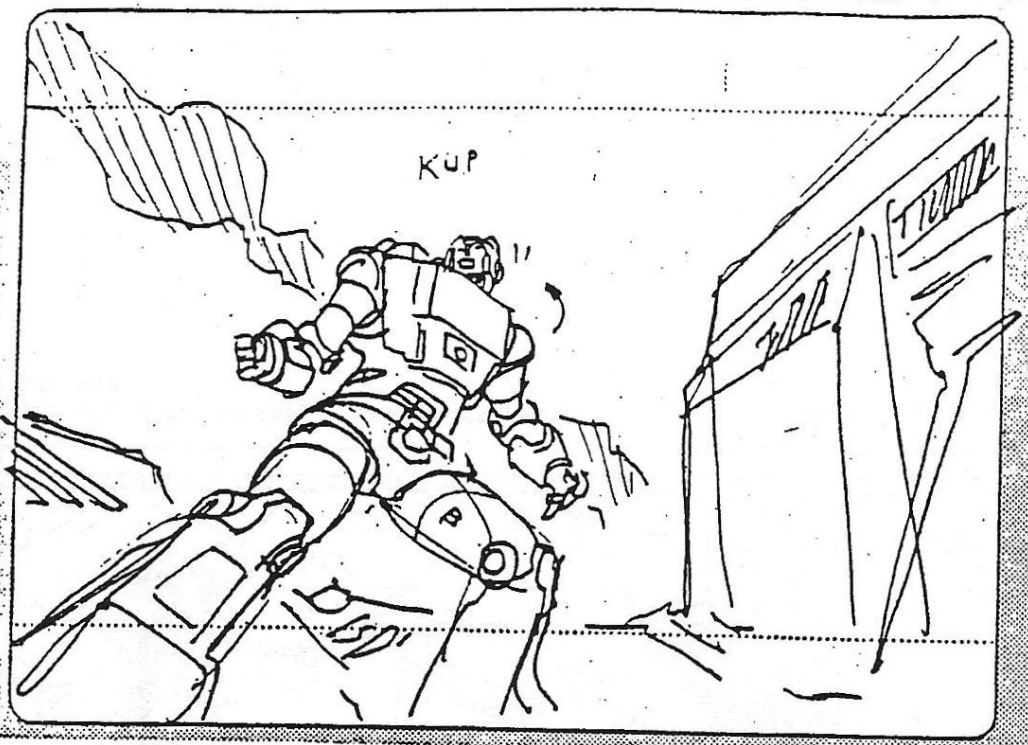
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.



SC.

ACTION ...HE THEN TURNS AND LOOKS O.S.

DIAL KUP Finish him off, Prime! Do it now!

MUSIC/SFX

ACTION

DIAL

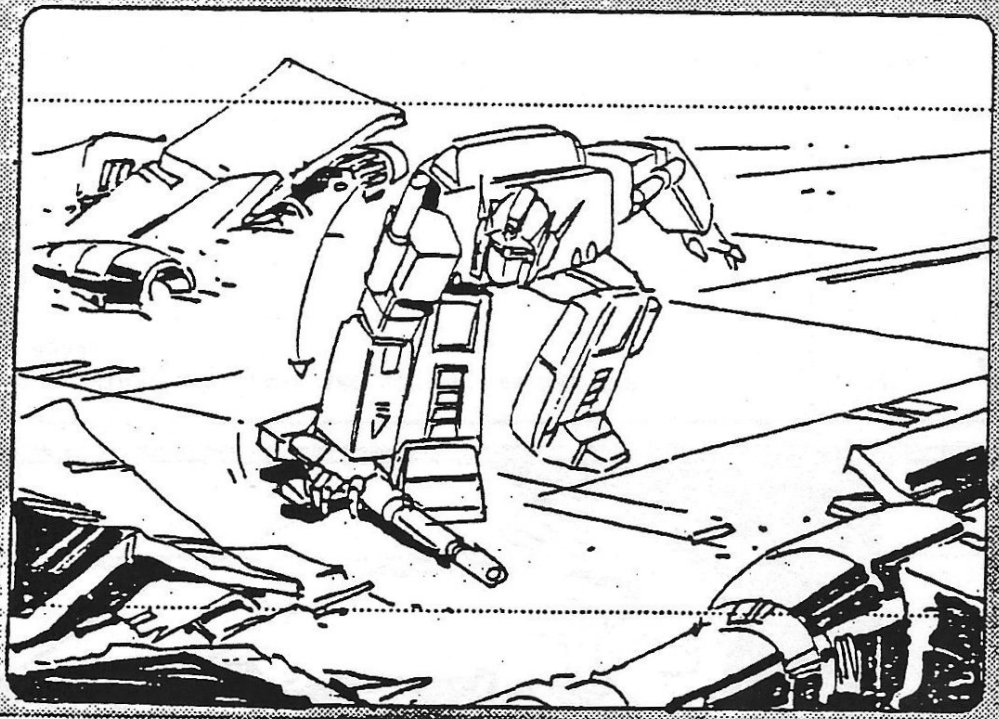
MUSIC/SFX

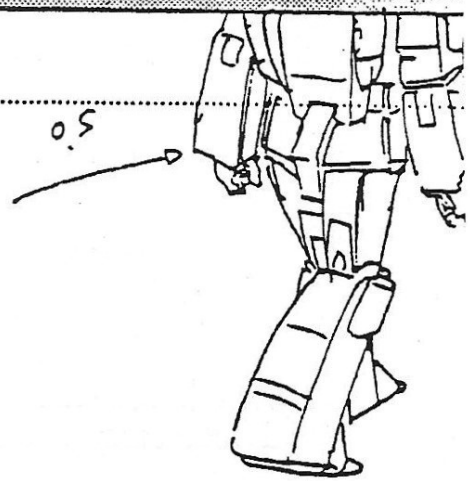
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-153

SC: 153 CONT

Page 150





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION

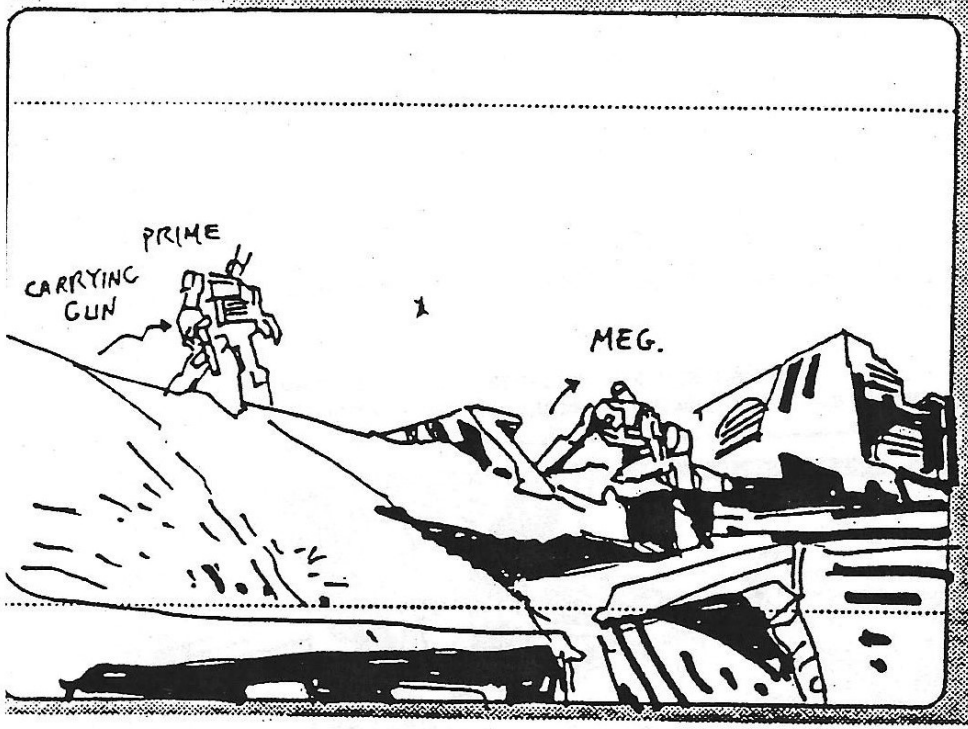
DIAL

MUSIC/SFX

CAMERA

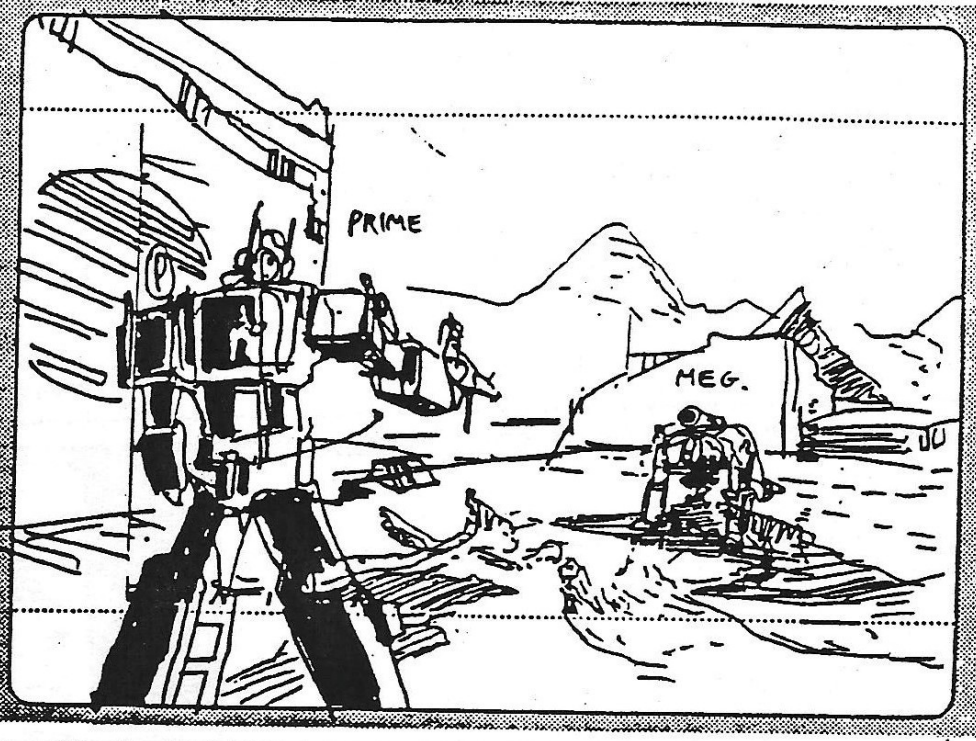
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-154



SC. 8-155

SEQ. 8 Page 151



ON L.S. OPTIMUS PRIME AND MEGATRON AS PRIME ENTERS SCENE CARRYING GUN.

C/SFX

FRA

ACTION M.L.S. PRIME AND MEGATRON. PRIME RAISES GUN, AIMS IT AT MEGATRON.

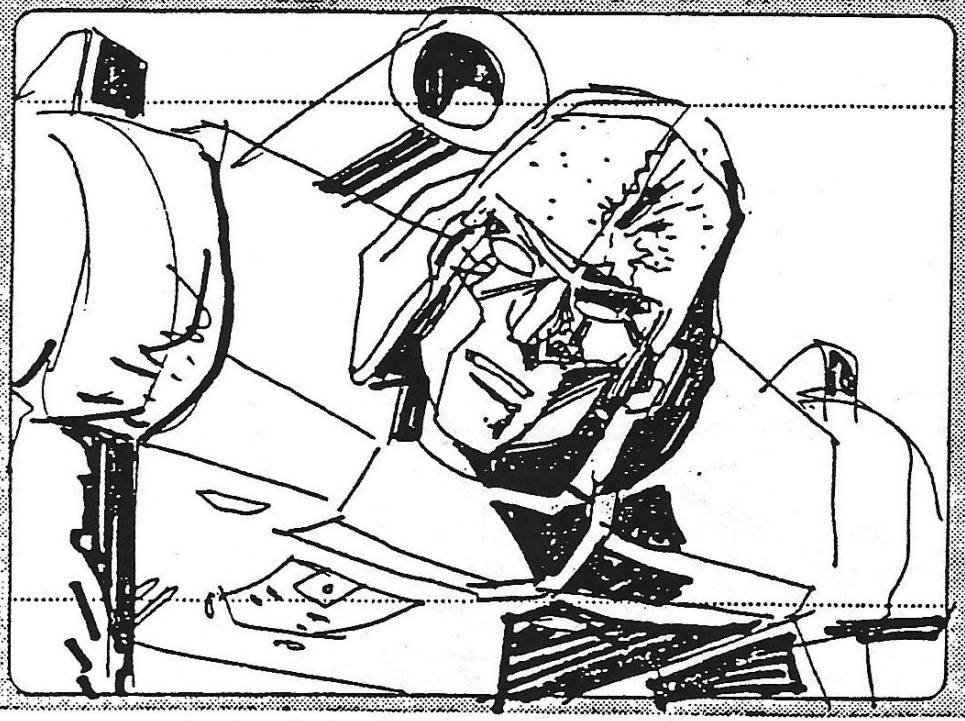
DIAL

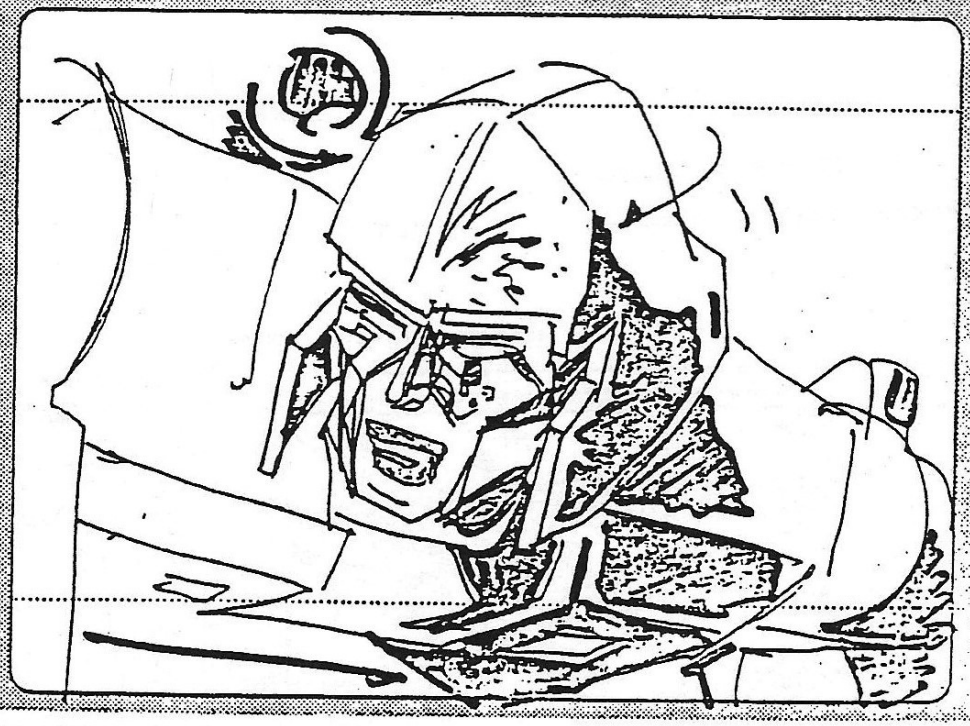
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-156 SC. CONT. SEQ. 8 Page 152





ACTION M.C.U. MEGATRON. MEGATRON SPOTS GUN ON GROUND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...MEGATRON MOVES SLYLY TOWARD GUN.

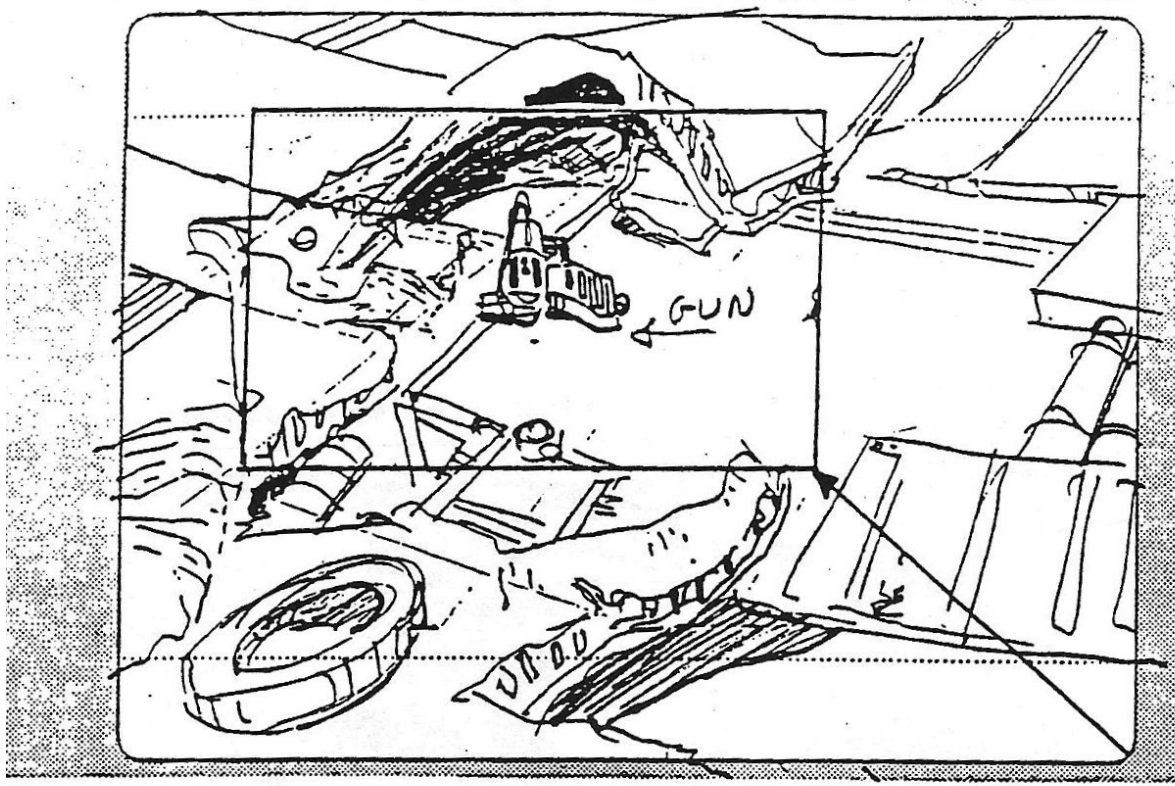
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-/57 TRUCK-IN

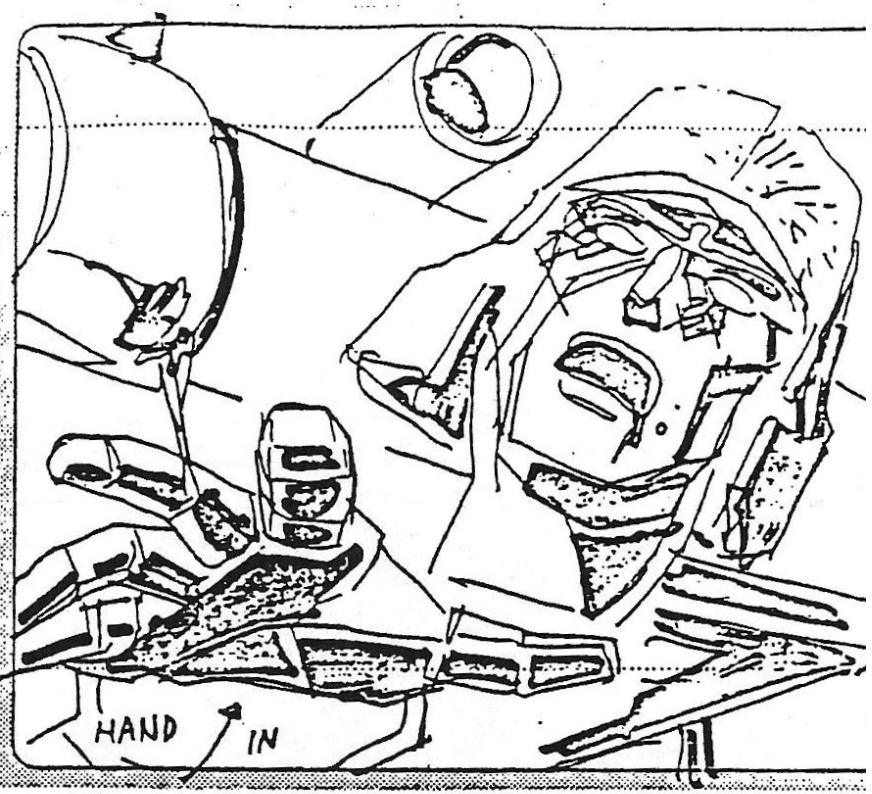


ACTION TRUCK TO M.S. GUN, MEGATRON'S POV.

DIAL

MUSIC/SFX

SC. 0-/58



ACTION M.C.U. MEGATRON.

DIAL MEGATRON No more, Optimus Prime! Gran mercy, I beg of you!

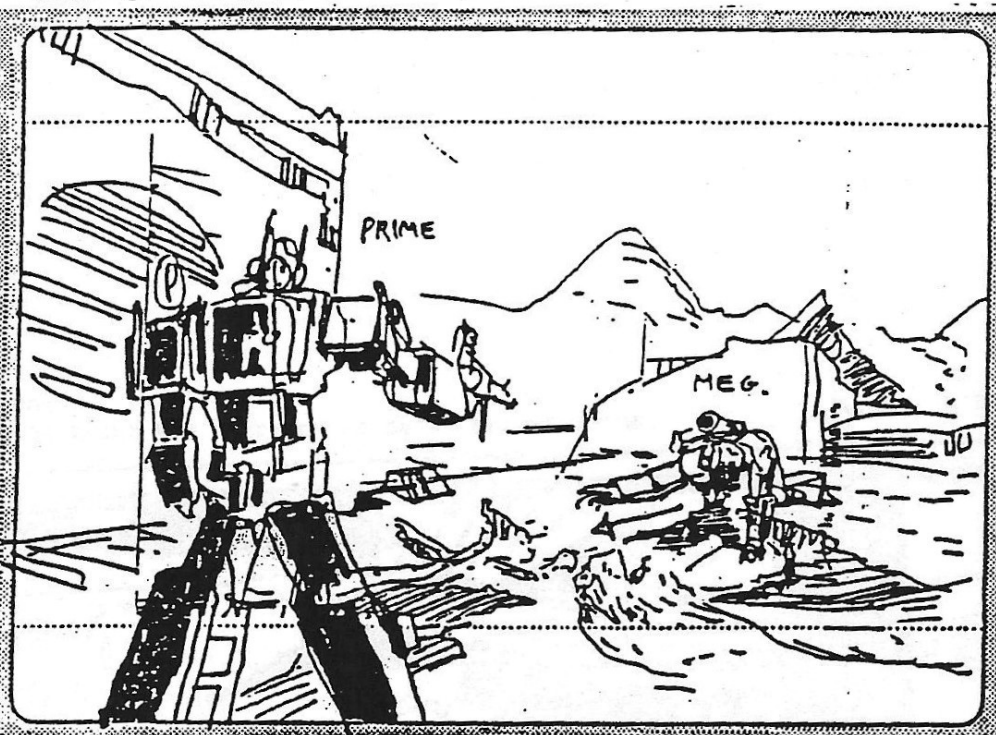
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-158 A

SC.

SEQ. 8 Page 153 A



ACTION L.S. PRIME AND MEGATRON. PRIME QUESTIONS MEGATRON AS MEGATRON CRAWLS FORWARD REACHING FOR HIS WEAPON.

DIAL OPTIMUS PRIME You who are without mercy now plead for it?

MUSIC/SFX

CAMERA

ACTION

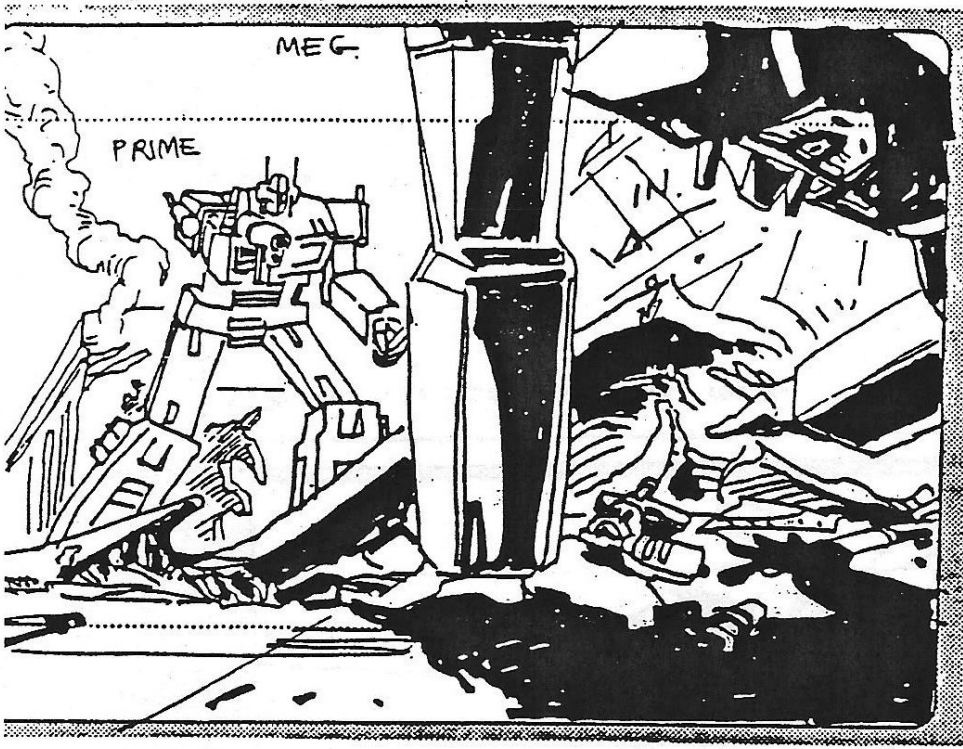
DIAL

MUSIC/SFX

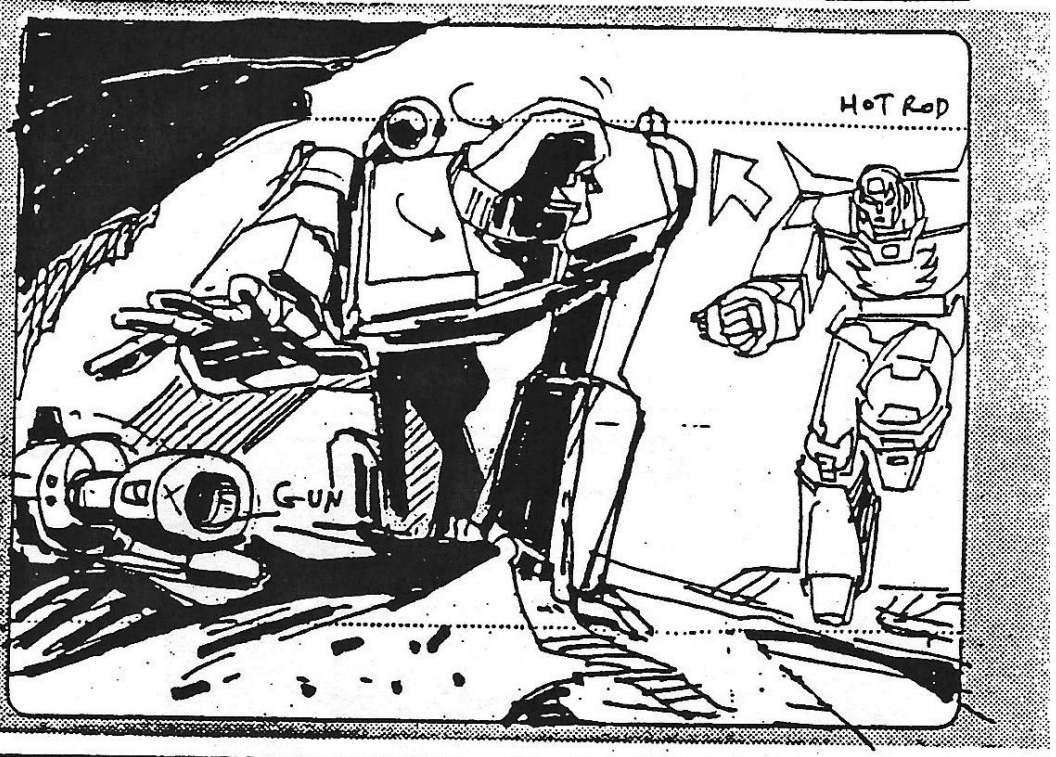
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-159



SC. 8-160 SEQ. 8 Page 154



N PERSPECTUAL OTS SHOT - MEGAGRON, PRIME, OPTIMUS PRIME LEVELS GUN AT MEGATRON.

: OPTIMUS PRIME (cont) I thought you were made of sterner stuff!

/SFX

IA

ACTION M.S. MEGATRON AND HOT ROD. HOT ROD SEES MEGATRON REACH FOR HIS GUN, HOT ROD RUNS AT HIM.

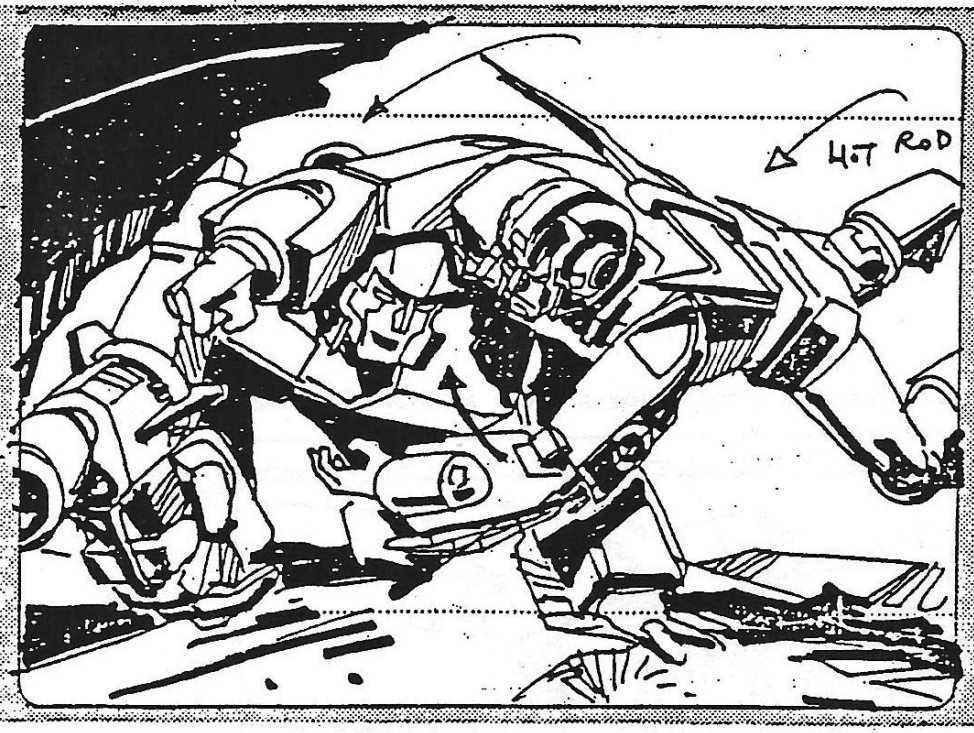
DIAL HOT ROD No you don't, Megatron!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-160



ACTION HOT ROD TACKLES MEGATRON.

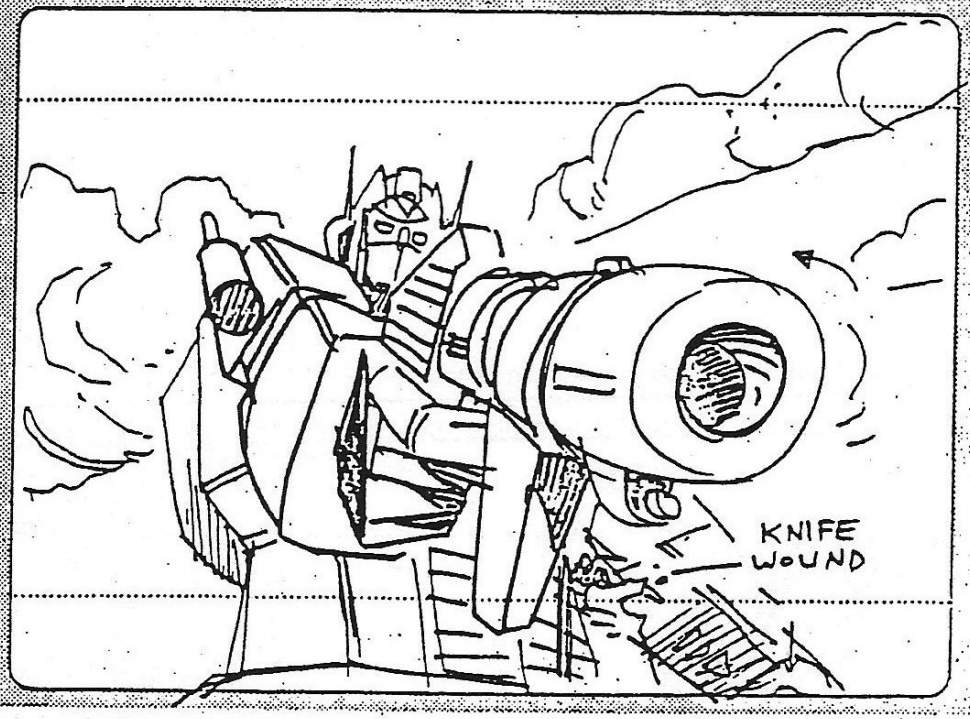
DIAL

MUSIC/SFX

CAMERA

SC. 8-161.

SEQ. 8 Page 155



ACTION M.S. LOW ANGLE SHOT PRIME. PRIME AIMS GUN AT O.S. MEGATRON.

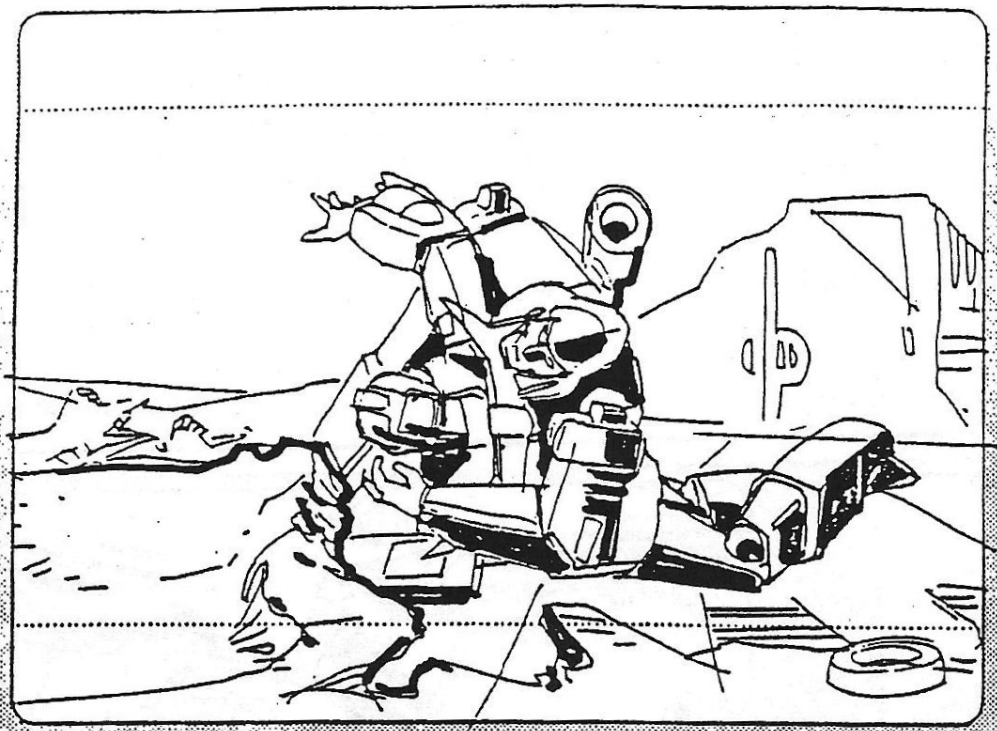
DIAL PRIME Out of the way, Hot Rod!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]



ACTION M.S. MEGATRON AND HOT ROD. THE TWO WRESTLE FOR THE GUN.

DIAL

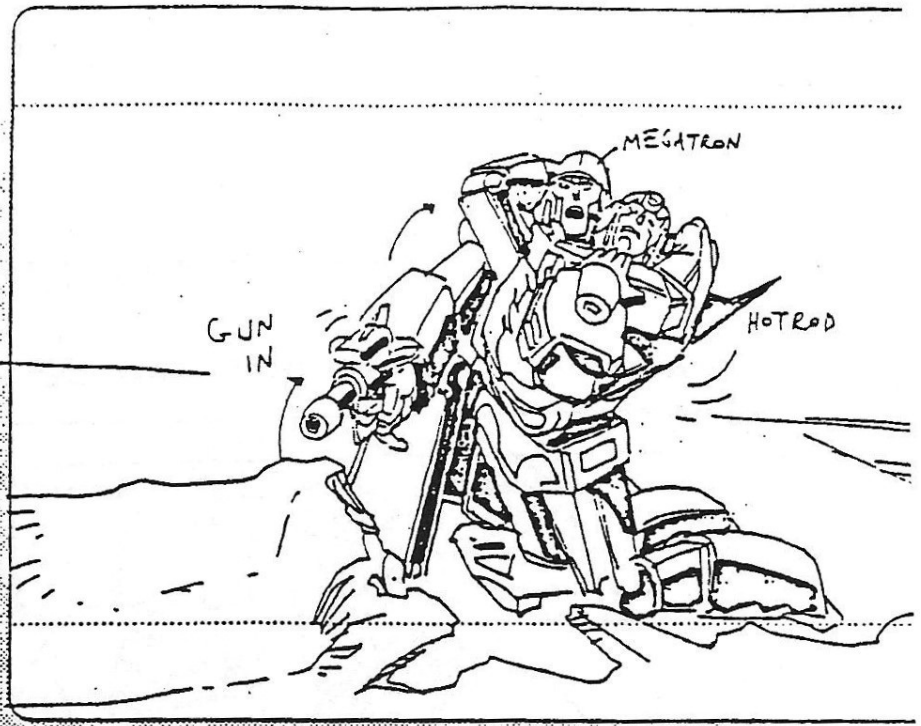
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]

SEQ. [illegible]



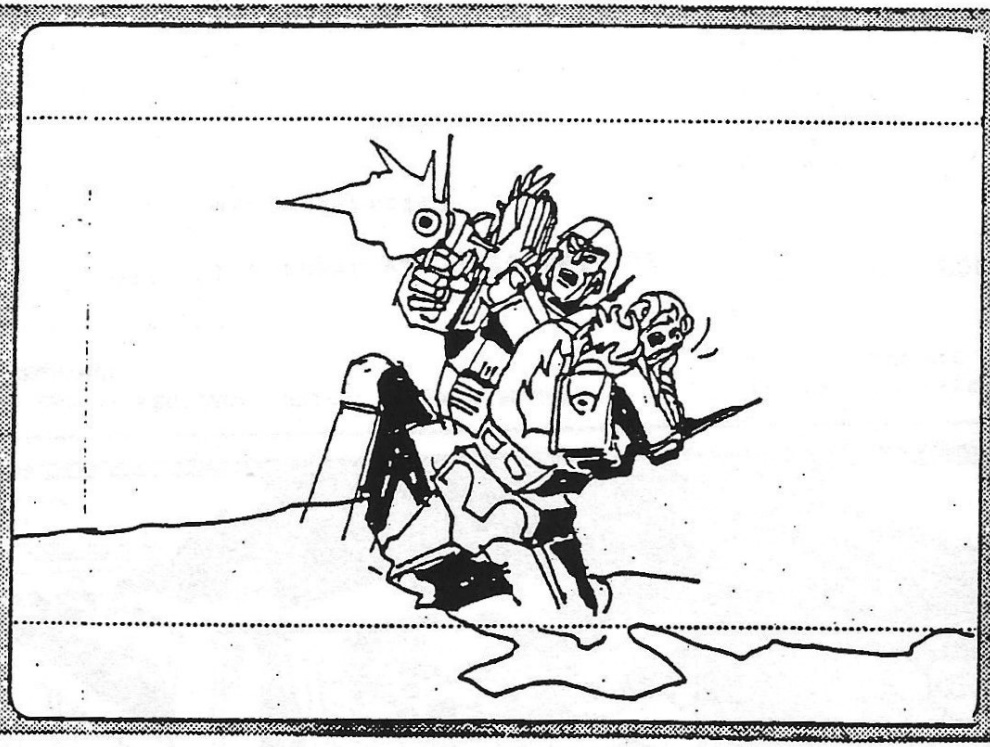
ACTION MEGATRON GRABS UP GUN AS HOT ROD STRUGGLES TO OVERPOWER HIM.

DIAL

MUSIC/SFX

CAMERA

SC. CONT. 8-162



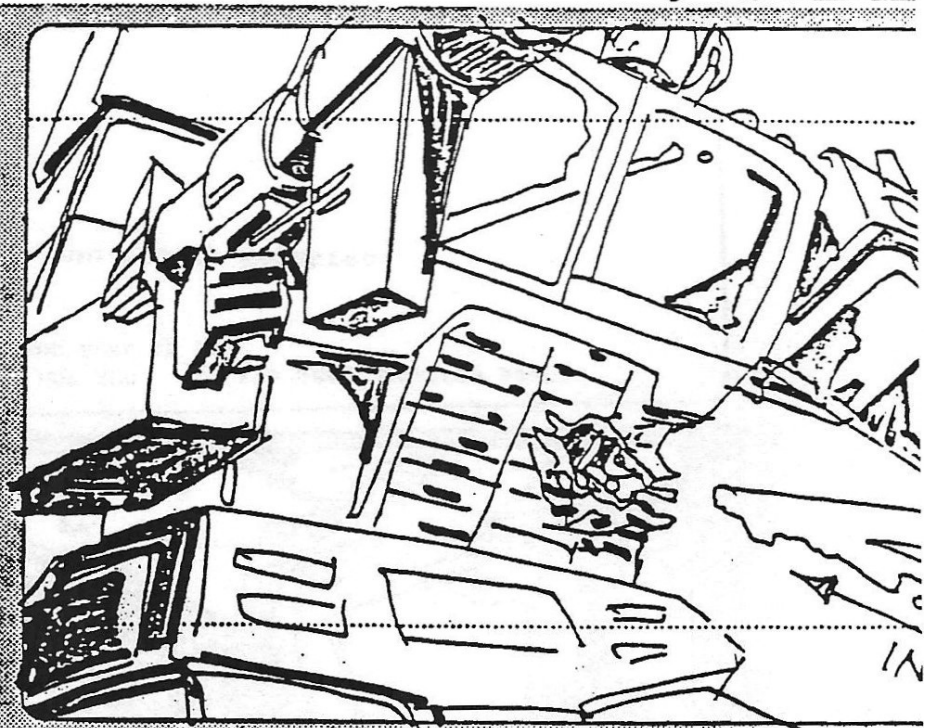
ACTION MEGATRON FIRES GUN AT O.S. PRIME.

DIAL

MUSIC/SFX

CAMERA

SC. 8-163 SEQ. 8 Page 157



ACTION C.U. PRIME'S MIDRIFF. BLAST ENTERS SCENE...

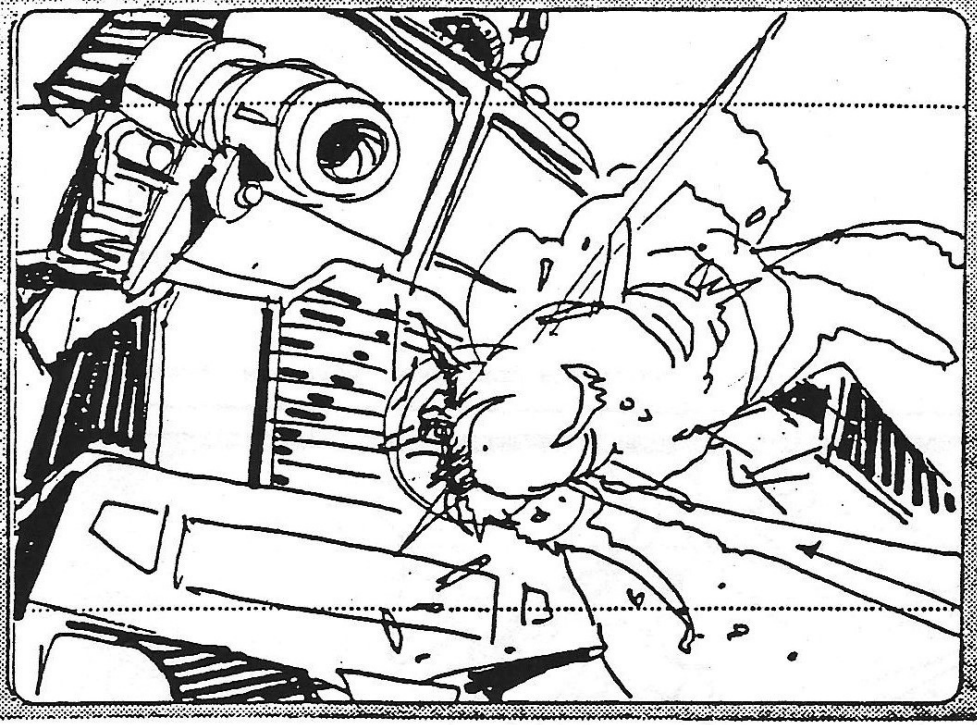
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-163



ACTION ...SHOT ENTERS KNIFE WOUND AND INCENDIARIZES.

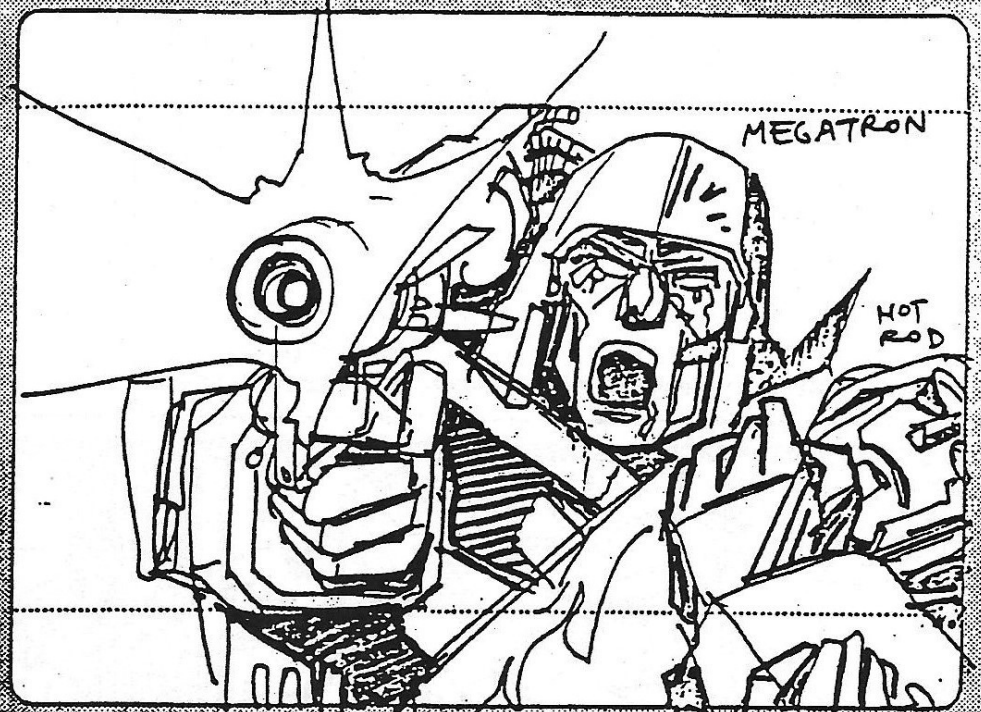
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-164

SEQ. 8 Page 158

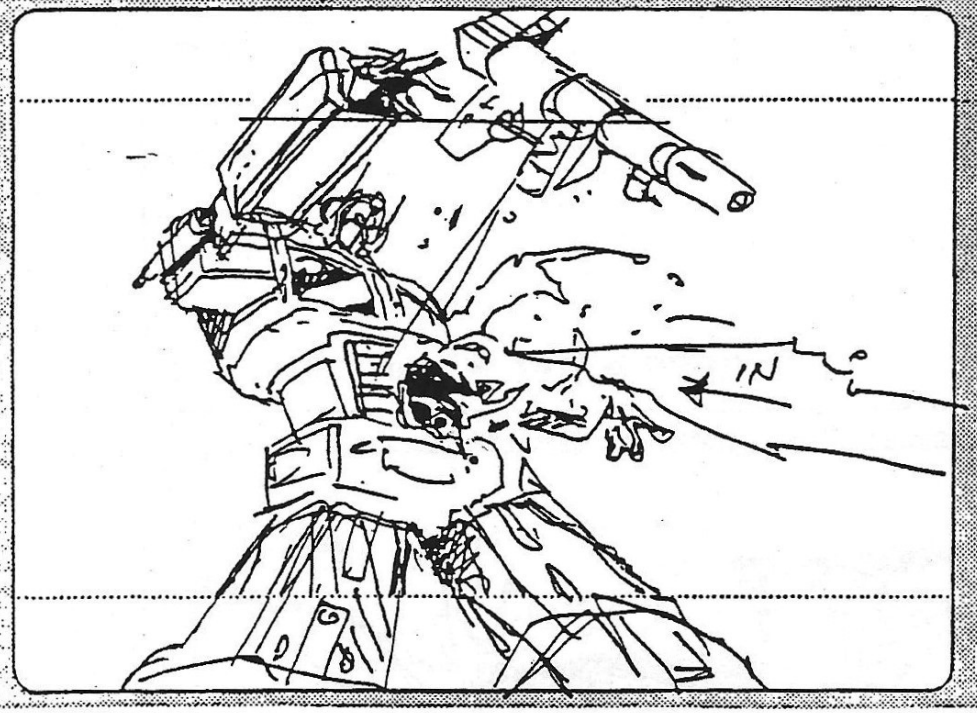


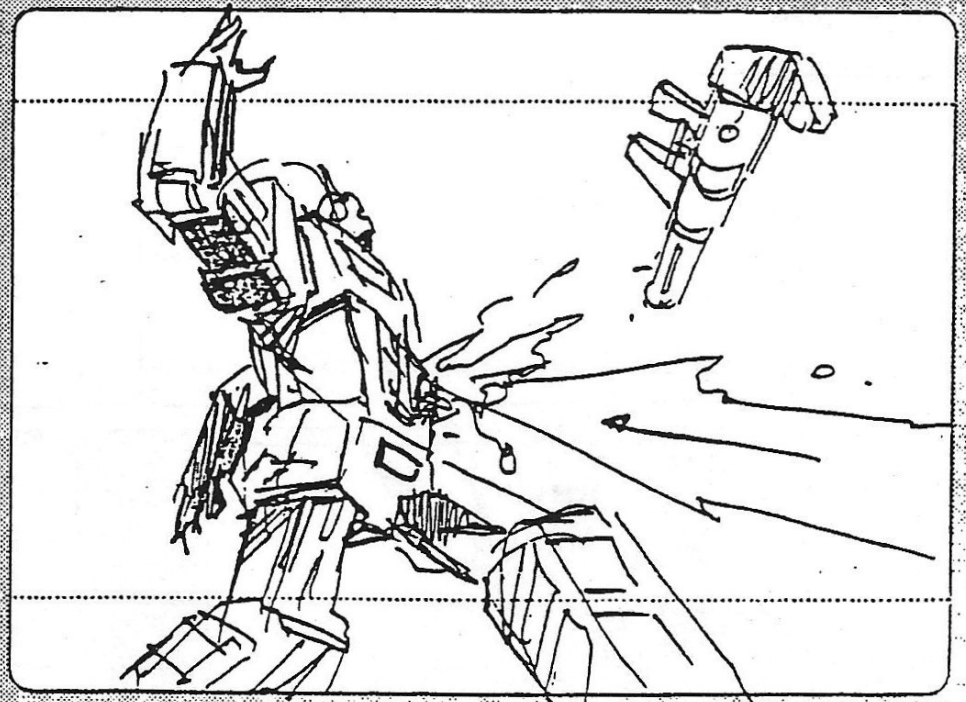
ACTION M.C.U. MEGATRON. MEGATRON FIRES AGAIN, POINT BLANK AT O.S. PRIME.

DIAL MEGATRON (GRABS) Fall! Fall!

MUSIC/SFX

SC. 8-165 SC. CONT. SEQ. 8 Page 159





ACTION M.S. PRIME. PRIME RECEIVES SUCCESSION OF BLASTS FROM OS. MEGATRON...

DIAL

MUSIC/SFX

CAMERA

ACTION ...CONT. BLASTS.

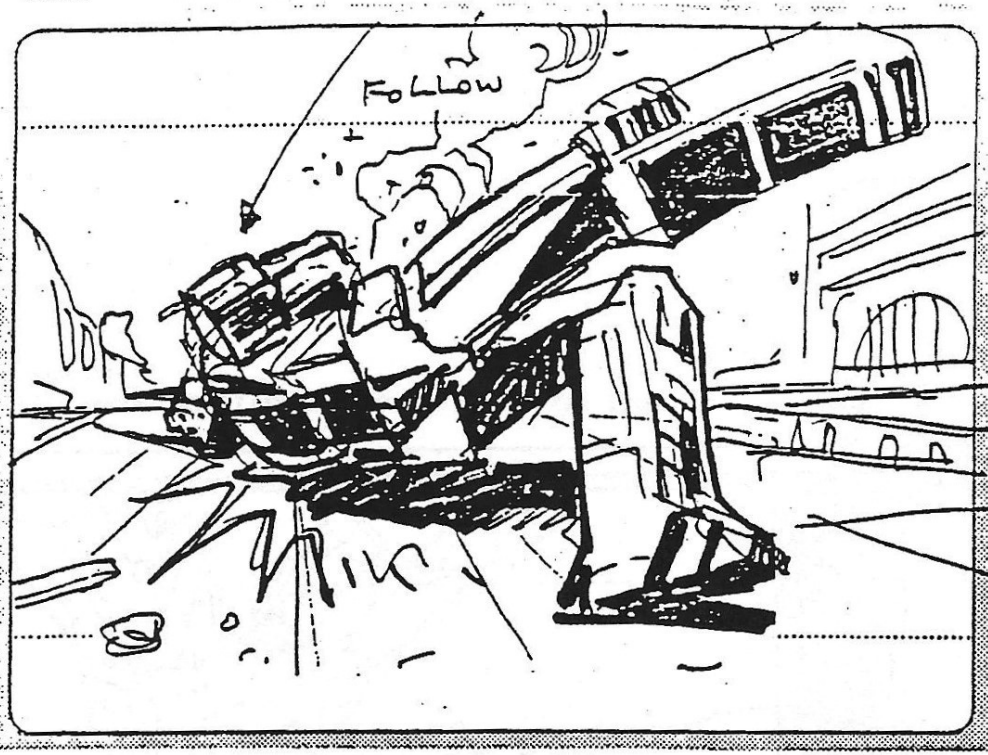
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. [illegible] SHOT



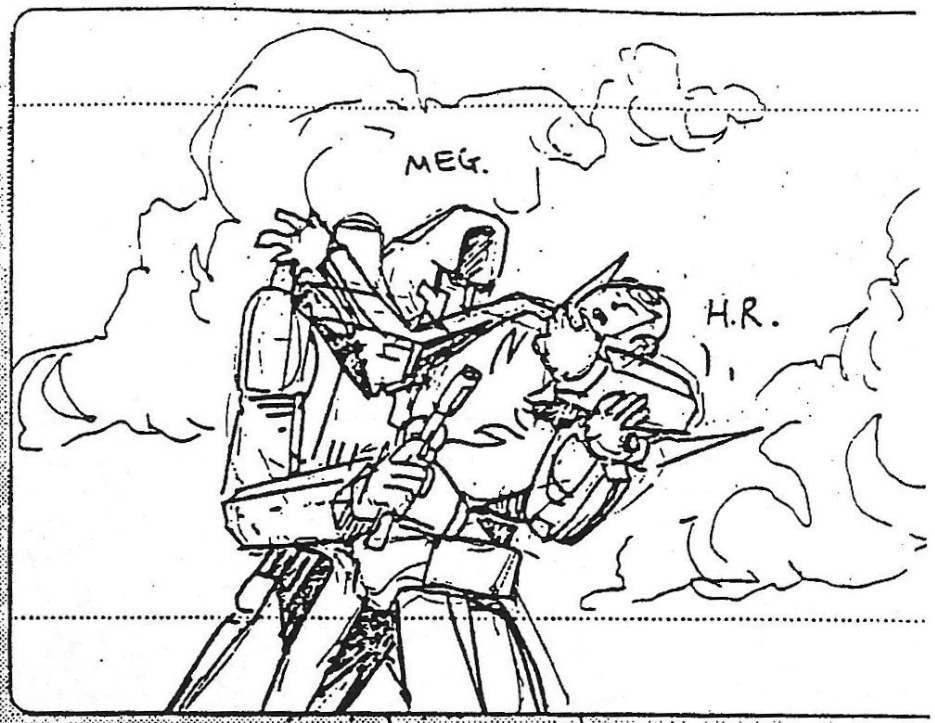
ACTION M.S. PRIME. HE FALLS TO GROUND.

DIAL

MUSIC/SFX

SC. [illegible]

SEQ. [illegible]



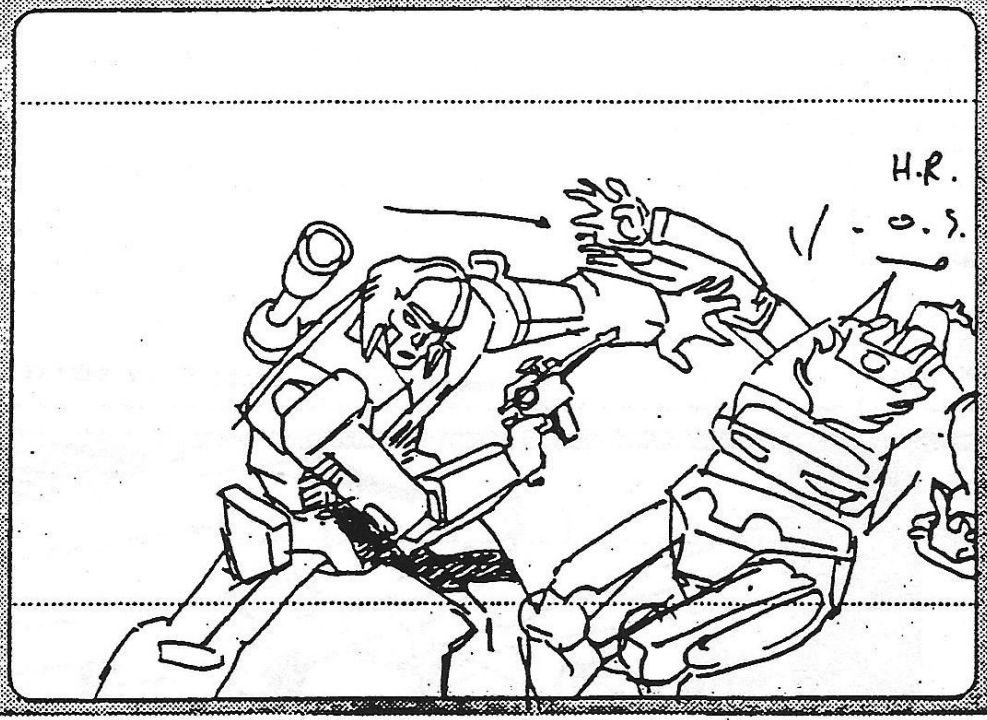
ACTION MED. TWO SHOT MEGATRON AND HOT ROD.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-166



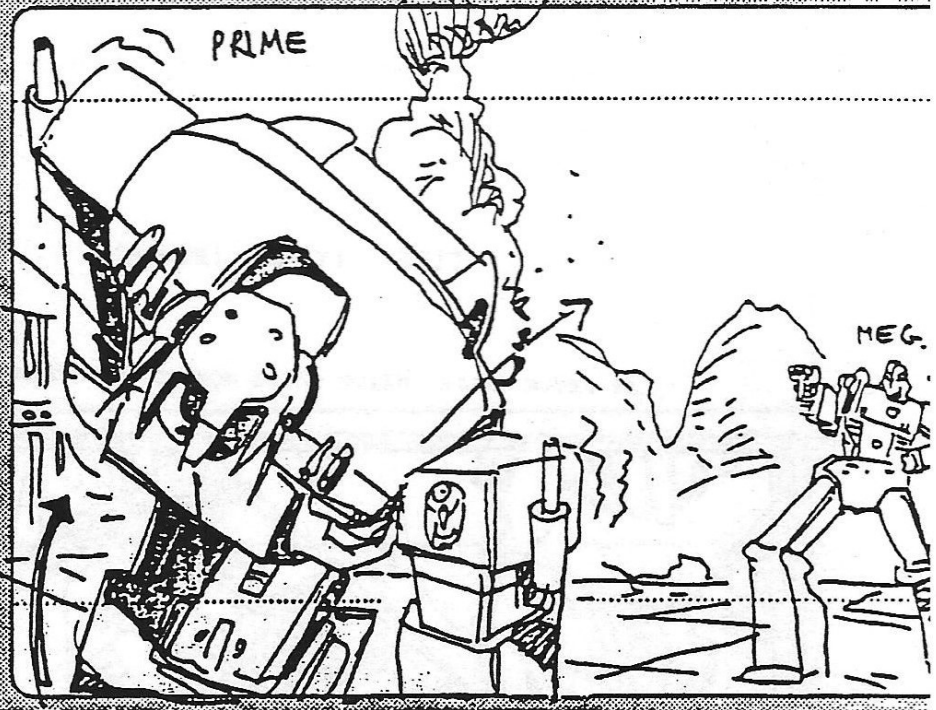
ACTION MEGATRON TOSSES HOT ROD ASIDE.

DIAL

MUSIC/SFX

CAMERA

SC. 8-167



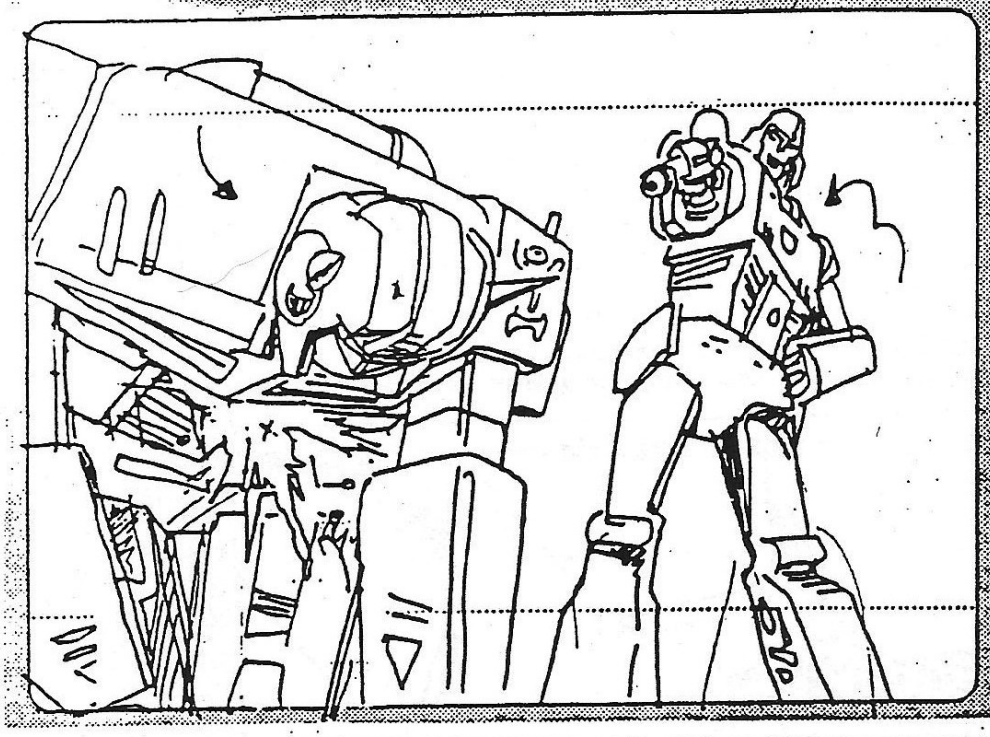
ACTION 2 SHOT, OTS PRIME TO MLS MEGATRON. PRIME RISES SLOWLY FROM GROUND.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL MEGATRON (CONT) I would have waited an eternity for this.

MUSIC/SFX

ACTION C.U. MEGATRON.

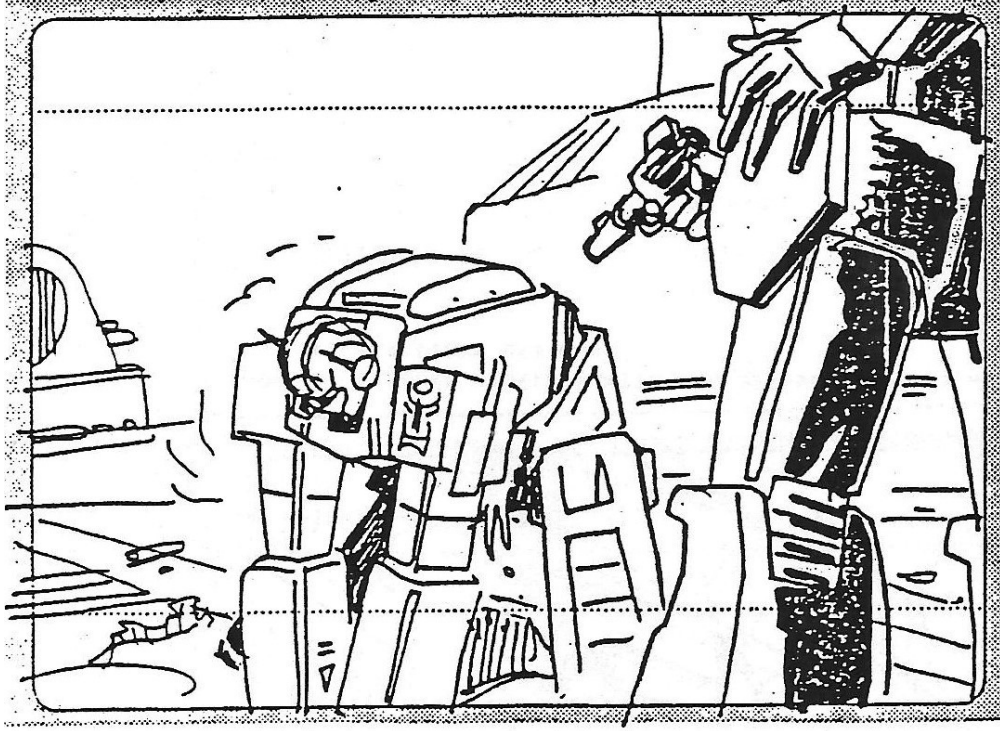
DIAL MEGATRON (CONT) It's over, Prime.

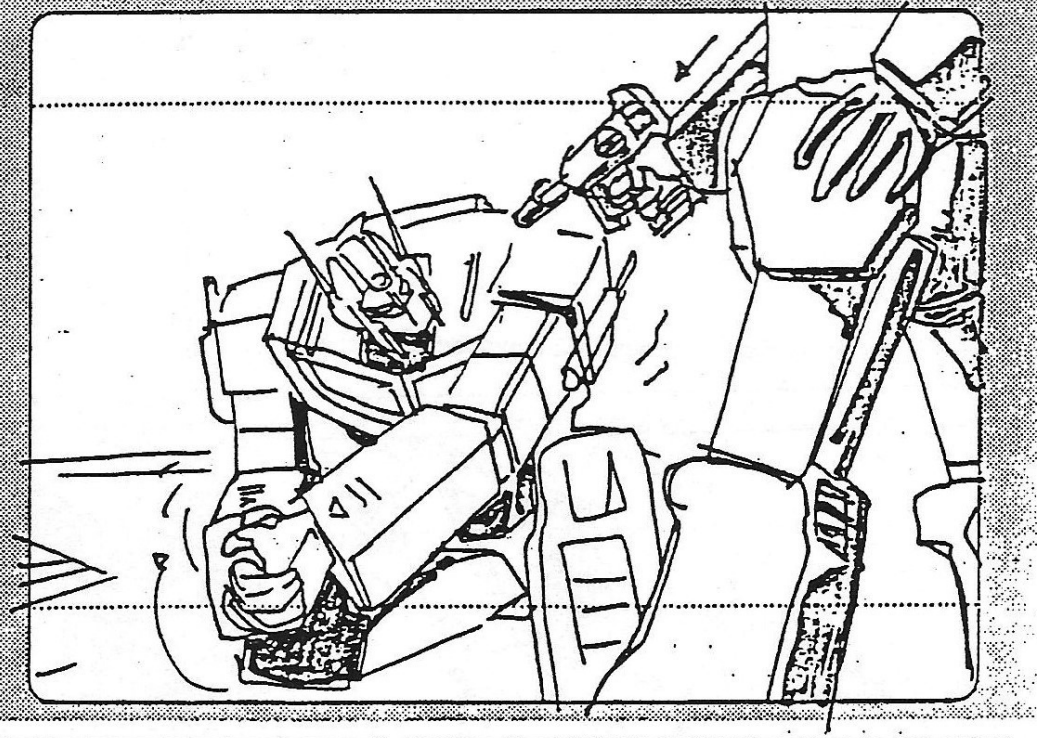
MUSIC/SFX

CAMERA

TFRAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-169 SC. CONT. SEQ. 8 Page 163





ACTION 2 SHOT PRIME AND MEGATRON. PRIME CONTINUES SLOW RISE.

DIAL

MUSIC/SFX

CAMERA

ACTION PRIME GAINS FOOTING, BALLS FISTS...

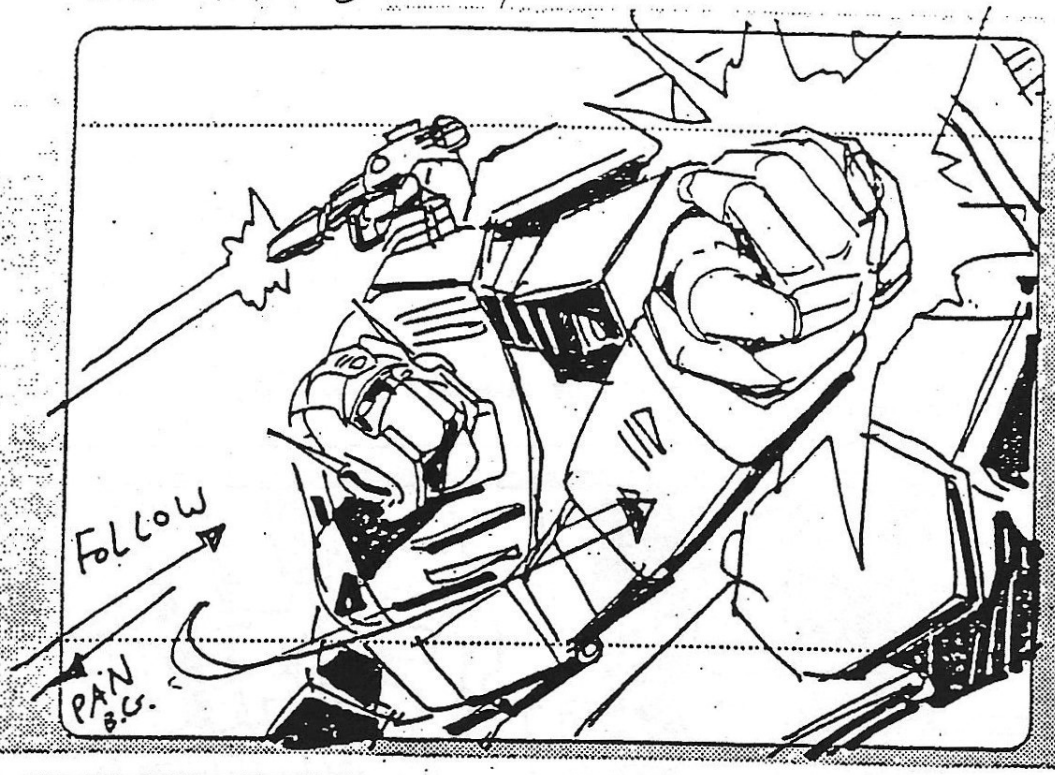
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 6-10-7

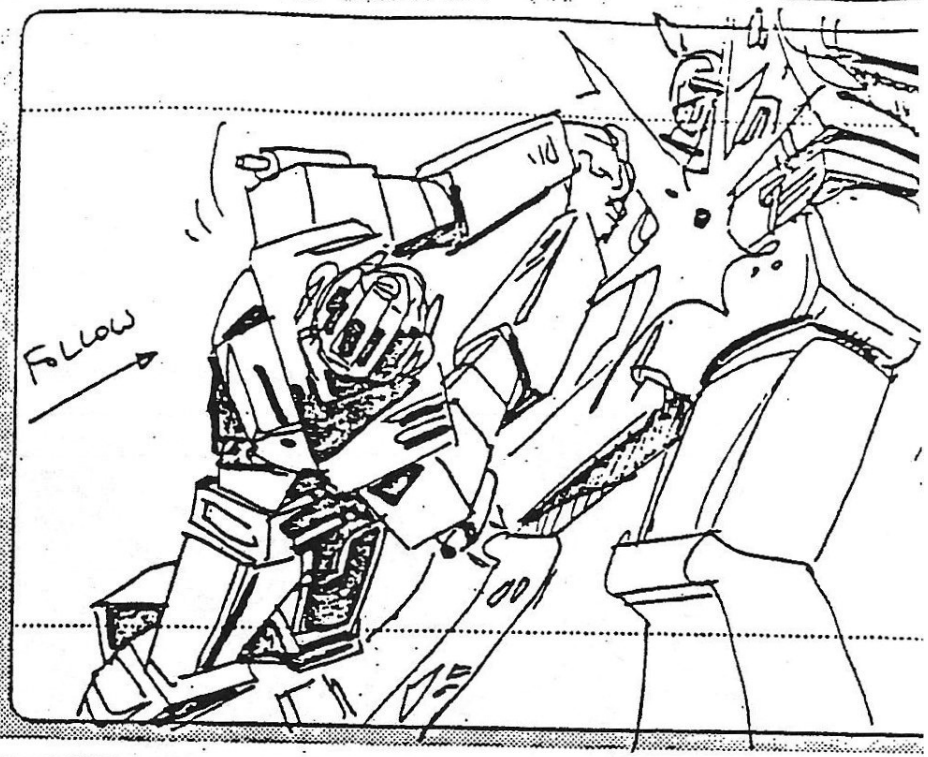


ACTION ...SMASHES MEGATRON WITH ALL HIS STRENGTH AS MEGATRON VAINLY FIRES HIS GUN.

DIAL OPTIMUS PRIME (GASPING PAINFULLY)
Never!

MUSIC/SFX

SC. CONT. BEG. Page



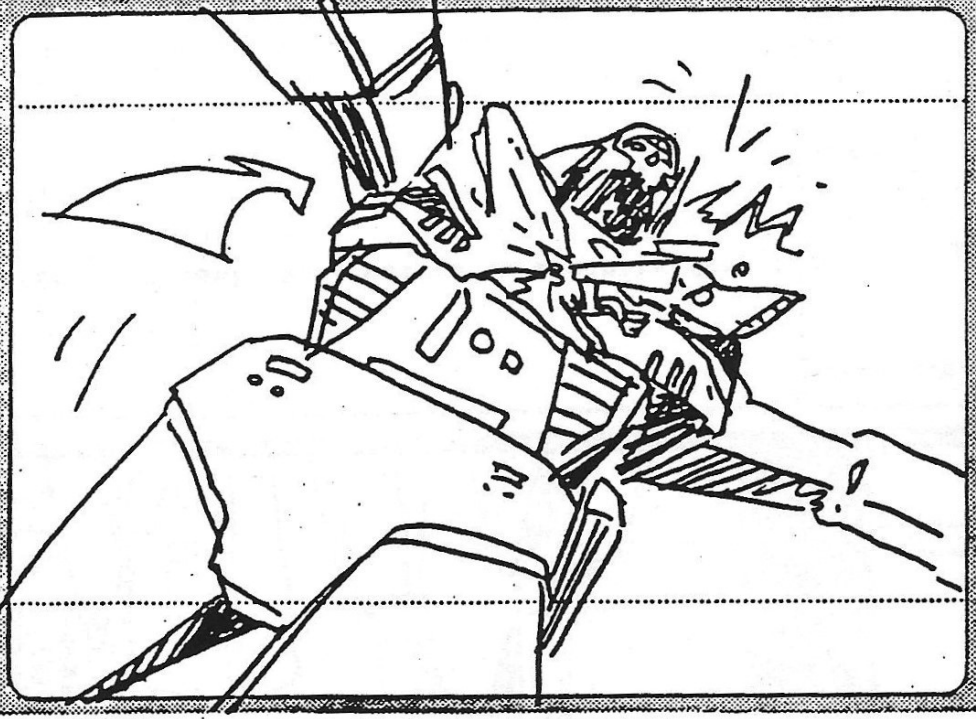
ACTION PRIME FALLS BACK TO GROUND. MEGATRON REEL BACK FROM BLOW.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-170



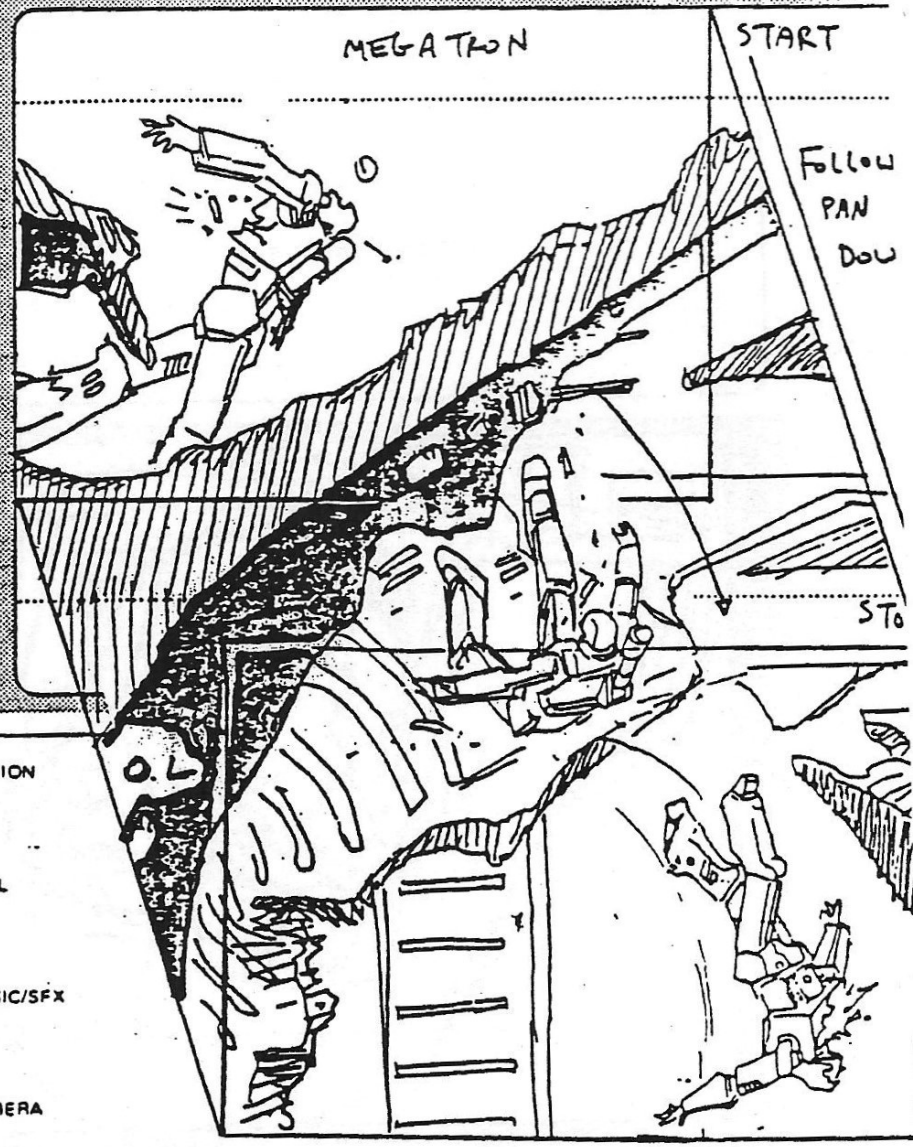
ACTION LOW ANGLE ON MEGATRON. MEGATRON'S TORSO HAS BEEN SPLIT BY PRIME'S BLOW, WIRES SHORT CIRCUIT, AND SPILL FROM GAPING HOLE.

DIAL

MUSIC/SFX

CAMERA

SC. 8-171



ACTION

DIAL

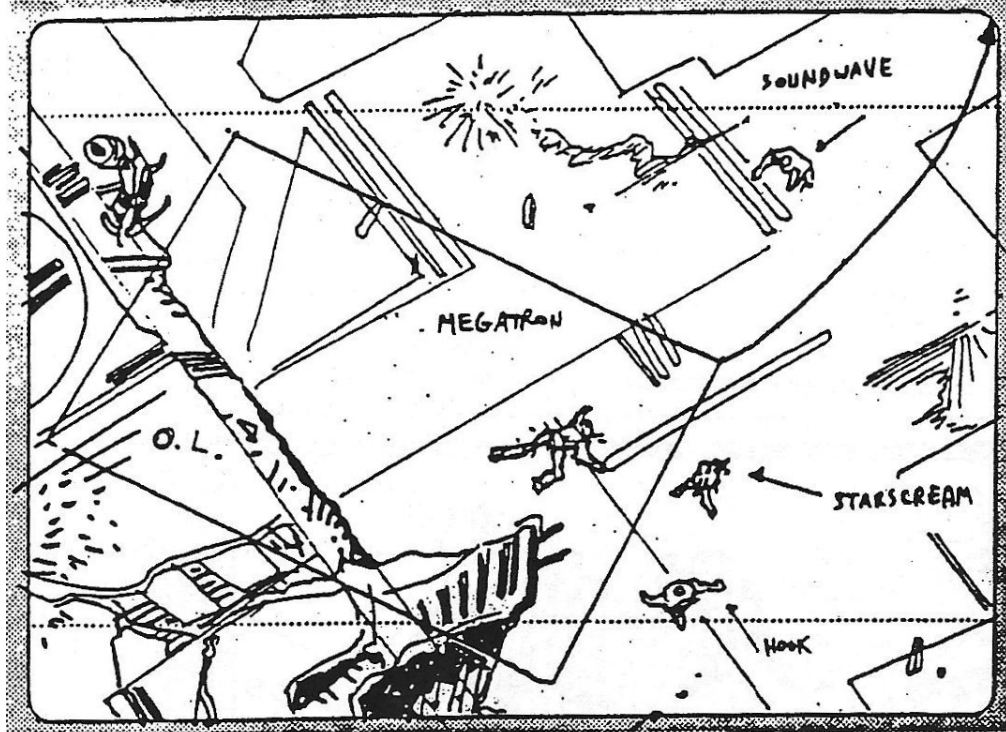
MUSIC/SFX

CAMERA

M.L.S. MEGATRON ON VERT. PAN, CAMERA FOLLOWS MEGATRON'S FALL.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 8-172 TRUCK-OUT

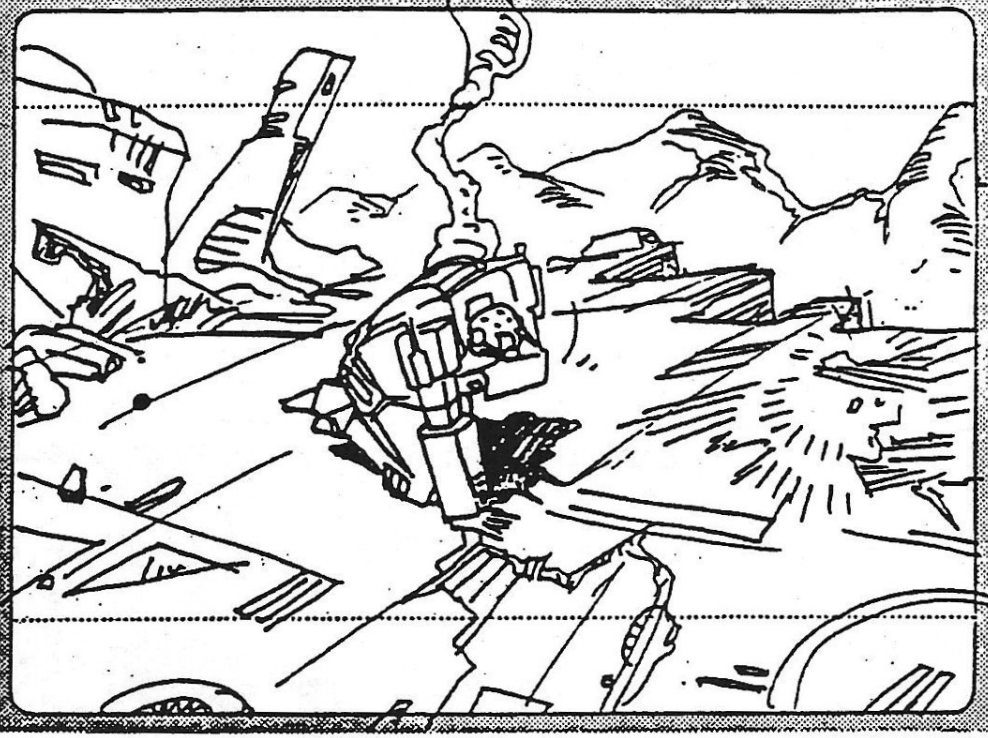


CTION X.L. OVERHEAD SHOT MEGATRON LIES AS HE HAS FALLEN, TRUCK OUT TO PICK UP STARSCREAM, HOOK AND SOUNDWAVE RUNNING INTO SCENE.

IAL

USIC/SFX

SC. 8-173



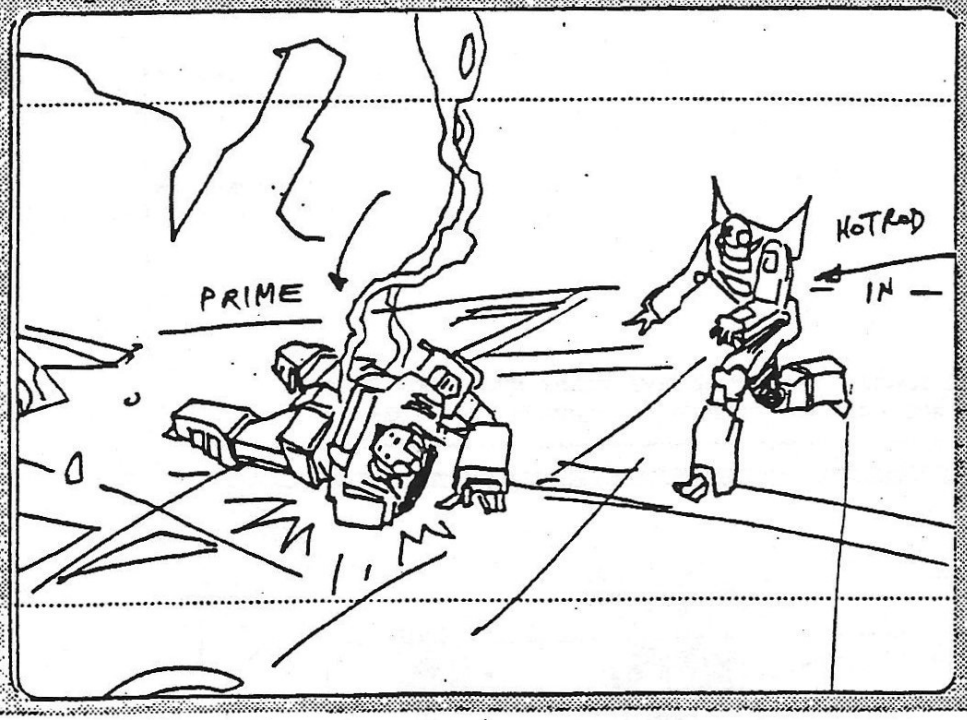
ACTION M.L.S. PRIME. PRIME KNEELS, FATALLY WOUNDED.

DIAL --

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT. 8-173



ACTION PRIME SINKS TO GROUND AS HOT ROD RUSHES IN.

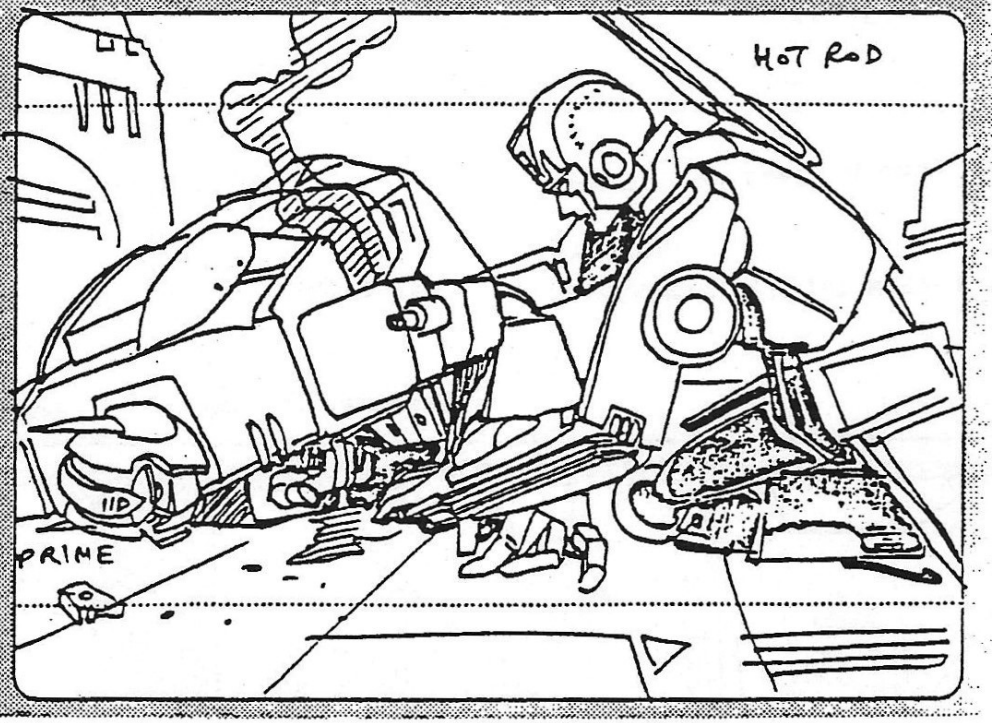
DIAL

MUSIC/SFX

CAMERA

SC. 8-174

SEQ 8 Page 167



ACTION M.S. PRIME AND HOT ROD.

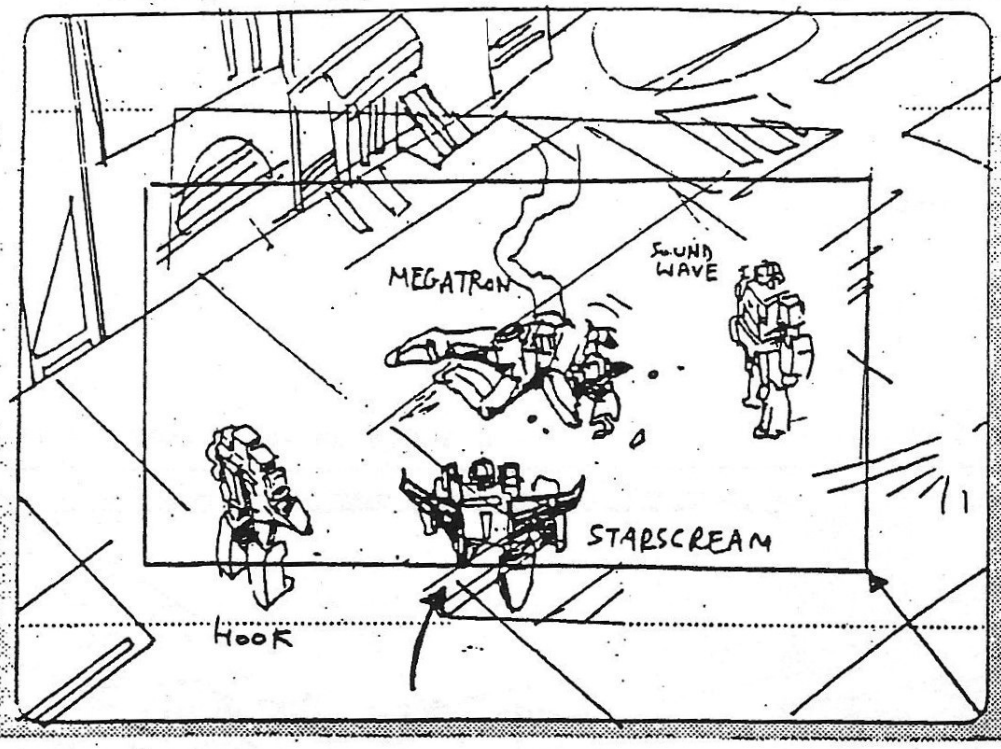
DIAL HOT ROD Optimus! Forgive me!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. TRUCK-IN

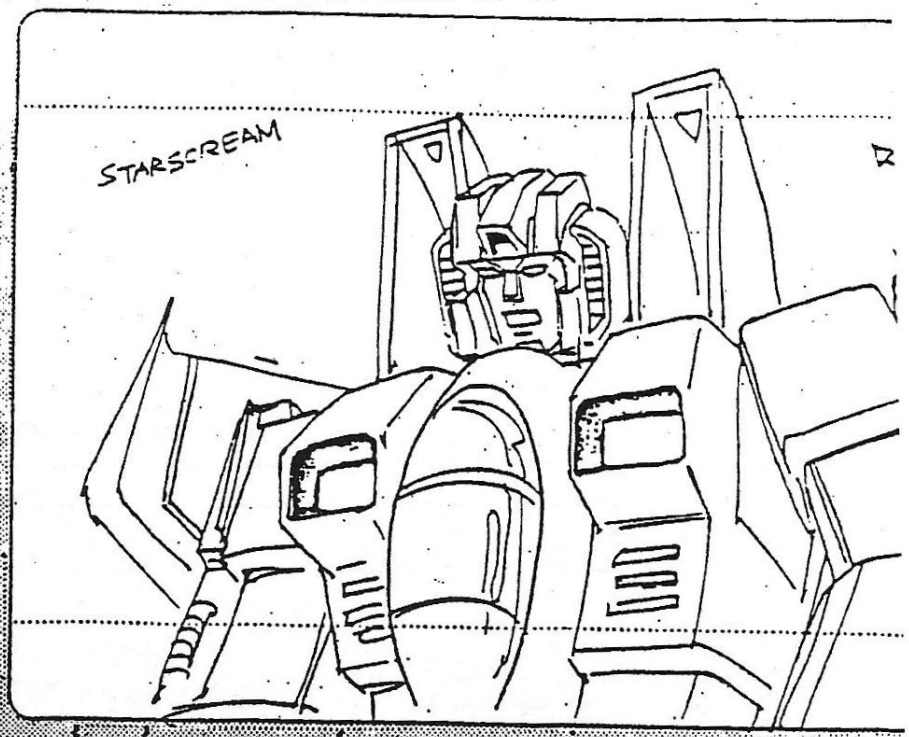


ACTION L.S. MEGATRON, SOUNDWAVE, STARSCREAM AND HOOK. THEY STAND GAZING DOWN UPON THEIR FALLEN LEADER. TRUCK IN.

DIAL

MUSIC/SFX

SC. SEQ.



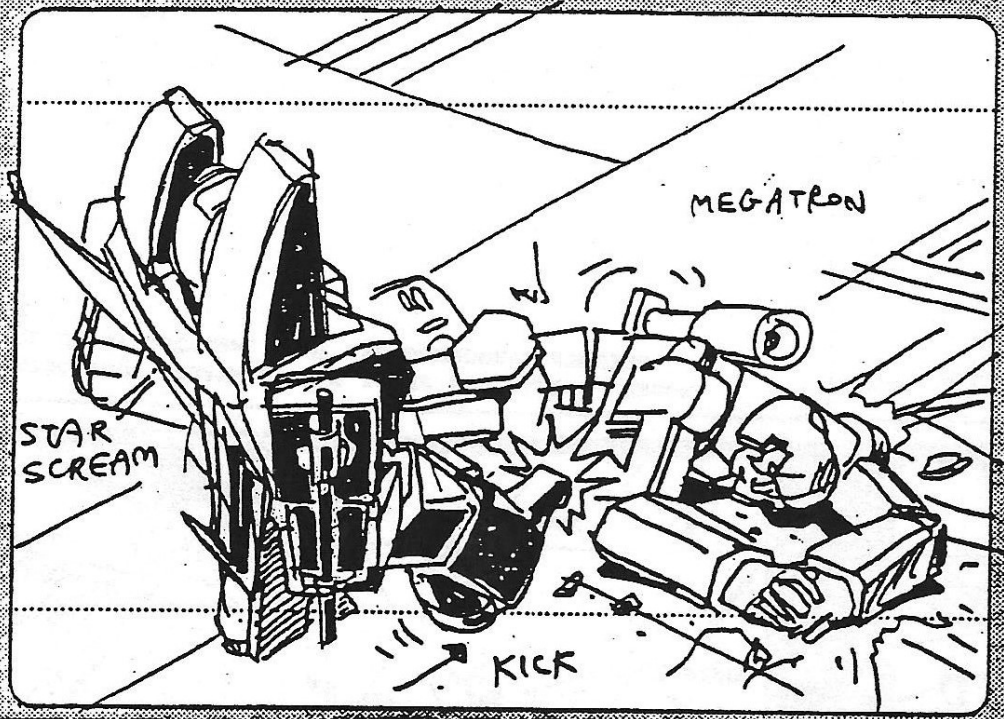
ACTION M.S. STARSCREAM.

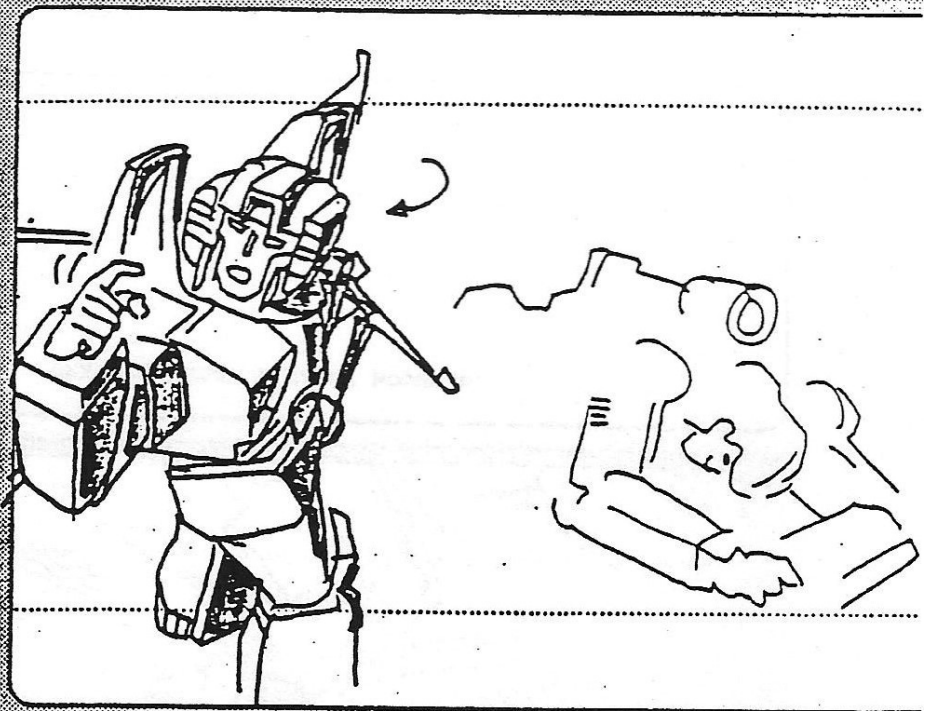
DIAL STARSCREAM (SARCASTIC, FILLED WITH FALSE SYMPATHY)

MUSIC/SFX How do you feel, Mighty Megatron

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-177 SC. CONT. SEQ. 8 Page 169





ACTION OVERHEAD TWO SHOT - STARSCREAM AND MEGATRON. STARSCREAM KICKS MEGATRON.

DIAL

MUSIC/SFX

CAMERA

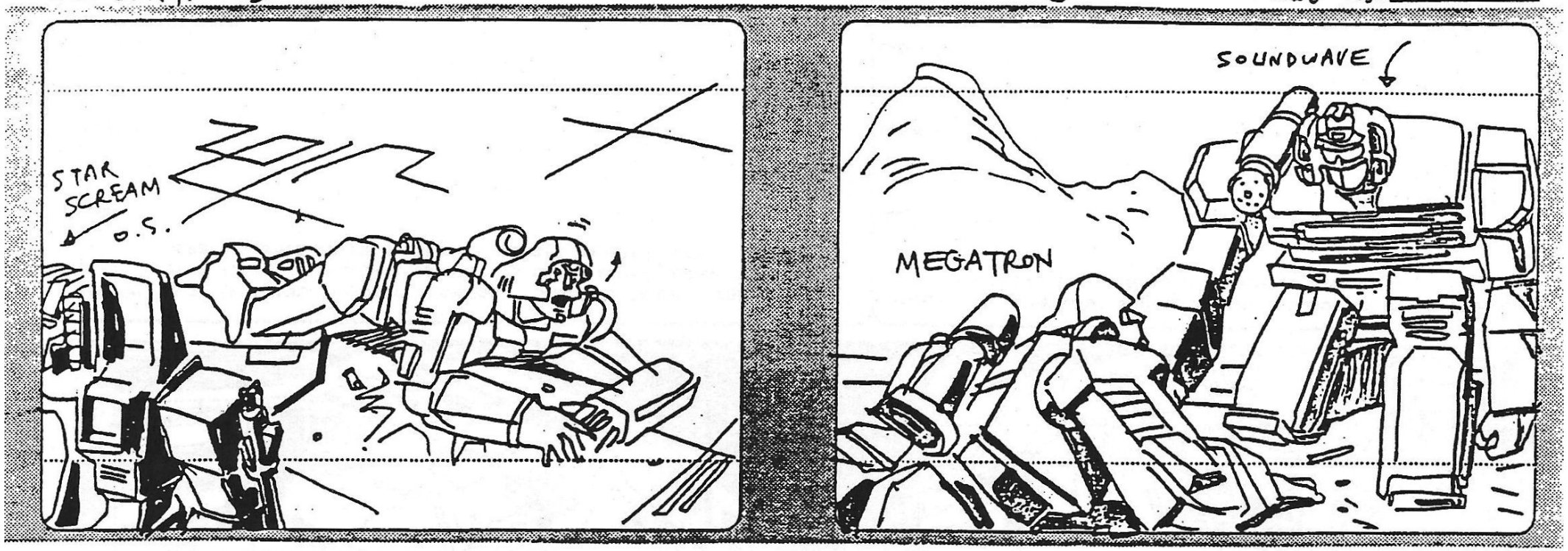
ACTION

DIAL STARSCREAM (CONT) Astrotrain, transform and get us out of here.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL MEGATRON Enshrine me, Soundwave.

MUSIC/SFX

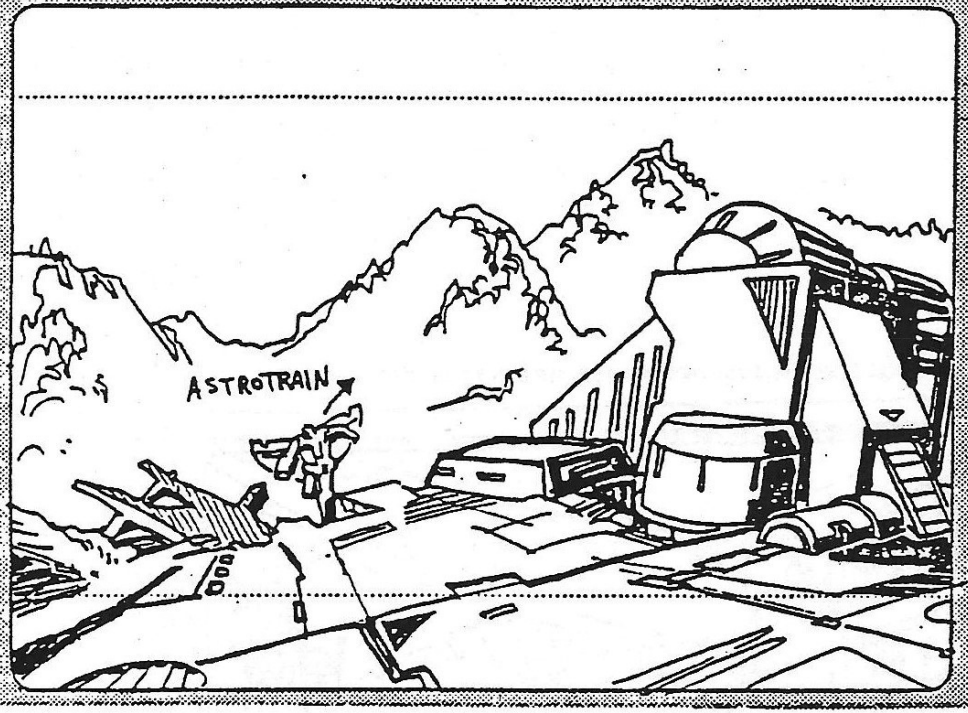
TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

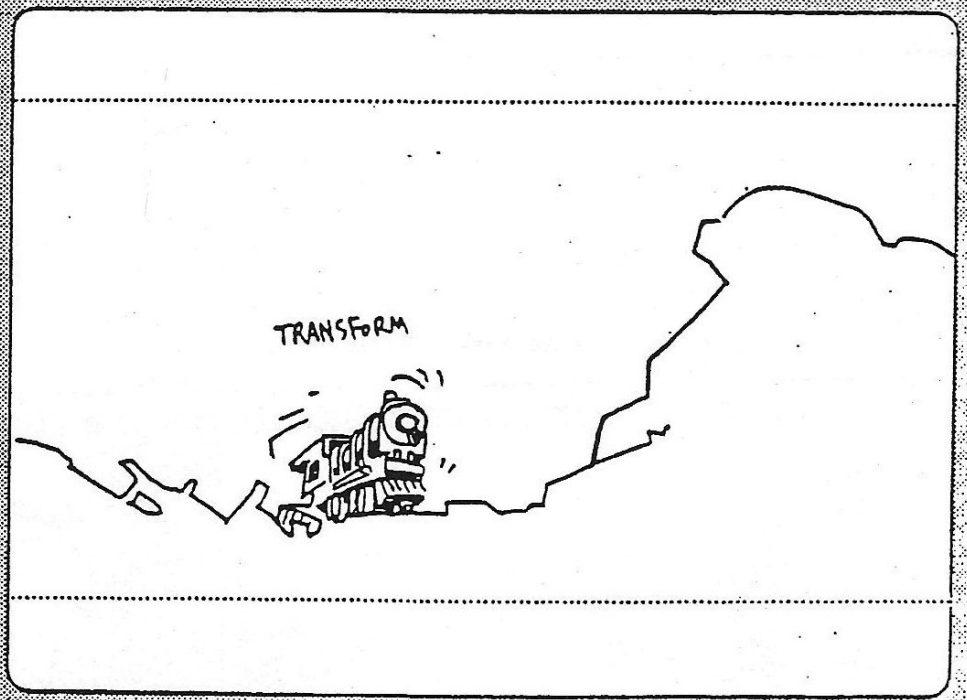
ACTION M.S. MEGATRON AND SOUNDWAVE.

DIAL SOUNDWAVE As you command, Megatron.

MUSIC/SFX

CAMERA





ACTION L.S. ASTROTRAIN. ASTROTRAIN MOVES UP INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...TRANSFORMS INTO LOCOMOTIVE.

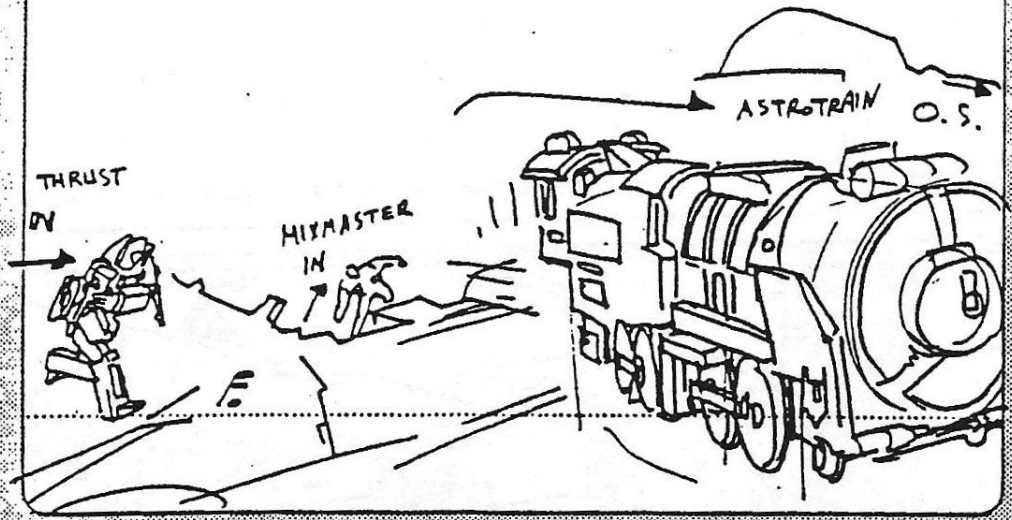
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

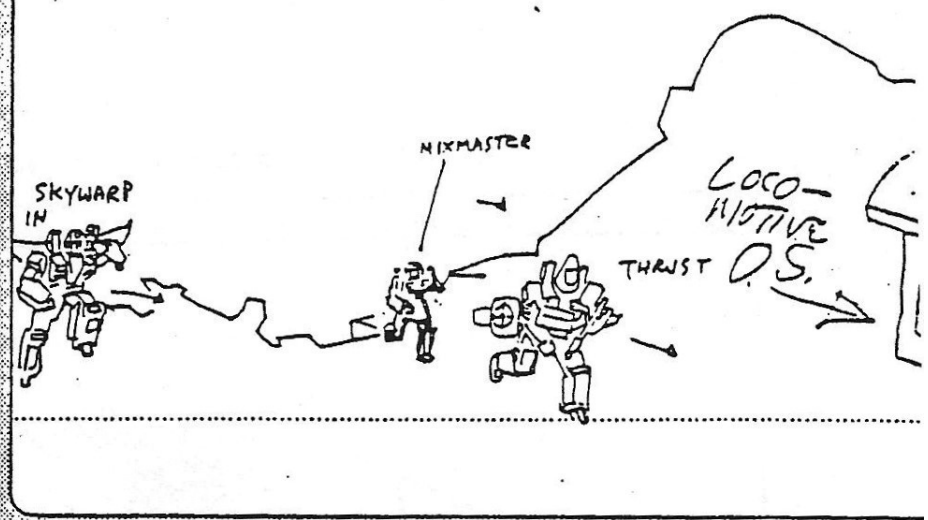


ACTION LOCOMOTIVE ROLLS THROUGH A GATHERING OF DECEPTICONS.

DIAL

MUSIC/SFX

SC. CONT.



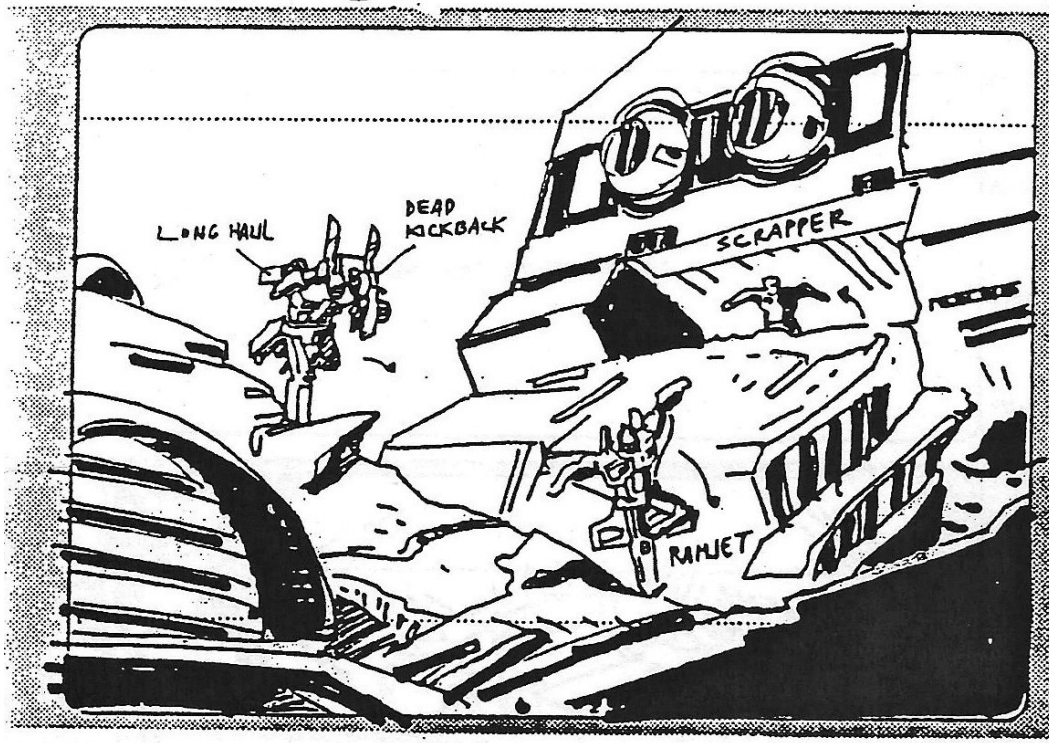
ACTION DECEPTICONS CHASE AFTER LOCOMOTIVE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-180



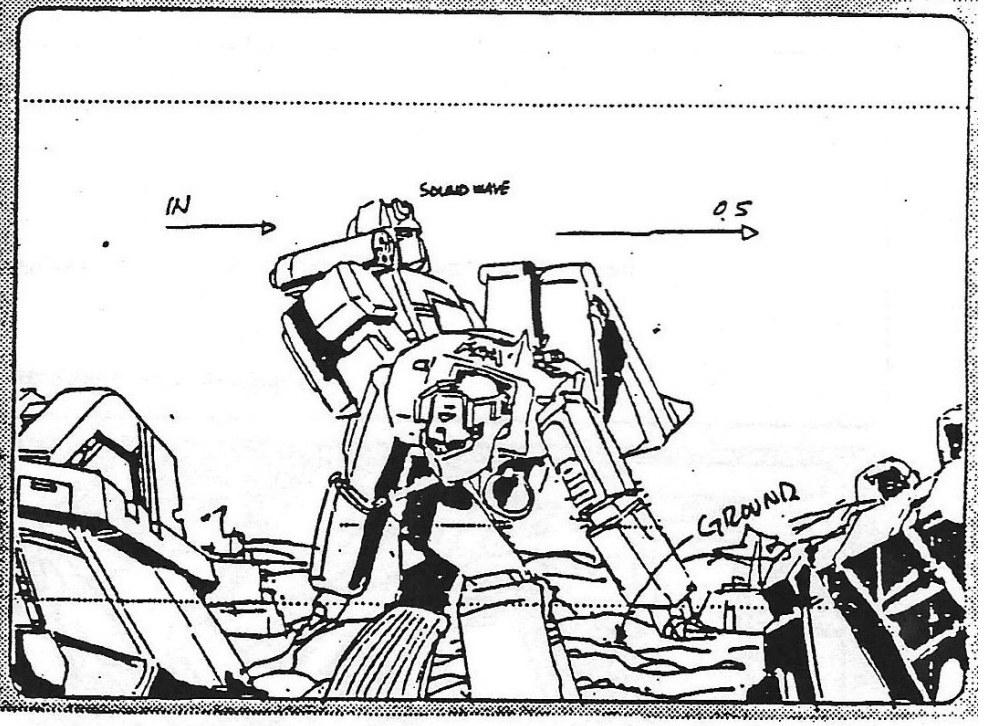
ACTION L.S. ON RUINED AUTOBOT DEFENSES. LONGHAUL CARRIES THE DEAD KICKBACK FOLLOWING RAMJET IN CHASE AFTER LOCOMOTIVE. SCRAPPER POPS UP FROM BEHIND CASEMATE TO JOIN THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 8-181



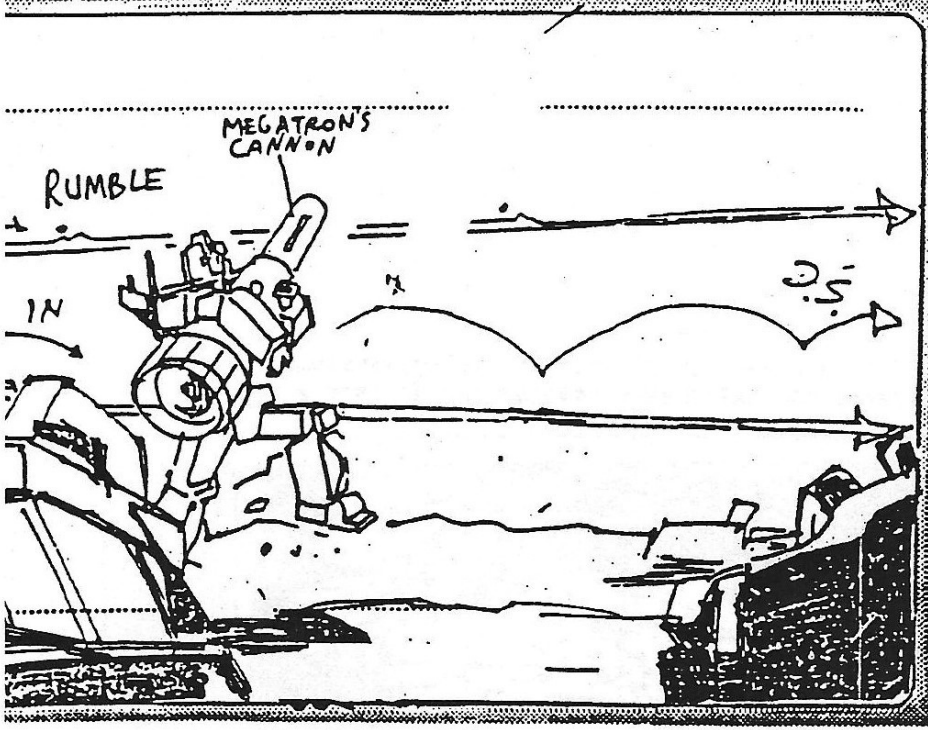
ACTION M.S. SOUNDWAVE AND MEGATRON. SOUNDWAVE WALKS THROUGH THE SCENE CARRYING THE WOUNDED MEGATRON IN HIS ARMS.

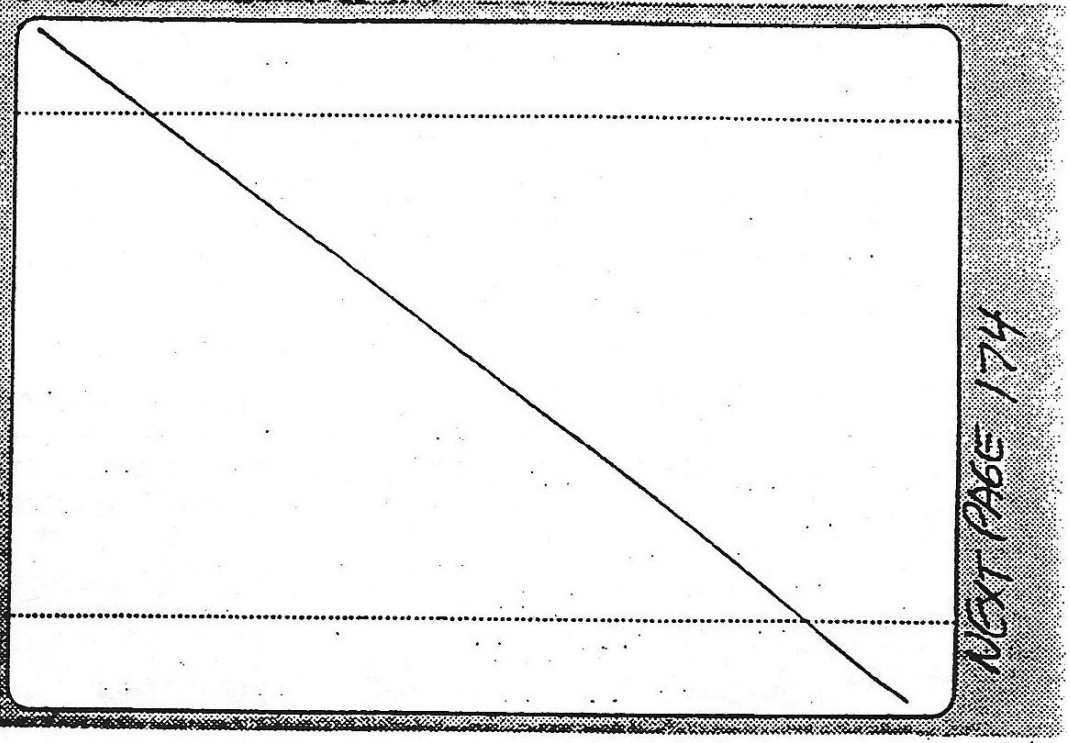
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





RUMBLE ENTERS SCENE CARRYING MEGATRON'S CANNON.

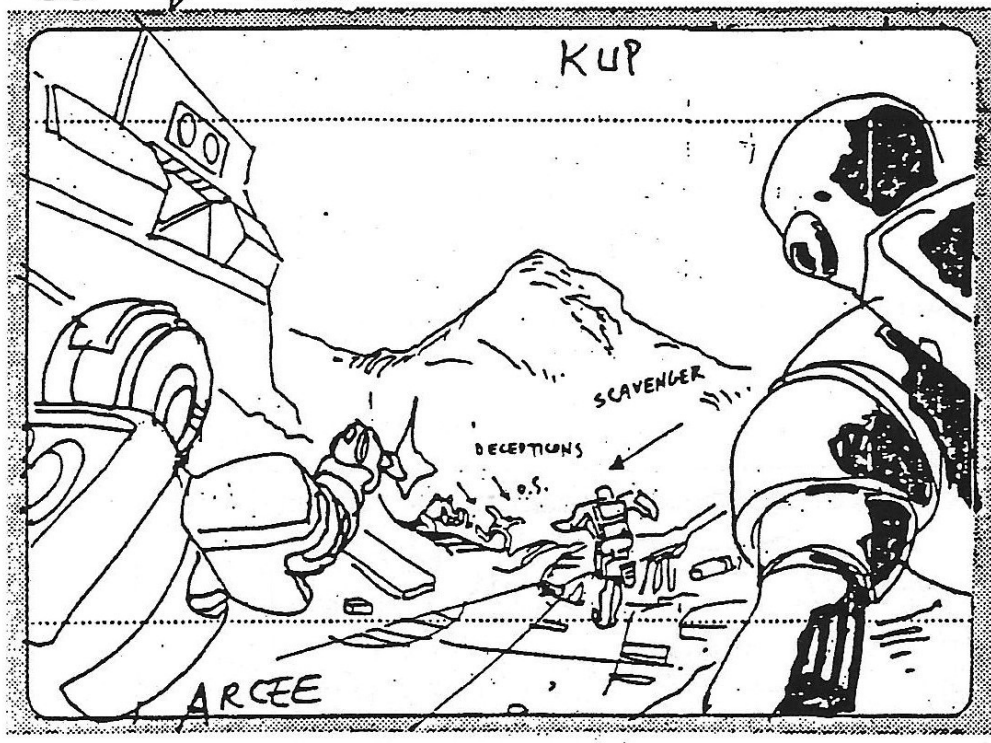
ACTION

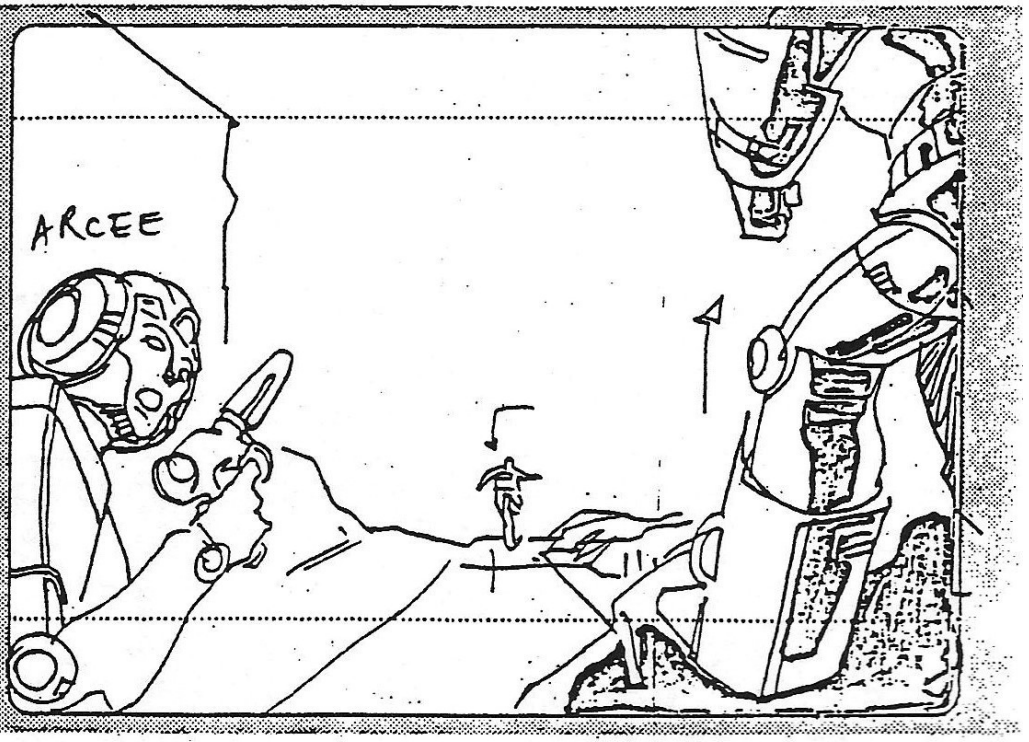
DIAL

SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION OTS SHOT ON ARCEE AND KUP AS THEY WATCH THE DECEPTICON EXODUS. ARCEE FIRES A PARTING SHOT.

IAL

IUSIC/SFX

AMERA

ACTION

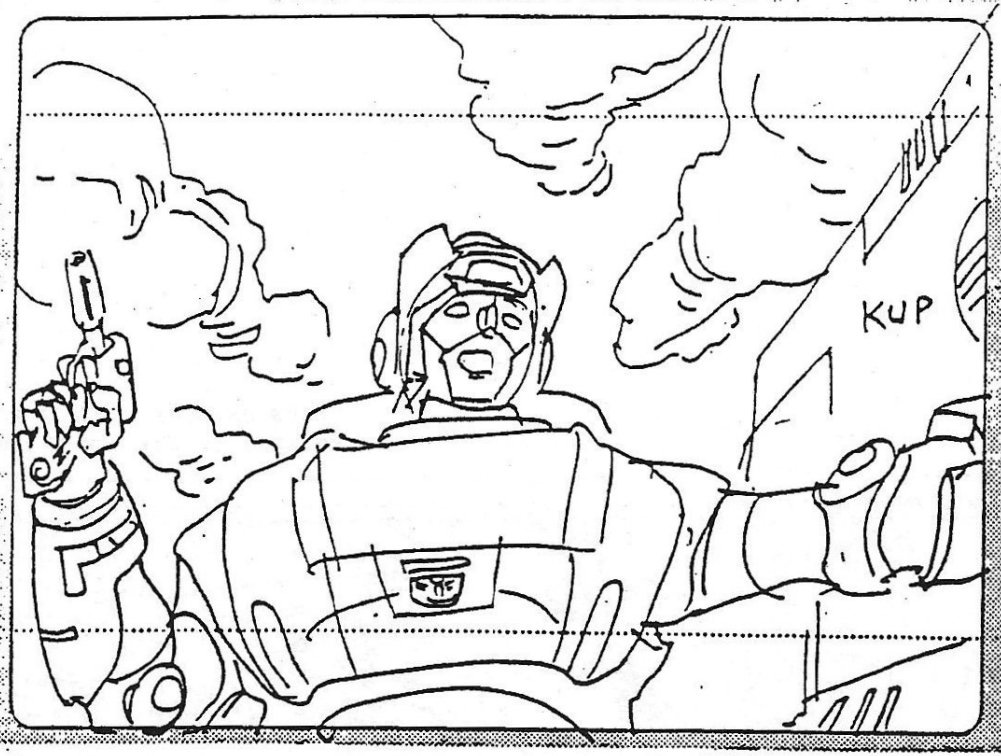
DIAL ARCEE The Decepticons are retreating.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 0-1 02 D

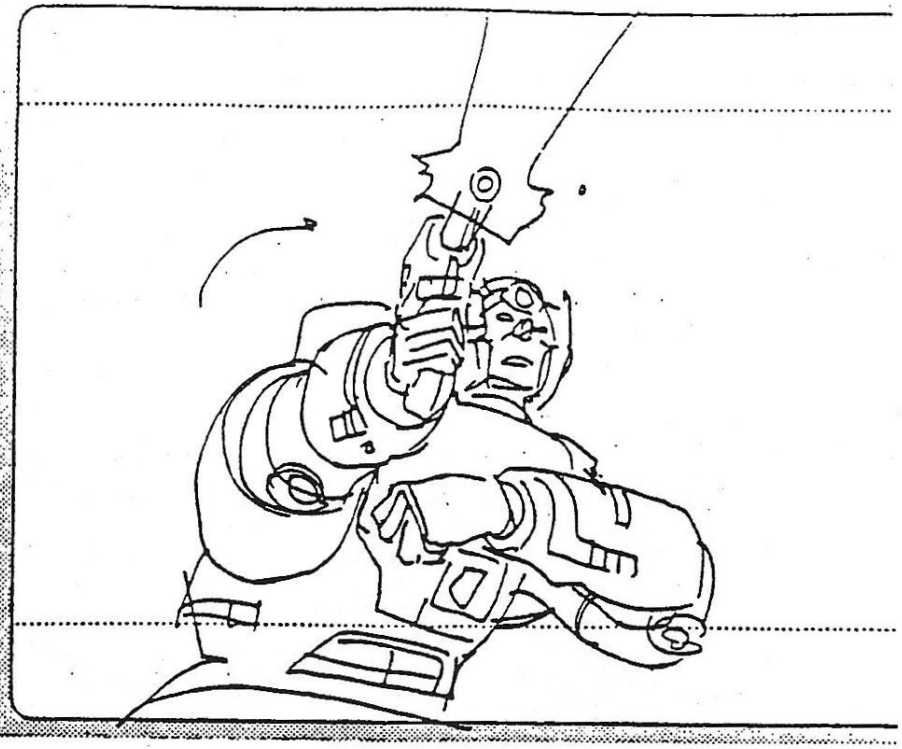


ACTION M.S. ON KUP.

DIAL KUP Prime did it. He turned the tide!

MUSIC/SFX

SC. CONT. SEQ. Page



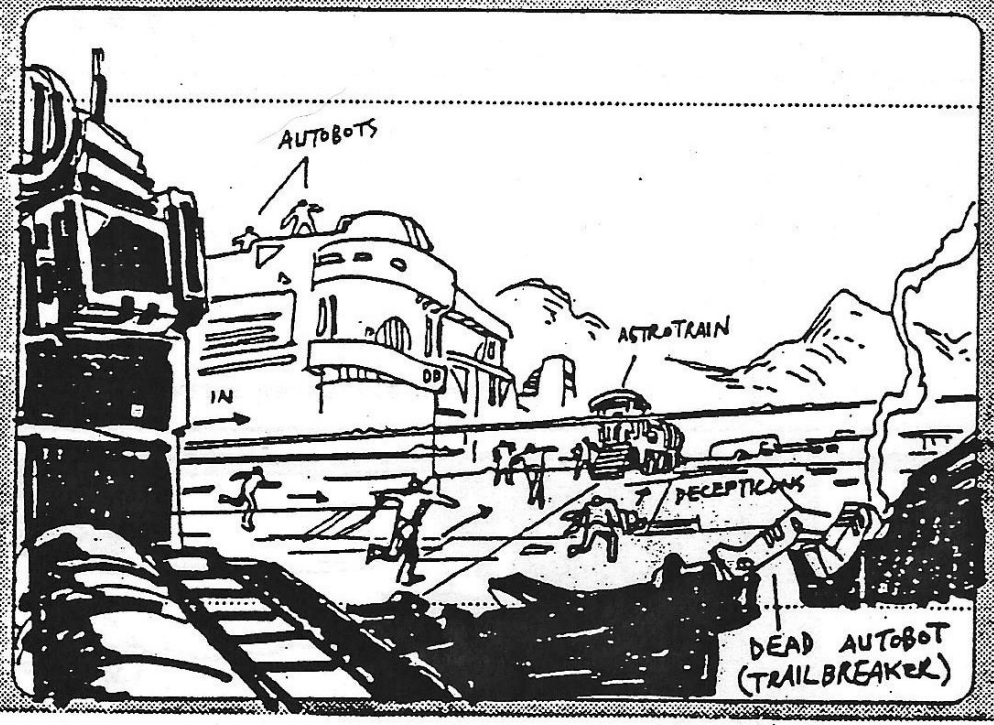
ACTION KUP FIRES O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-183



ACTION X.L.S. ON DECEPTICONS SCRAMBLING FOR STARSCREAM, LOCOMOTIVE TRAILBREAKER LIES DEAD IN MED. NEAR F.G.

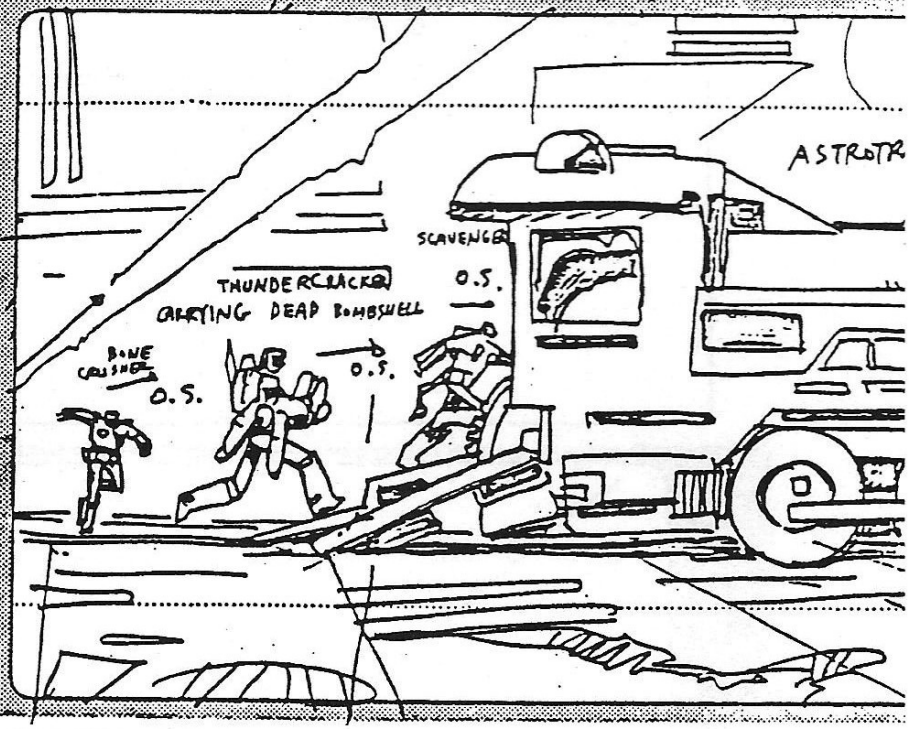
DIAL

MUSIC/SFX

CAMERA

SC. 8-184

SEQ. 8 Page 176



ACTION M.L.S. DECEPTICONS ENTER LOCOMOTIVE.

DIAL

MUSIC/SFX

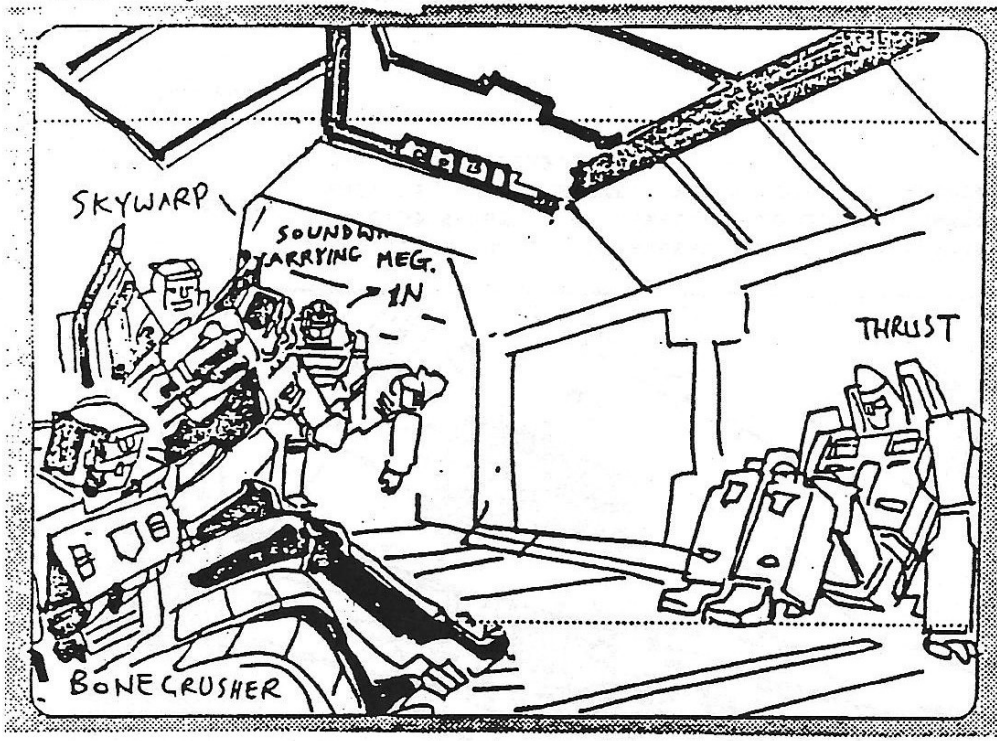
CAMERA

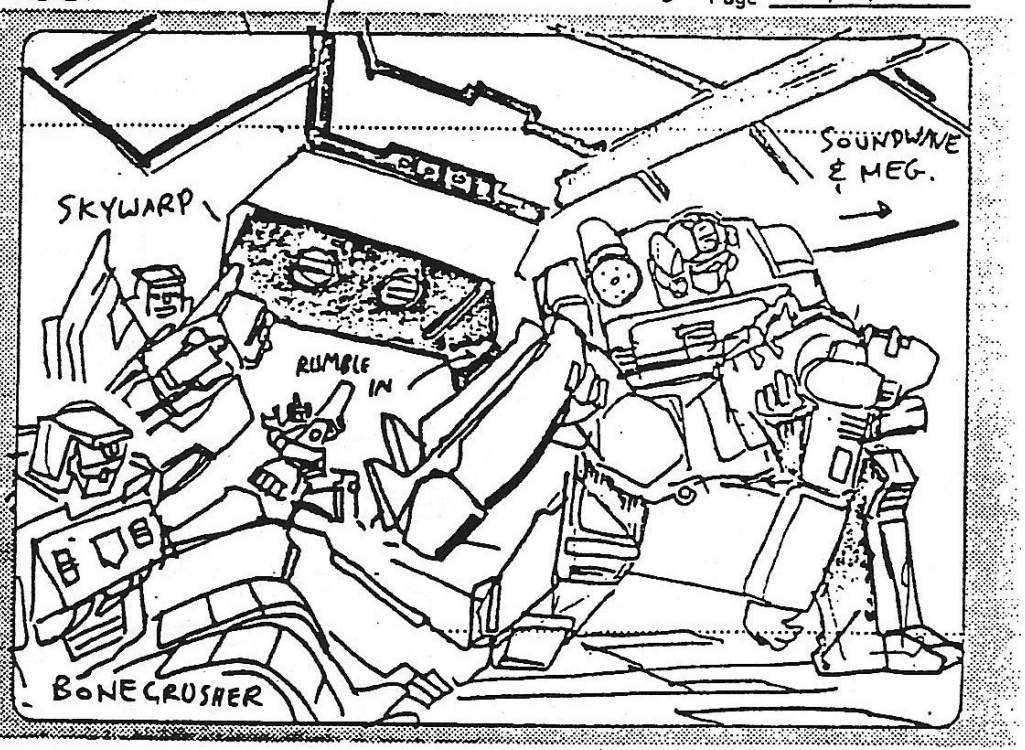
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 8-18 5

SC. CONT.

SEQ. 8 Page 177





ACTION M.S. INT. LOCOMOTIVE. DECEPTICONS SINK TO THE LOCOMOTIVE'S FLOOR AS SOUNDWAVE ENTERS CARRYING MEGATRON.

DIAL

MUSIC/SFX

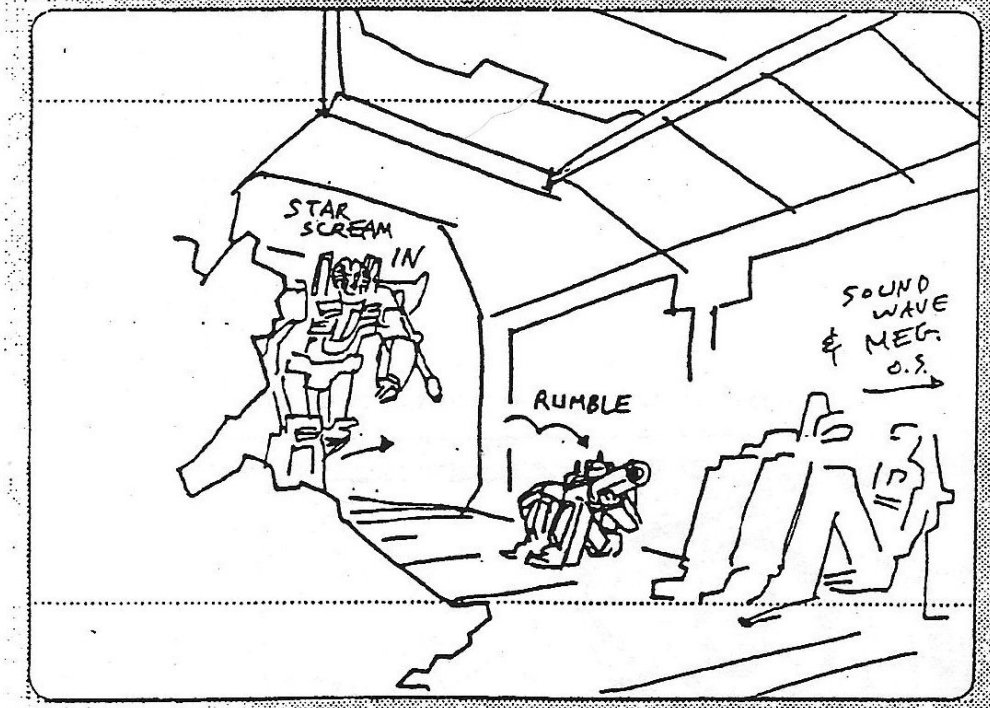
ACTION SOUNDWAVE MOVES ON THROUGH LOCOMOTIVE WITH MEGATRON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 8-185



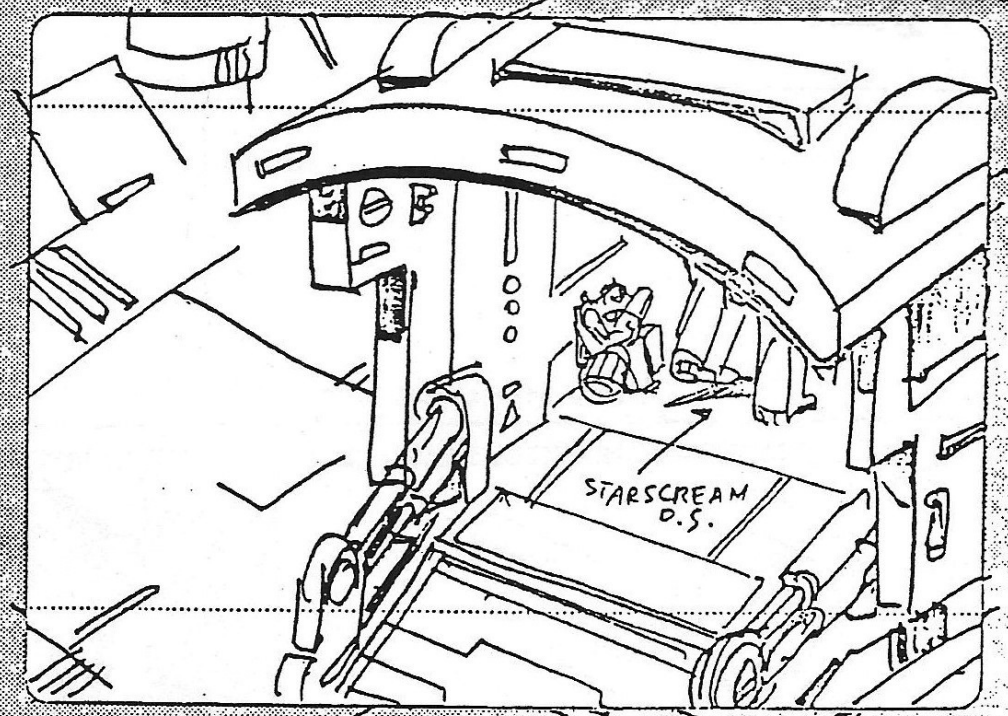
ACTION STARSCREAM ENTERS LOCOMOTIVE.

DIAL STARSCREAM Astrotrain, take off.

MUSIC/SFX

CAMERA

SC. 8-186



ACTION MED. DOWNSHOT LOCOMOTIVE AS STARSCREAM MOVES O.S.

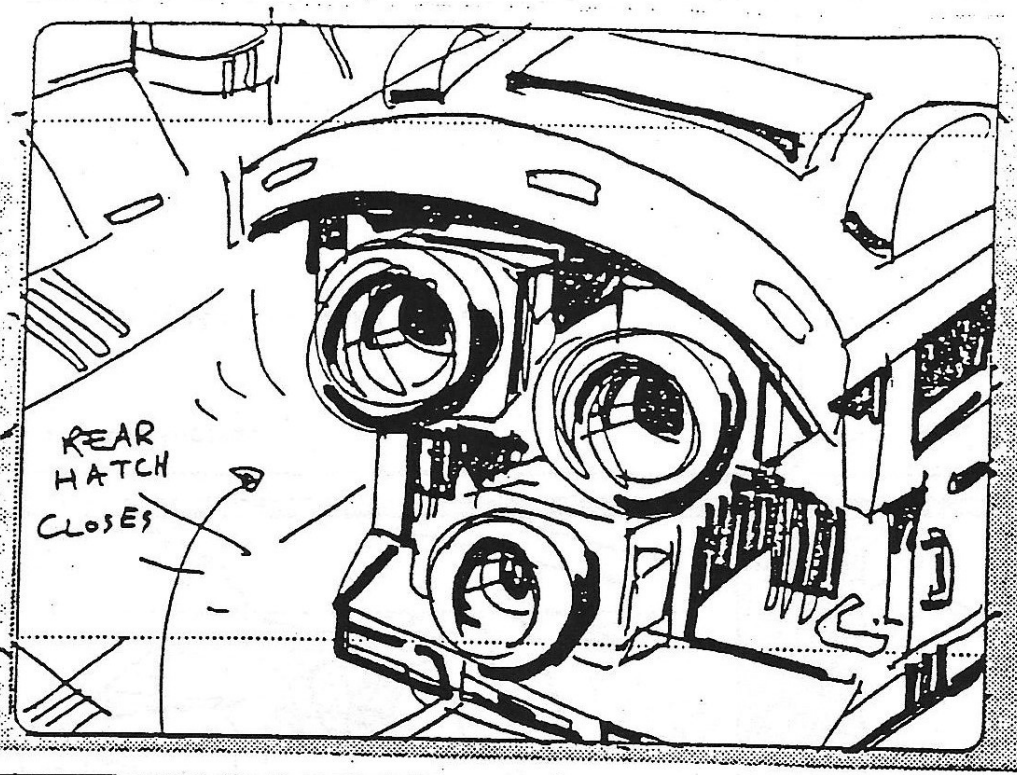
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

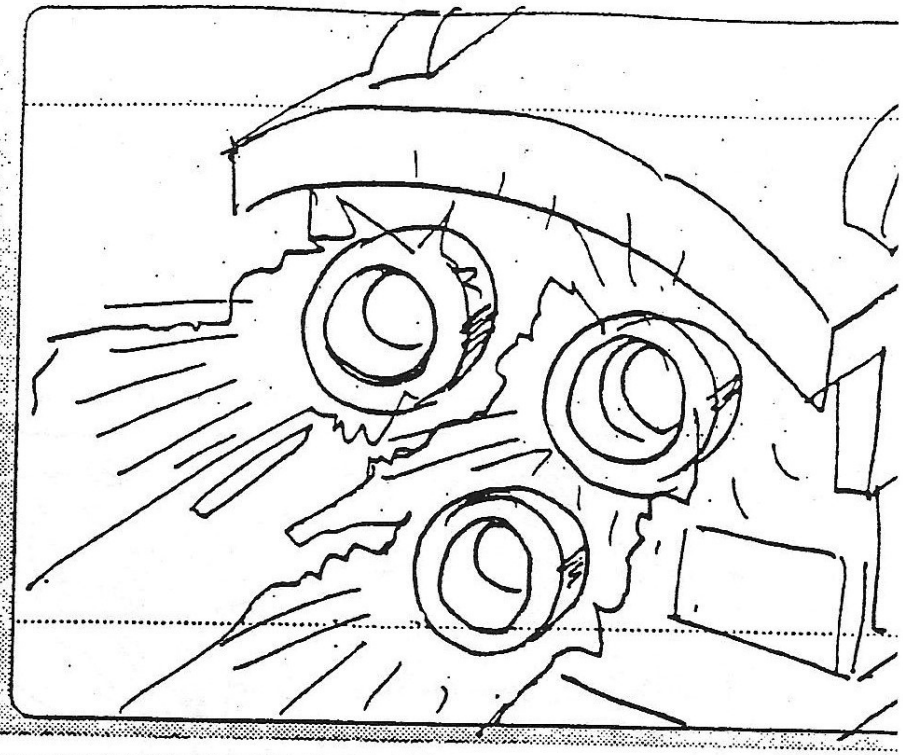


ACTION HATCH CLOSES ON LOCOMOTIVE'S REAR.

DIAL

MUSIC/SFX

SC. CONT.

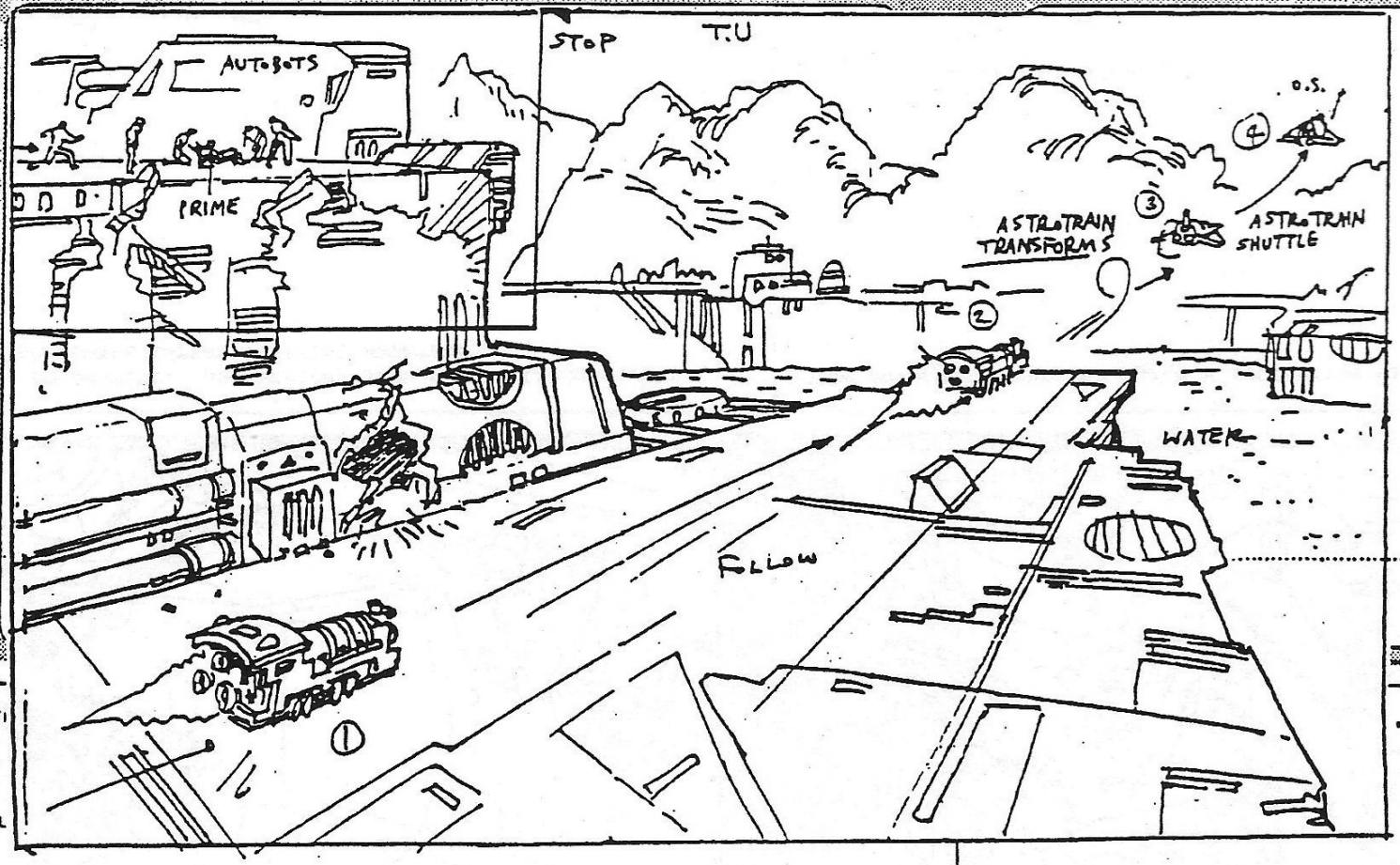


ACTION JETS THRUST FROM PORTS?

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



FADE OUT

ACTI

DIAL

MUSIC/SFX

X.L.S. ON OBJECTIVE TABLEAU OF LOCOMOTIVE TRAVELING THRUOGH AUTOBOT'S RUINED DEFENSES. LOCOMOTIVE TRANSFORMS INTO SHUTTLE AND TAKES OFF. PAN TO SCENE OF AUTOBOTS SURROUNDING THE FALLEN PRIME.

MUSIC/SFX

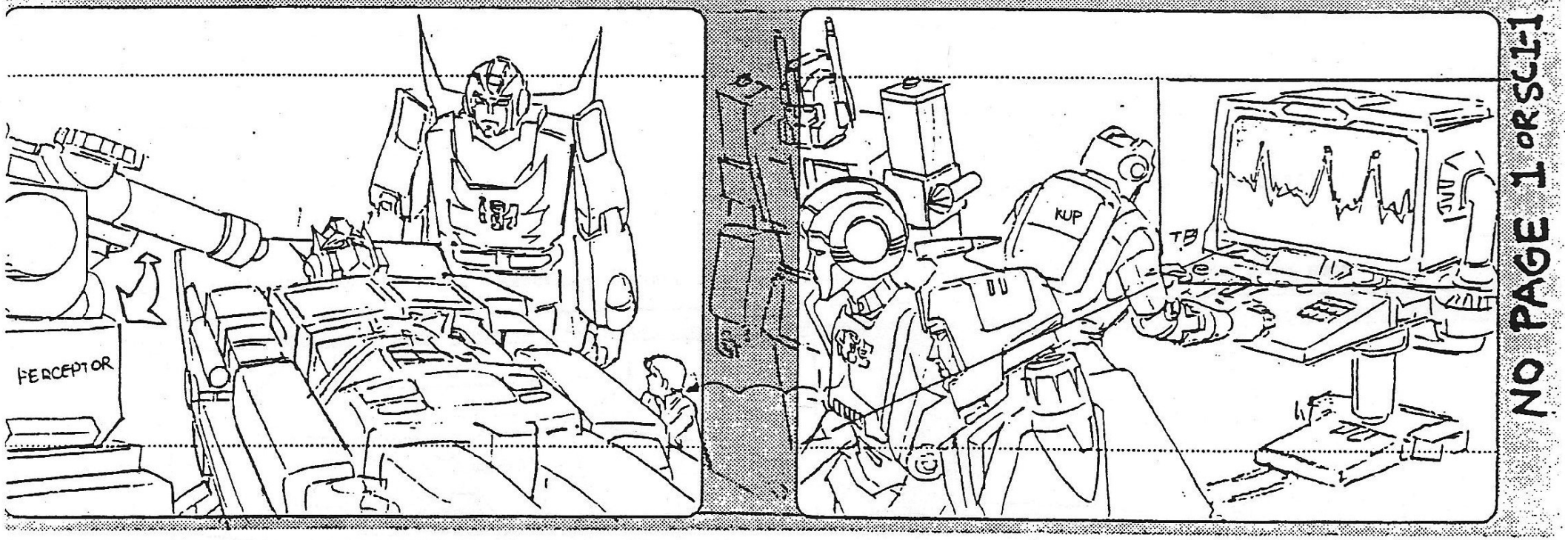
CAMERA

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

MPL-40

SC. 9-2 STOP ← PAN START SEQ. 9 Page 2



ION C.U. THE SCREEN OF AN AUTOBOT LIFE FORCE SCANNER. AN UNSTEADY WEAKENING PATTERN OF BLEEPS CROSSES THE SCREEN. WE TRUCK BACK AND PAN OVER TO KUP WHO WATCHES THE SCREEN, THEN ULTRA MAGNUS, BLURR, ARCEE. THEN DANIEL STEPS OVER TO THE OPERATING TABLE ON WHICH PRIME LIES. HOT ROD STANDS BEHIND PRIME. PERCEPTOR, IN MICROSCOPE MODE, IS MOVING UP AND DOWN, BACK AND FORTH, CHECKING PRIME'S CONDITION.

IC/SFX

ERA

ACTION

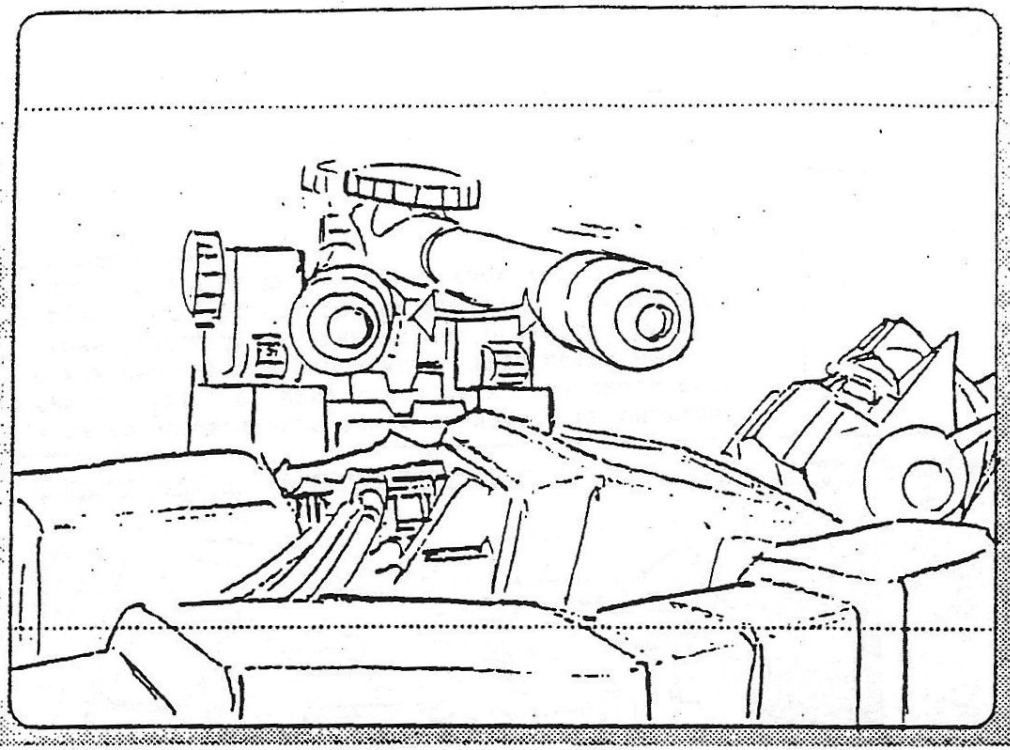
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-3



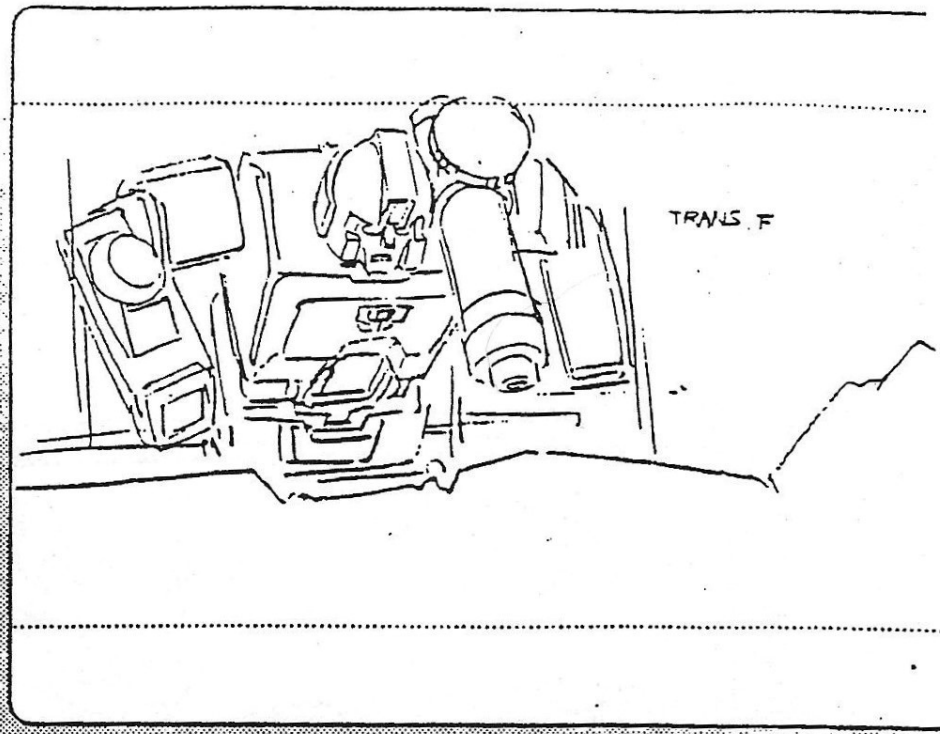
ACTION M.S. PERCEPTOR AND PRIME. PERCEPTOR FINISHES CHECKING PRIME.

DIAL

MUSIC/SFX

CAMERA

SC. SEQ. 3



ACTIO ...THEN TRANSFORMS INTO ROBOT MODE.

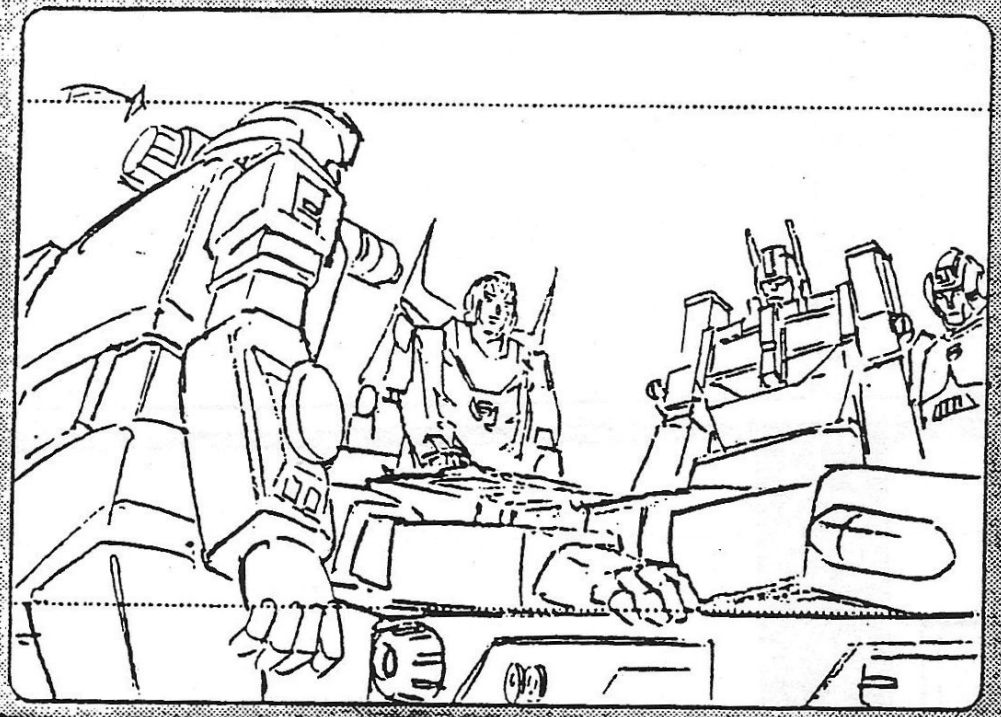
DIAL PERCEPTOR I fear...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-4



ACTION M.L.S. PRIME, HOT ROD, ULTRA MAGNUS, AND ARCEE STANDING NEAR PRIME.

DIAL PERCEPTOR (CONT) ... the wounds are....
(HE CAN'T FINISH WHAT HE'S GOING TO SAY)

MUSIC/SFX

CAMERA

SC. 9-5

ACTION M.S. HOT ROD. HE STEPS IN CLOSER TO PRIME O.S.

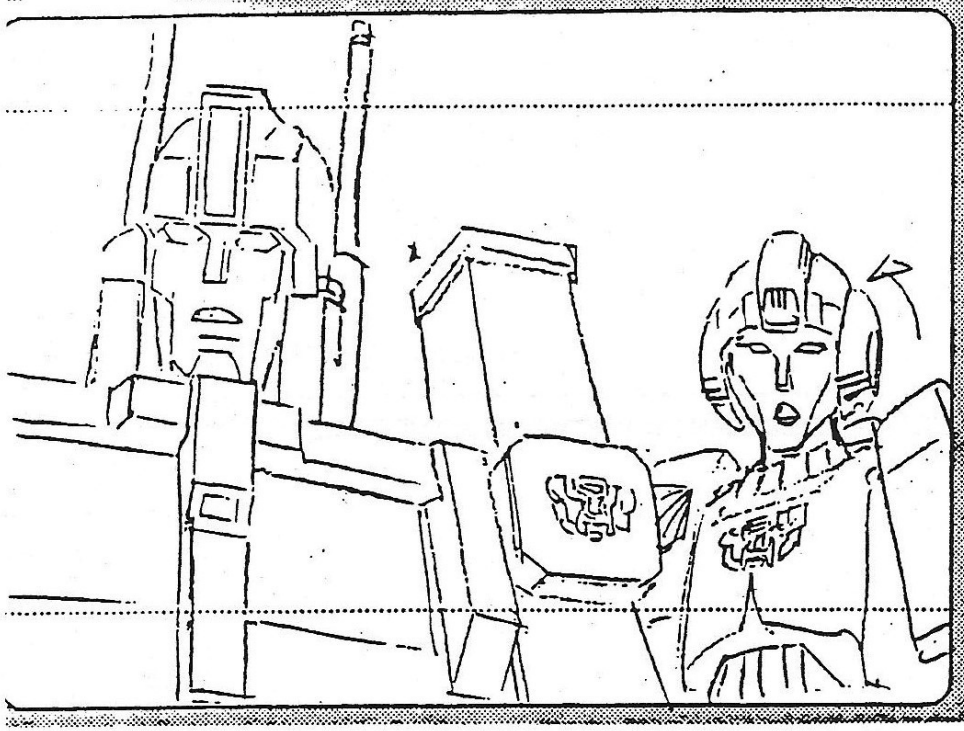
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

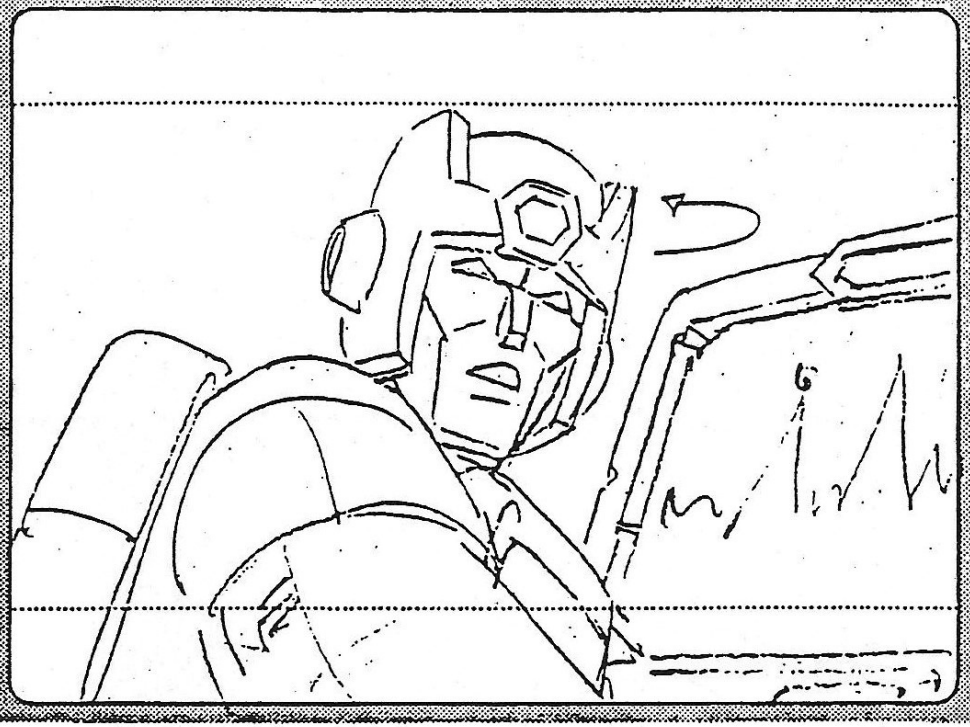
SC. 9-6



ION M.S. ULTRA MAGNUS AND ARCEE. THEY ALSO RESPOND TO PRIME.

IC/SFX

SC. 9-7 SEQ. 9 Page 5

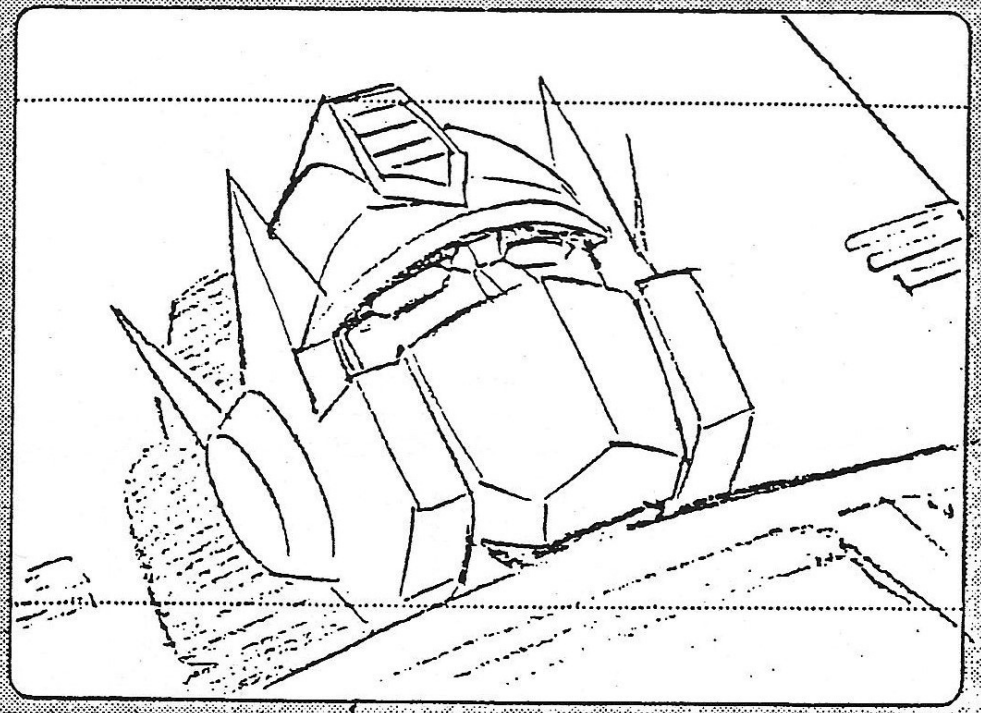


ACTION M.C.U. KUP. HE TURNS TO LOOK TO THE O.S. PRIME.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ION M.C.U. DANIEL. HE LOOKS UP AT HIS DYING FRIEND, OPTIMUS PRIME.

L DANIEL Prime, you can't die!

SIC/SFX

MERA

ACTION C.U. OPTIMUS PRIME. HIS LIFE FORCE FLICKERS.

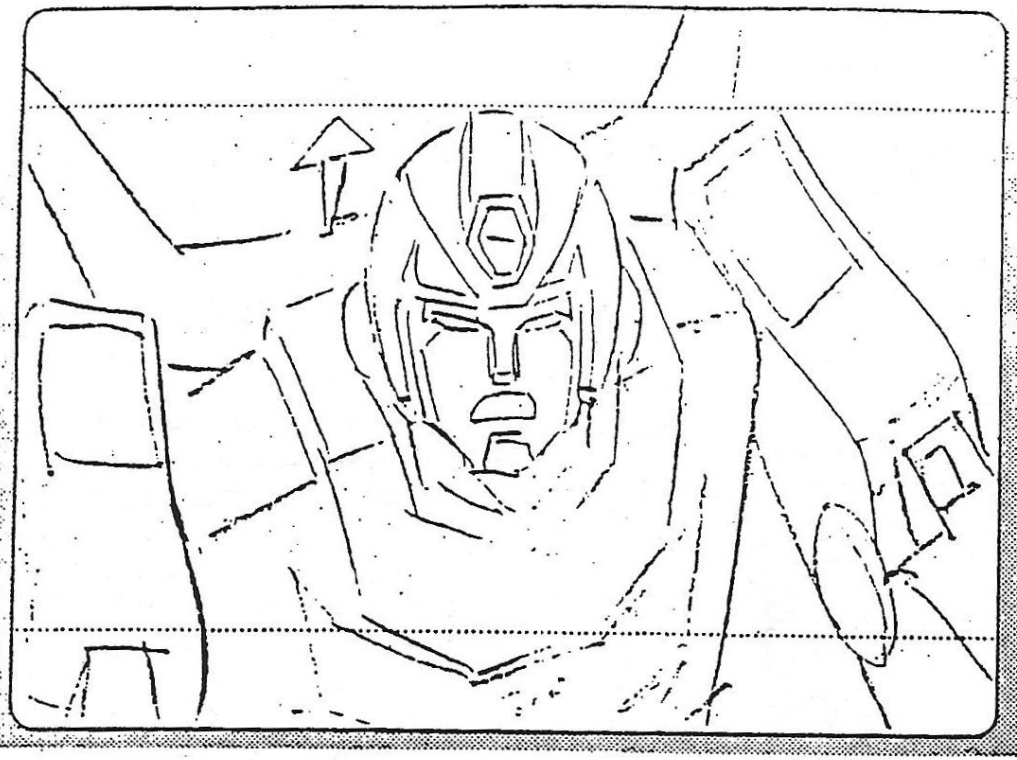
DIAL OPTIMUS PRIME Do not grieve.... Soon, I shall be one with the matrix. (USING REMAINING STRENGTH TO MAKE HIMSELF HEARD)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-10



ACTION M.C.U. HOT ROD. HE MOVES FORWARD, TOWARD PRIME.

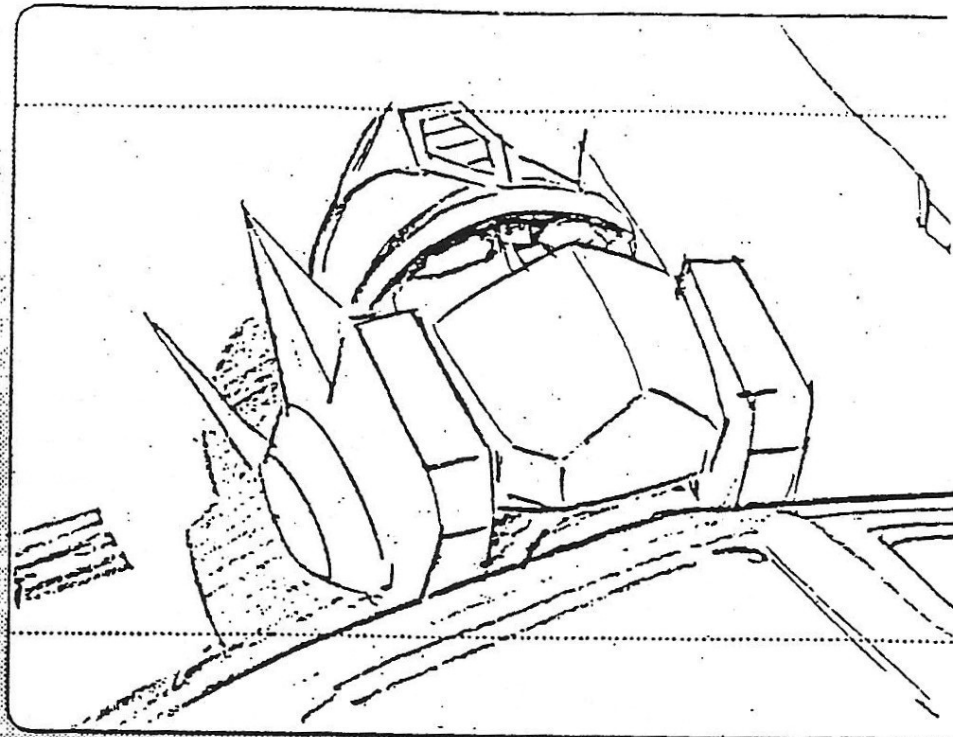
DIAL HOT ROD (A FLASH OF HOPE)

Prime!

MUSIC/SFX (LOOKS OFF AT PRIME)

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-11

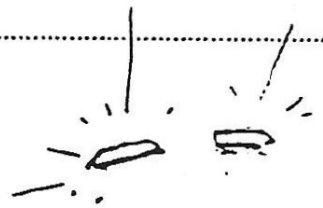


ACTION C.U. OPTIMUS PRIME.

DIAL

MUSIC/SFX

SC. CONT 9-11



ACTION HIS EYES FLICKER.

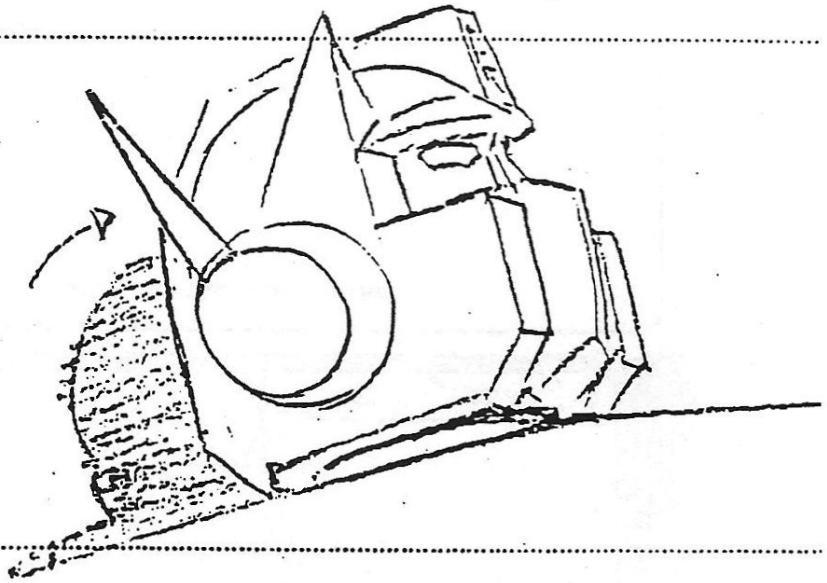
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 9 Page 8



ACTION HE TURNS HIS HEAD TO FACE ULTRA MAGNUS O.S.

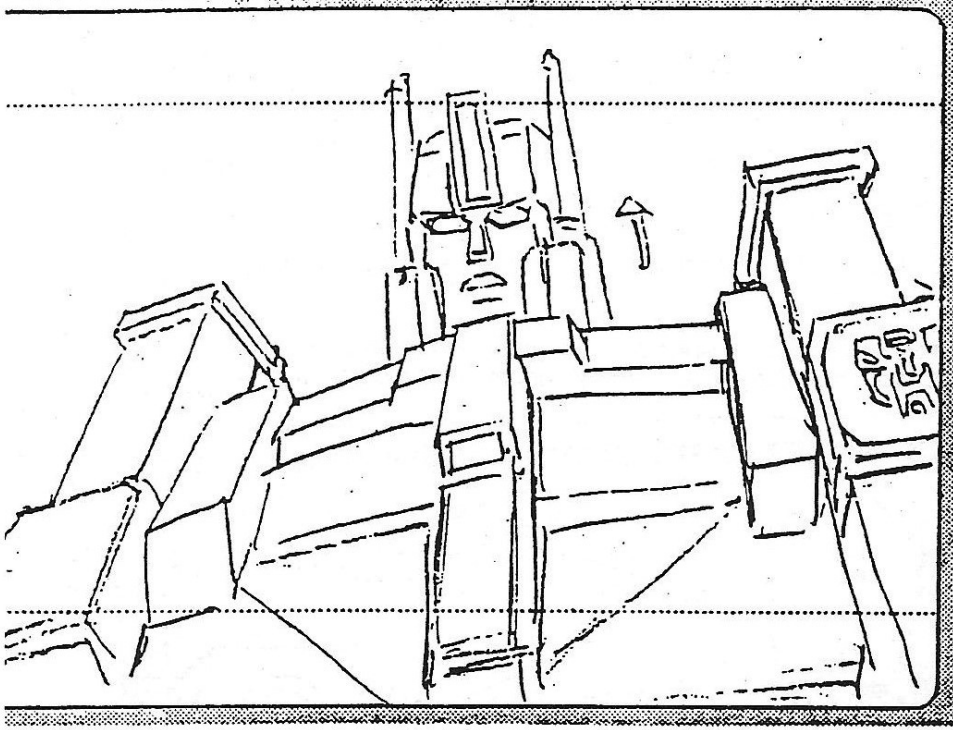
DIAL OPTIMUS PRIME (REACHES UP WITH RIGHT HAND WITH GREAT EFFORT)

MUSIC/SFX Ultra Magnus! It is . . .

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-12



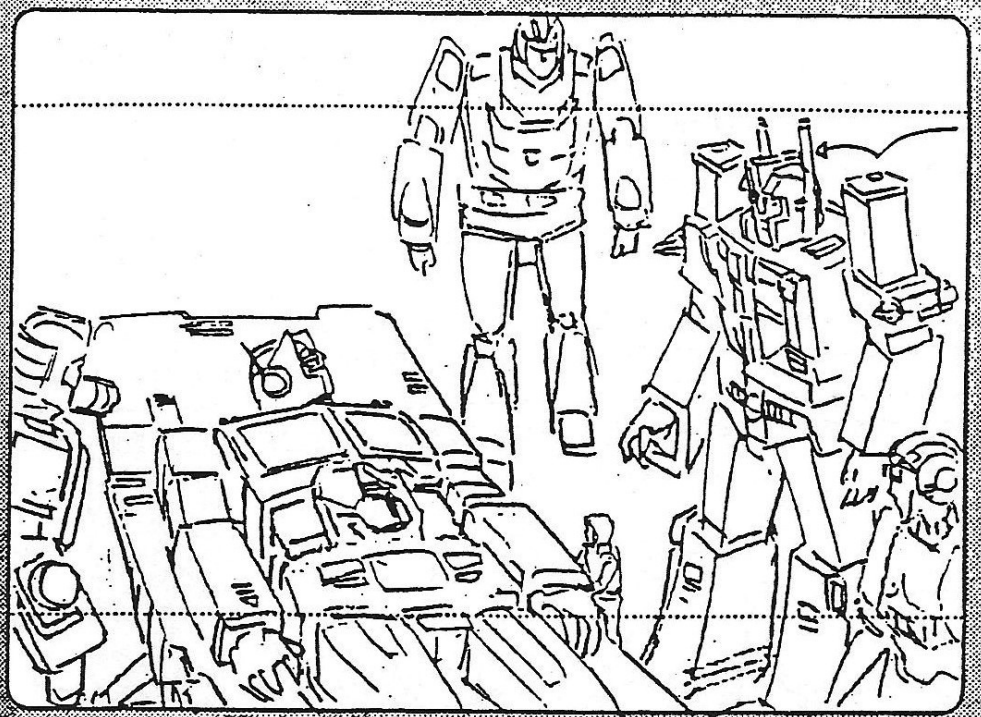
IN M.C.U. ULTRA MAGNUS. HE STEPS FORWARD TOWARD PRIME.

OPTIMUS PRIME (V.O.) (CONT) to you, old friend, ...

/SFX

SC. 9-13

SEQ. 9 Page 9



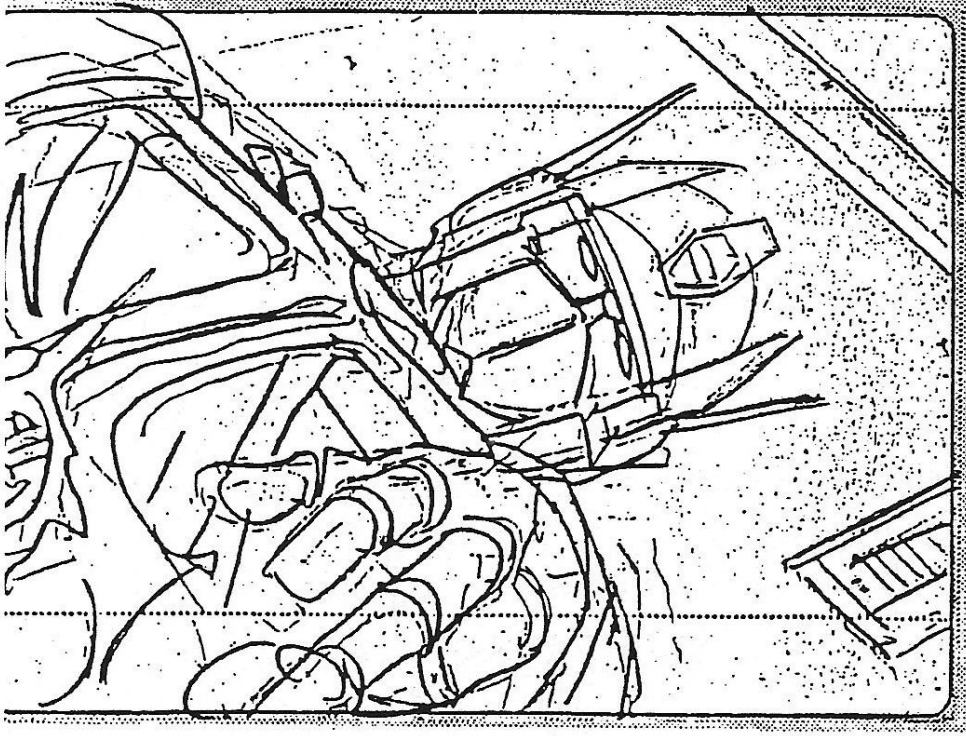
ACTION M.L.S. PERCEPTOR, HOT ROD, DANIEL, ARCEE, LOOK ON AS ULTRA MAGNUS APPROACHES PRIME.

DIAL OPTIMUS PRIME (CONT) I shall pass the ...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-14

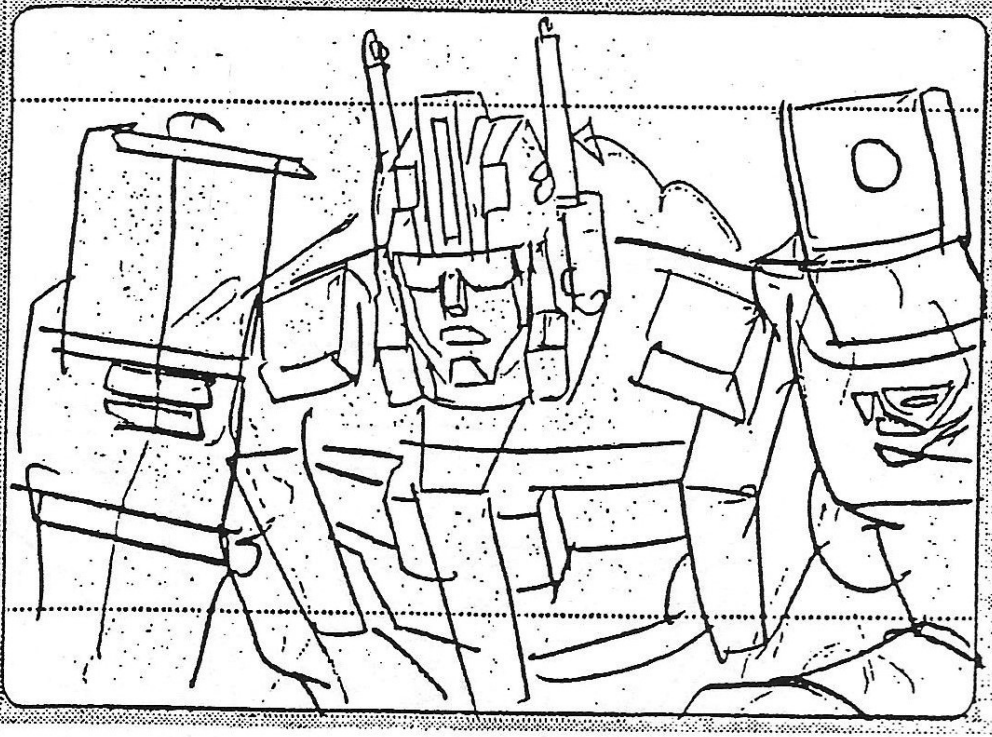


ON M.C.U. OPTIMUS PRIME. HE REACHES UP WITH HIS HAND TO HIS OLD FRIEND ULTRA MAGNUS O.S.

OPTIMUS PRIME (CONT) . . . matrix of leadership . . .

SFX

SC. 9-15



SEQ. 9 Page 10

ACTION M.S. ULTRA MAGNUS COMES FORWARD AND STOPS.

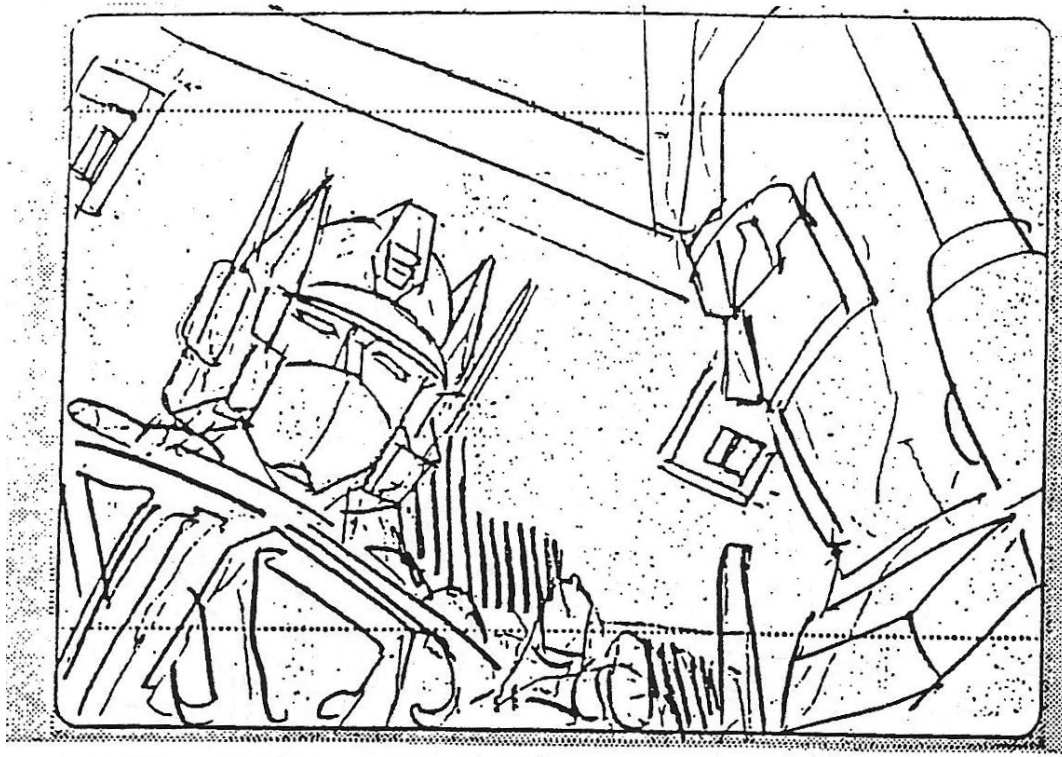
DIAL OPTIMUS PRIME (V.O.) (CONT) . . . as it was..

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-16



ACTION 2 SHOT OPTIMUS PRIME AND ULTRA MAGNUS. THE TWO FACE EACH OTHER. OPTIMUS REACHES OUT TO HIS FRIEND...

DIAL OPTIMUS PRIME (CONT) ... passed to me....

MUSIC/SFX

CAMERA

SC. CONT SEQ. 1 Page 11

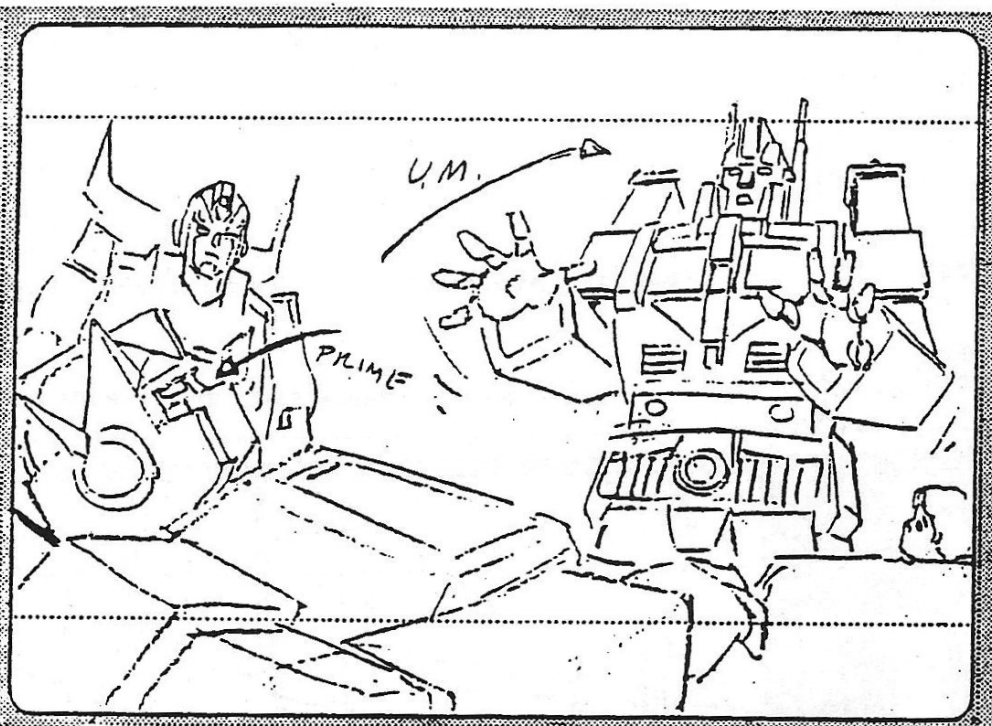
ACTION ...AND LIFTS HIS HEAD OFF OF THE PLATFORM AS HE SPEAKS TO ULTR MAGNUS.

DIAL MAGNUS But, Prime. I'm...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-17



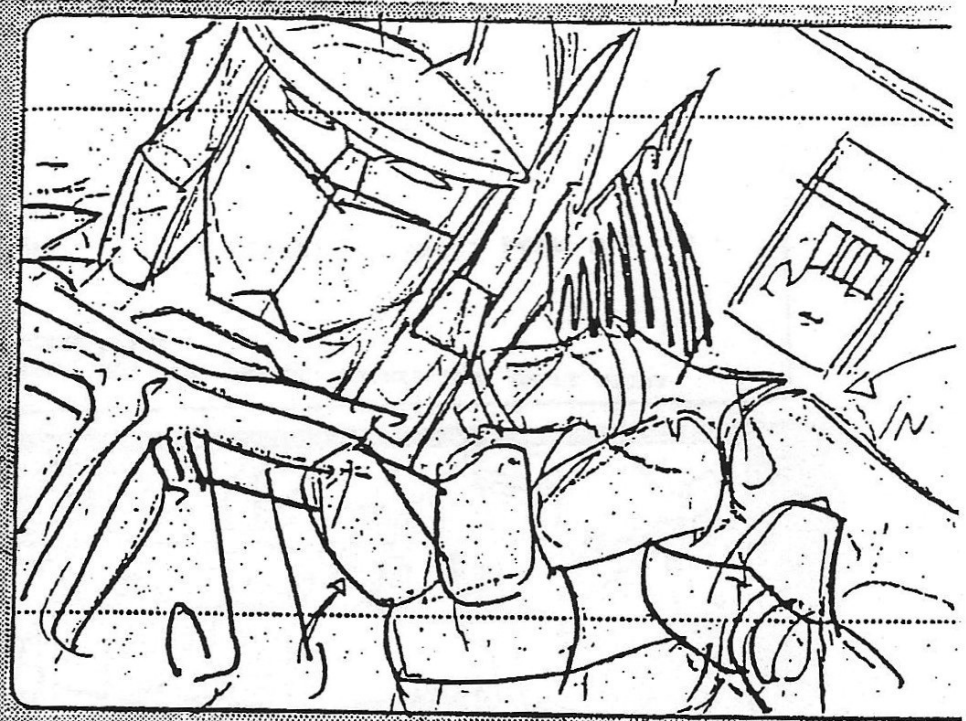
ACTION M.L.S. PRIME AND ULTRA MAGNUS WITH HOT ROD AND DANIEL LOOKING ON. PRIME FALLS BACK TO THE TABLE, ULTRA MAGNUS PULLS BACK.

DIAL ULTRA MAGNUS (CONT) . . . I'm just a soldier. I'm not worthy.

MUSIC/SFX

CAMERA

SC. 9-18



SEQ. 9 Page 12

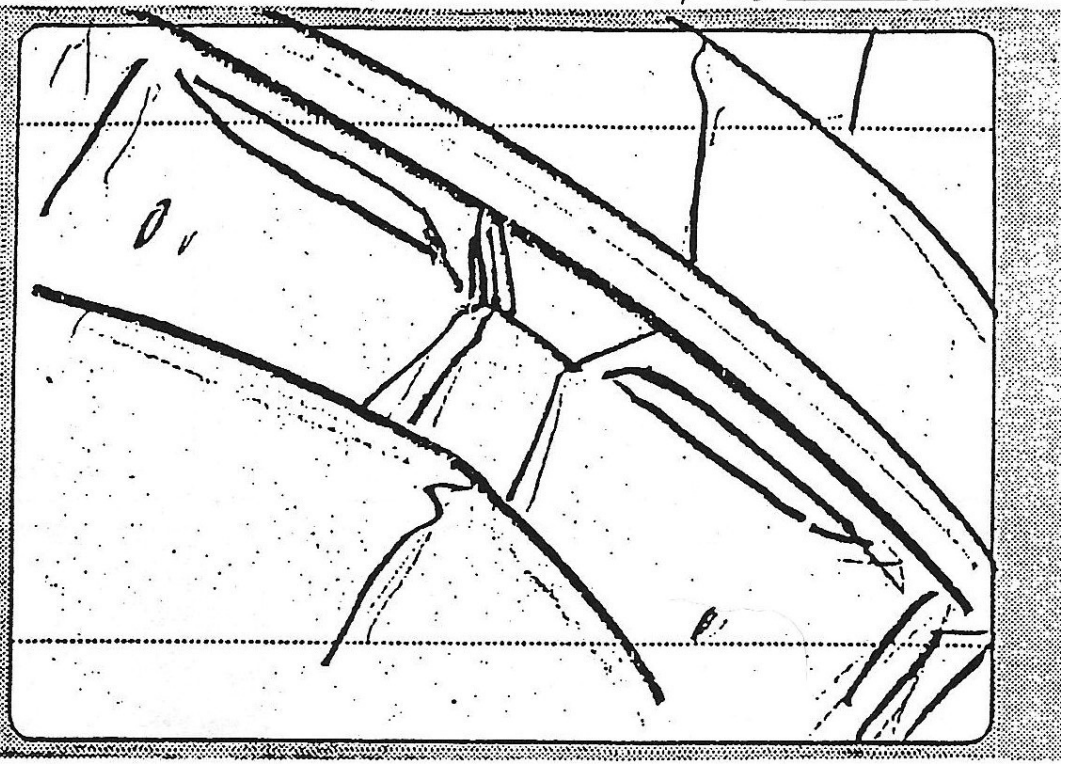
ACTION C.U. PRIME. HE LIES ON THE TABLE AND REACHES UP TO ULTRA MAGNU WHOSE HAND ENTERS THE SCENE, AND TAKES A HOLD OF PRIME'S HAND.

DIAL OPTIMUS PRIME (GASPING) Nor was I, but one day, an Autobot . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.S. ULTRA MAGNUS WITH PRIME IN THE FOREGROUND. ULTRA MAGNUS CLUTCHES PRIME'S HAND.

OPTIMUS PRIME (CONT) ... shall rise from our ranks . . .

FX

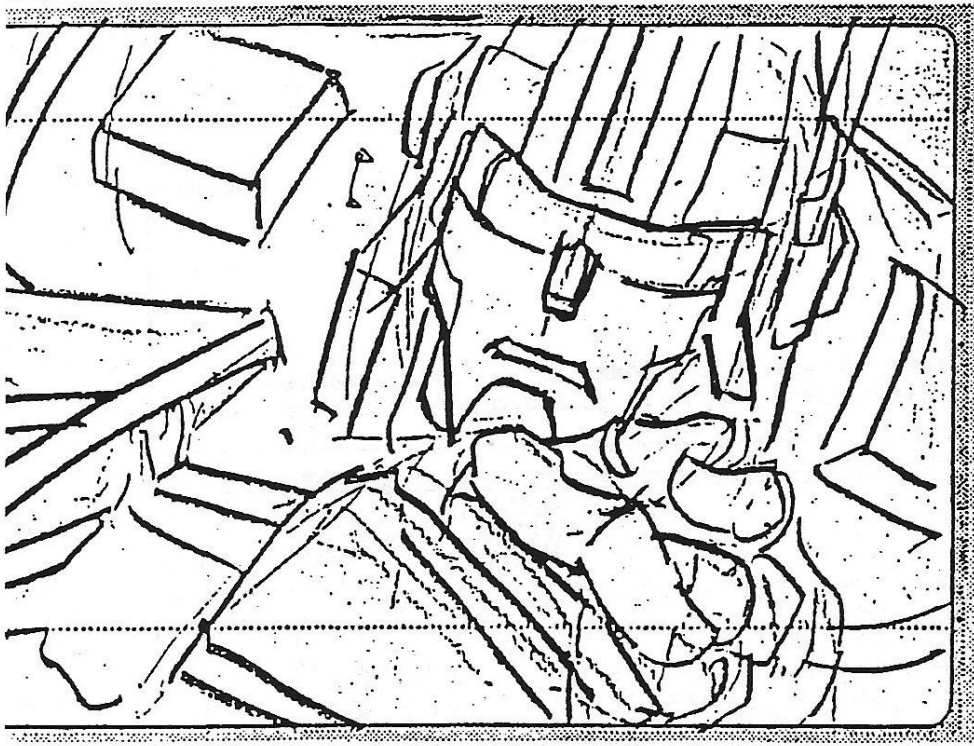
ACTION X.C.U. OPTIMUS PRIME'S EYES.

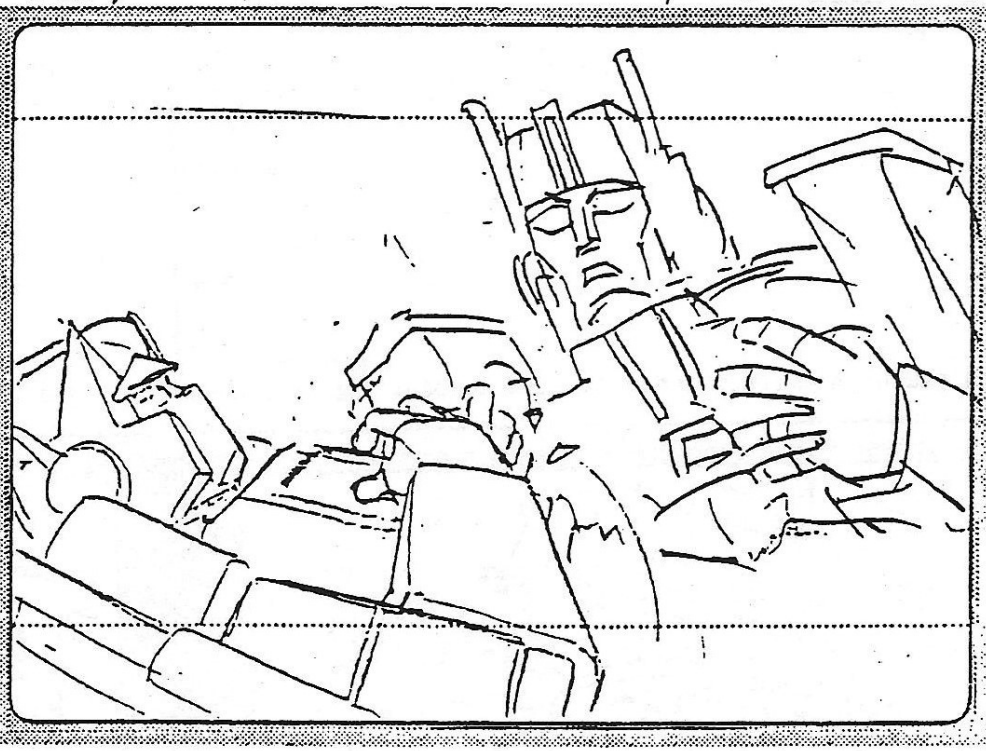
DIAL OPTIMUS PRIME (CONT) ...and use the power of the matrix . . .

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ON C.U. ULTRA MAGNUS, WITH PRIME IN X.C.U. FOREGROUND. ULTRA MAGNUS HOLDS PRIME'S HAND.

OPTIMUS PRIME (CONT) ... to light our darkest hour.

SFX

ACTION M.S. PRIME AND ULTRA MAGNUS. ULTRA MAGNUS RELEASES HIS HOLD ON PRIME'S HAND AS PRIME REACHES FOR HIS CHEST.

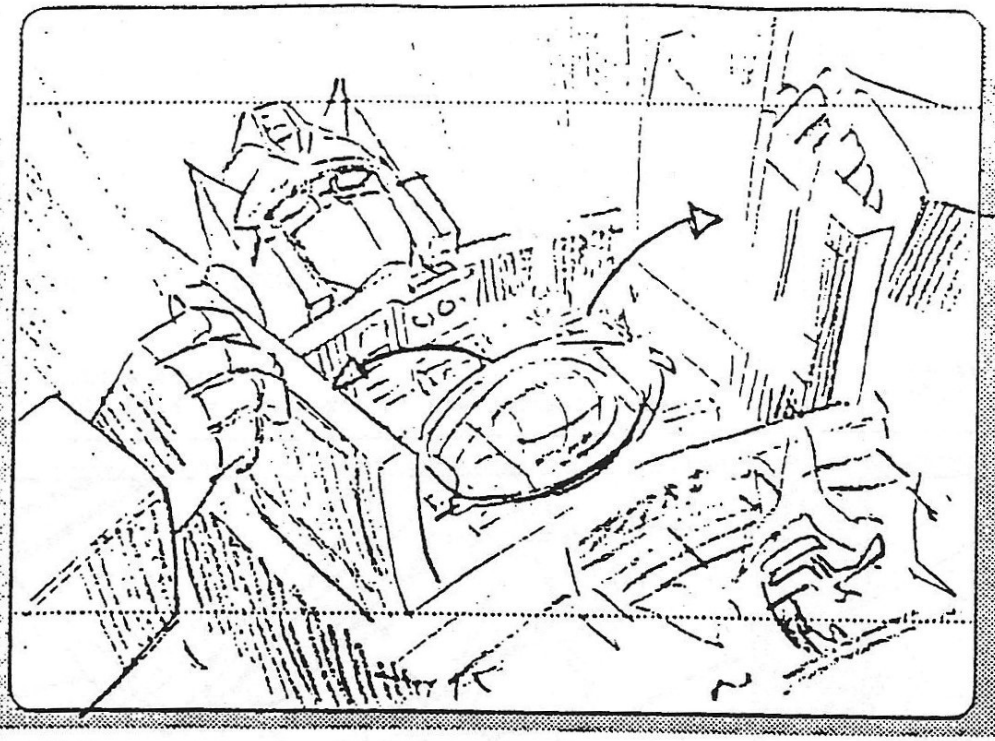
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1-25



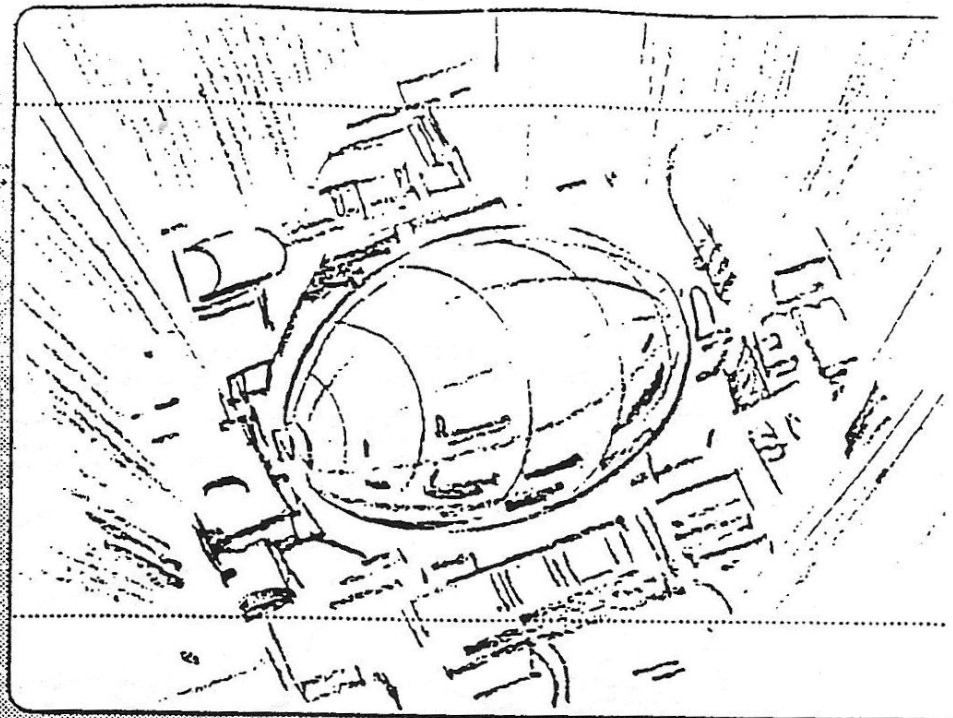
ACTION M.S. PRIME. HE OPENS UP HIS CHEST COMPARTMENT REVEALING THE AUTOBOT MATRIX, WHICH SENDS OUT A GLOWING LIGHT.

DIAL

MUSIC/SFX

SC. 1-27

SEQ. 1 Page 15



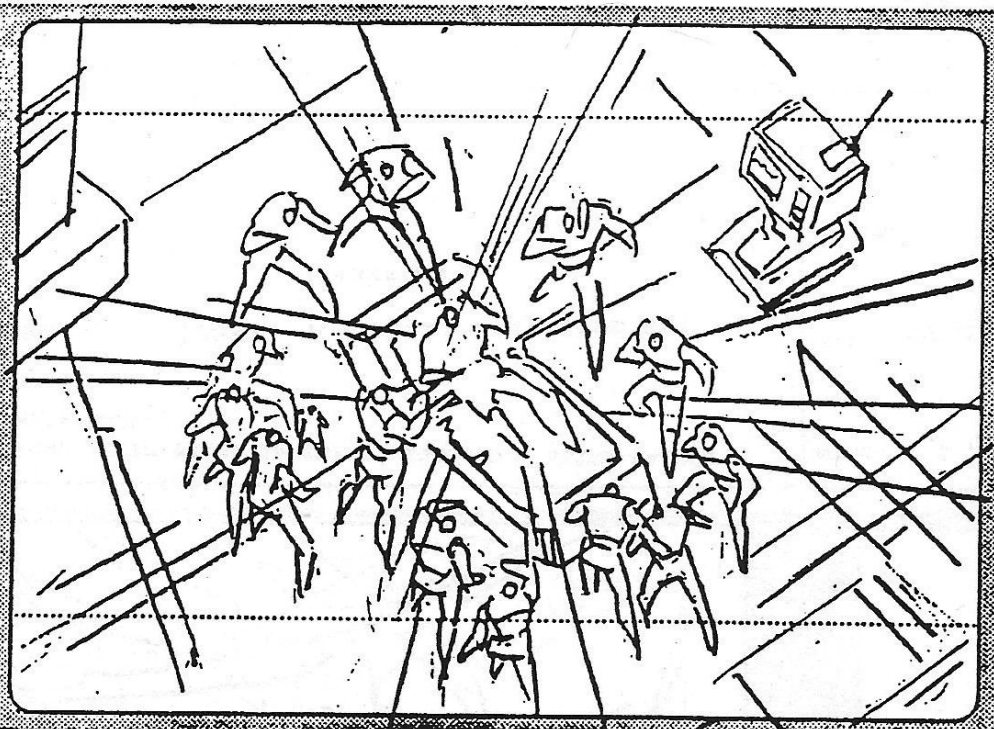
ACTIC C.U. THE AUTOBOT MATRIX, GLOWING RAINBOW SHAFTS OF LIGHT ILLUMIN THE SCENE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-25 SC. SEQ. 9 Page 16



ACTION X.L. DOWN SHOT OF THE AUTOBOTS. THE ROOM IS FILLED WITH THE MYSTERIOUS GLOW OF THE AUTOBOT MATRIX.

DIAL

MUSIC/SFX

CAMERA

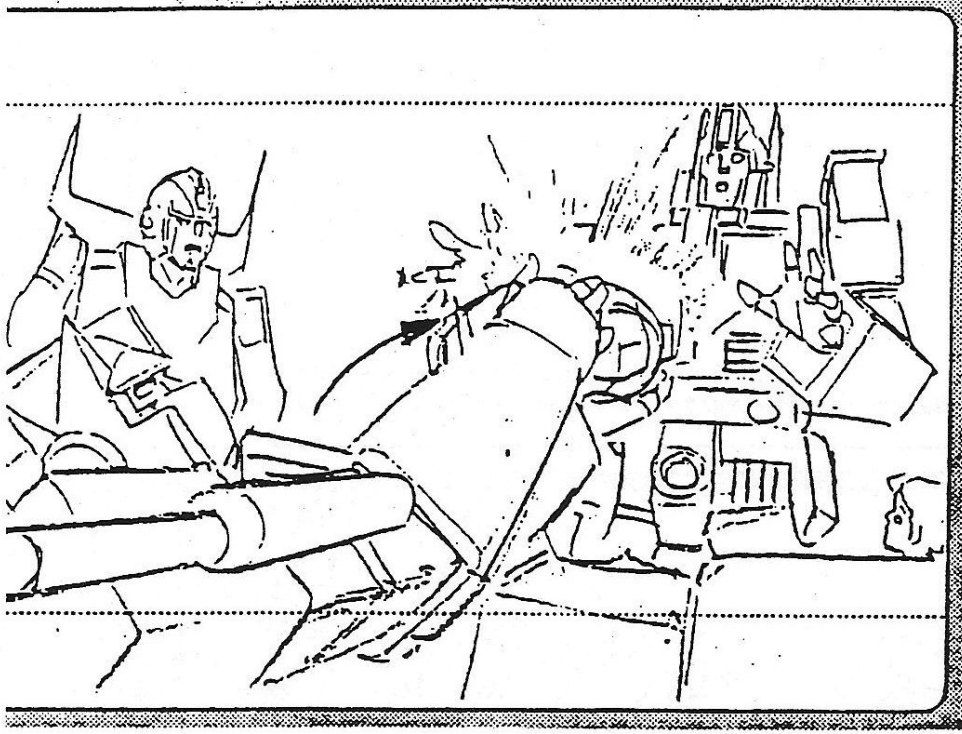
ACTION

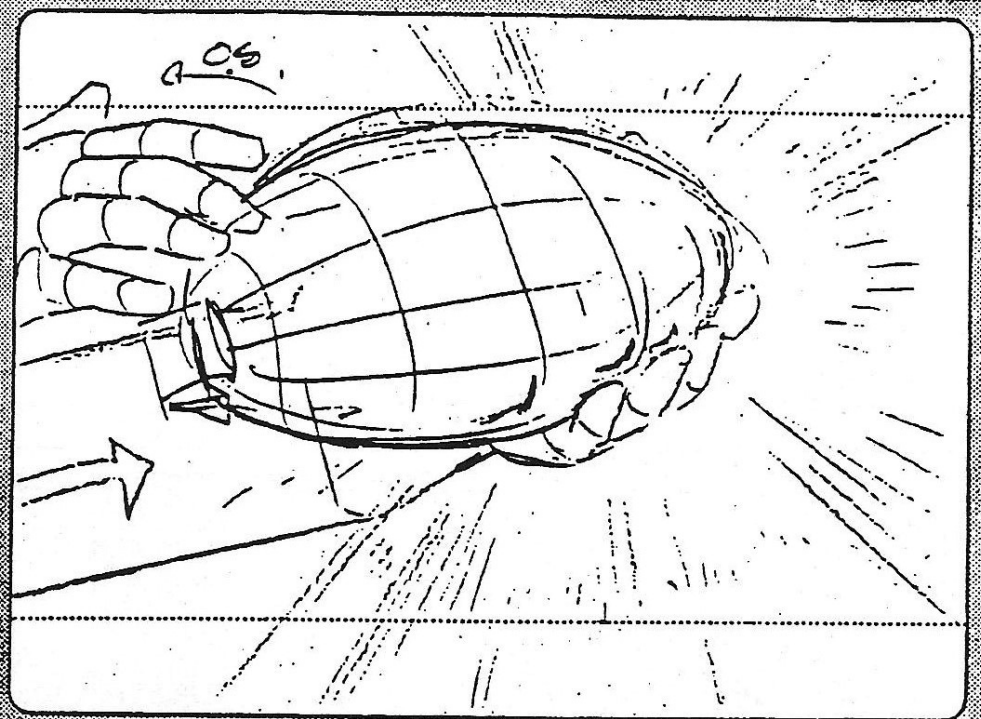
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





M.S. PRIME, HOT ROD, ULTRA MATNUS AND DANIEL. PRIME LIFTS OUT THE MATRIX FROM HIS CHEST AND HANDS IT TOWARD ULTRA MAGNUS.

OPTIMUS PRIME (VOICE FAILING, PRESSING ON WITH IT)

Until that day...

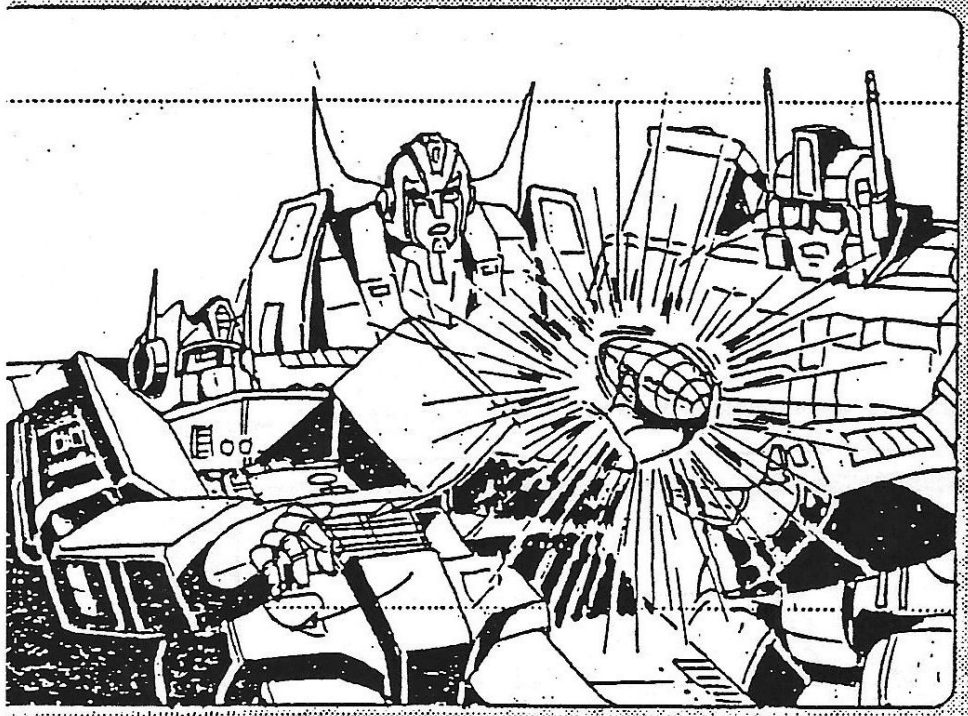
SFX

ACTION X.C.U. THE MATRIX IN PRIME'S HANDS. AS HE MOVES IT TOWARD ULTRA MAGNUS HE LETS GO WITH ONE HAND, WHILE HE HOLDS IT OUT IN THE OTHER.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.S. PRIME, HOT ROD AND ULTRA MAGNUS. PRIME HOLDS THE MATRIX IN ONE HAND AS HE HANDS IT TOWARD ULTRA MAGNUS.

OPTIMUS PRIME (CONT) . . . 'Til all are one....

SFX

ACTION

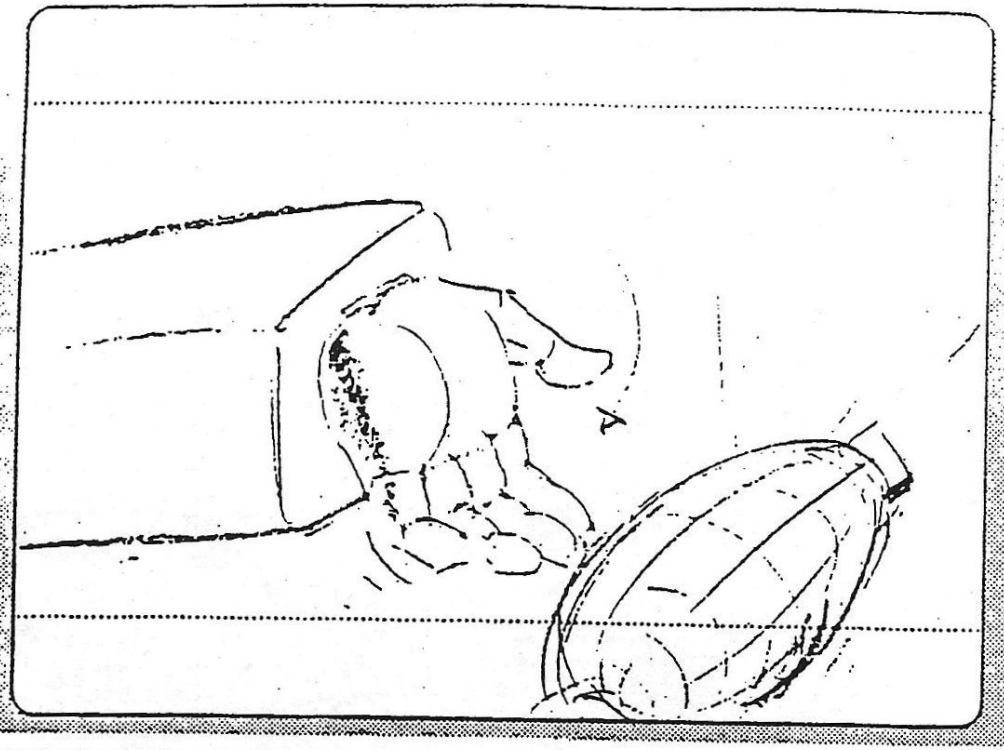
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-



ACTION C.U. PRIME'S HAND. HIS STRENGTH FAILS AND HE DROPS THE MATRIX.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-30

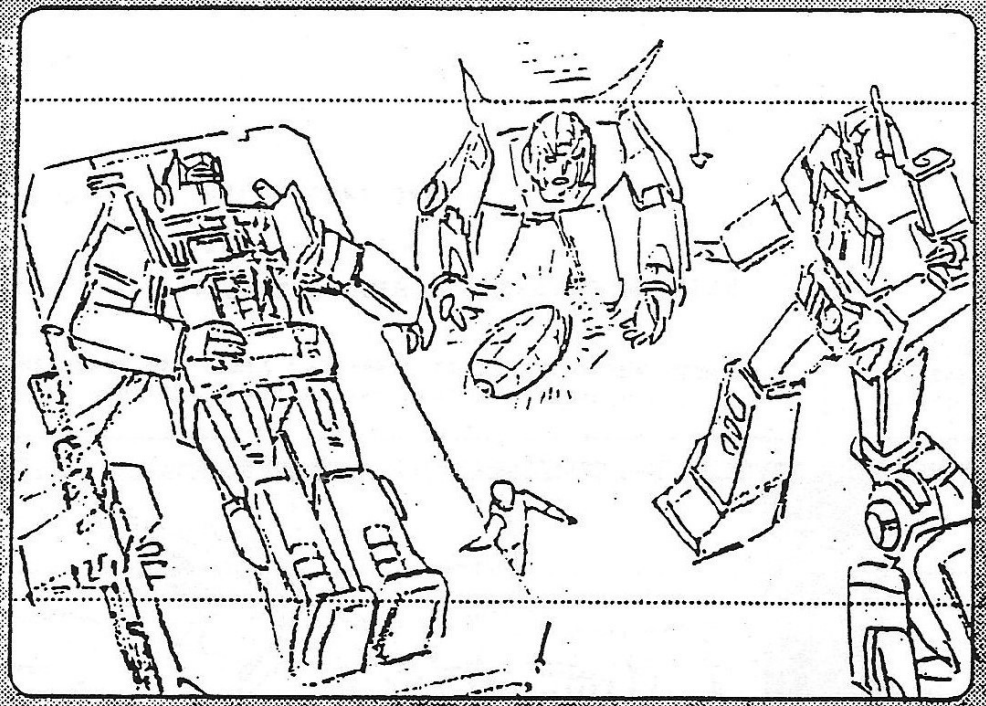
SEQ. 7 PAGE 17

ACTION C.U. HOT ROD. HE LUNGES FORWARD.

DIAL

MUSIC/SFX

SC. 9-31



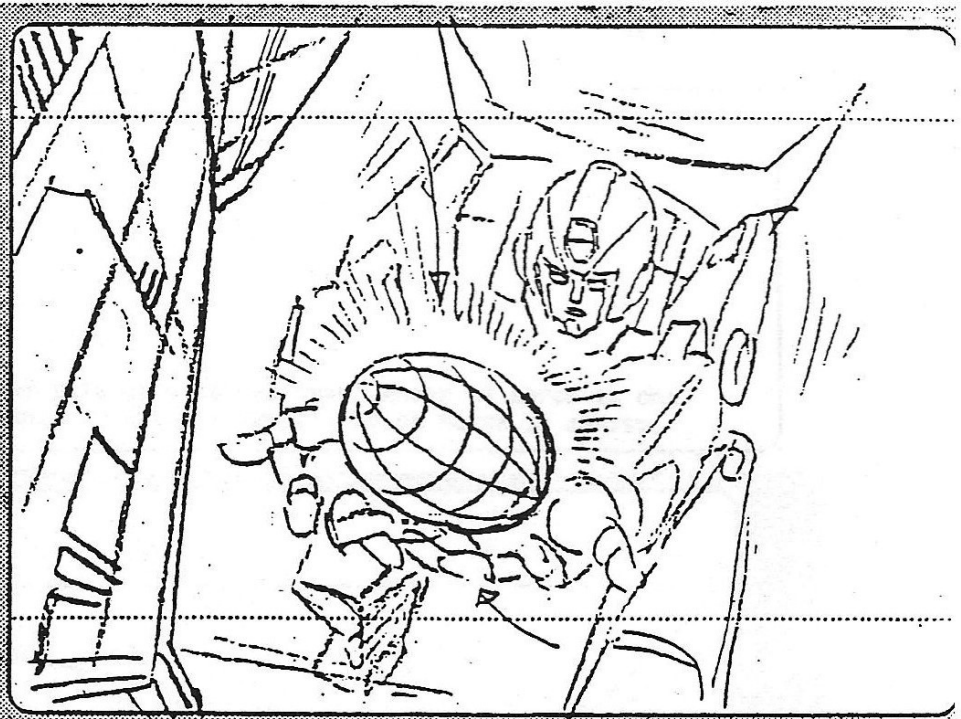
ACTION L. DOWN SHOT PRIME, HOT ROD, ULTRA MAGNUS, ARCEE AND DANIEL. HOT ROD MOVES IN AS THE MATRIX FALLS.

DIAL

MUSIC/SFX

CAMERA

SC. 9-32



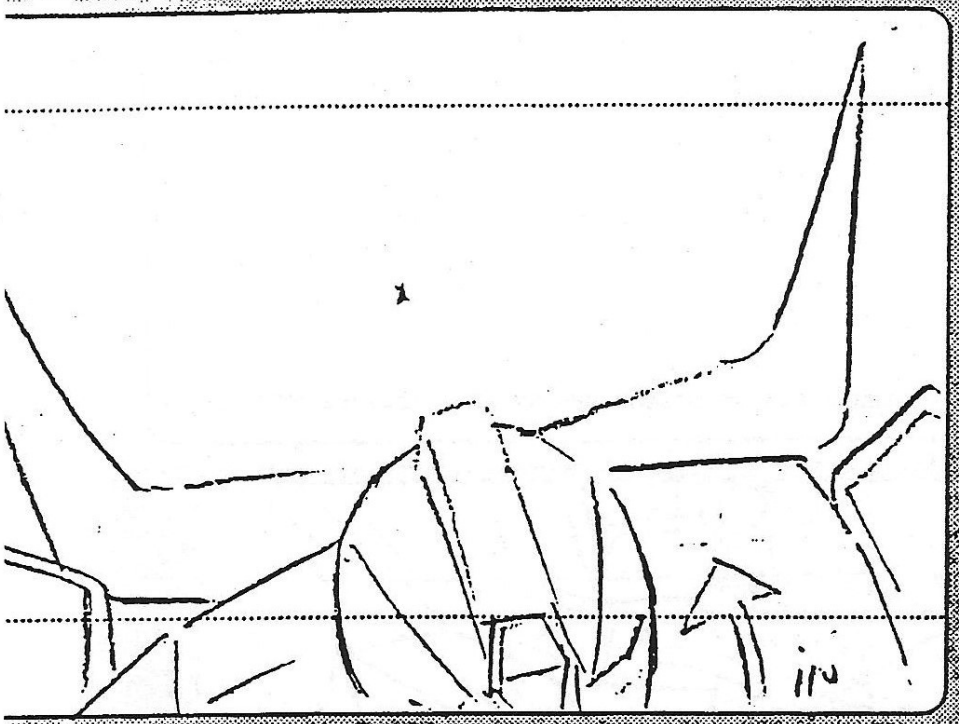
ACTION M. UP SHOT HOT ROD AS THE MATRIX FALLS. HOT ROD BENDS DOWN AND REACHES OUT CATCHING THE MATRIX IN HIS HANDS.

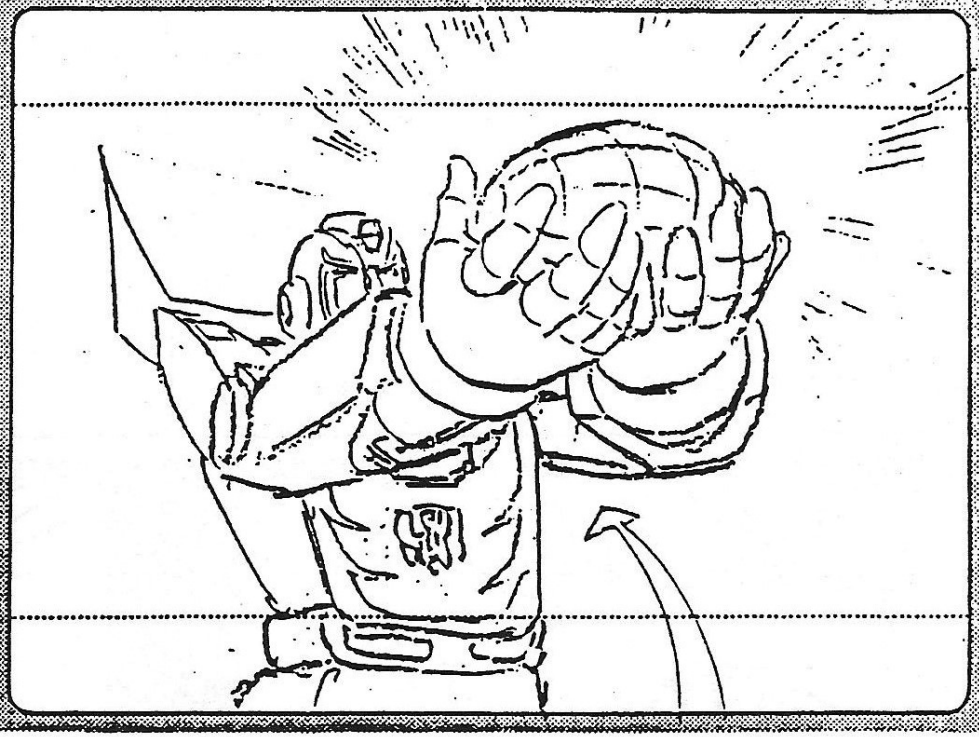
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N M.S. HOT ROD. HE STRAIGHTENS UP...

ACTION ...AND HOLDS THE MATRIX OUT IN FRONT OF HIM.

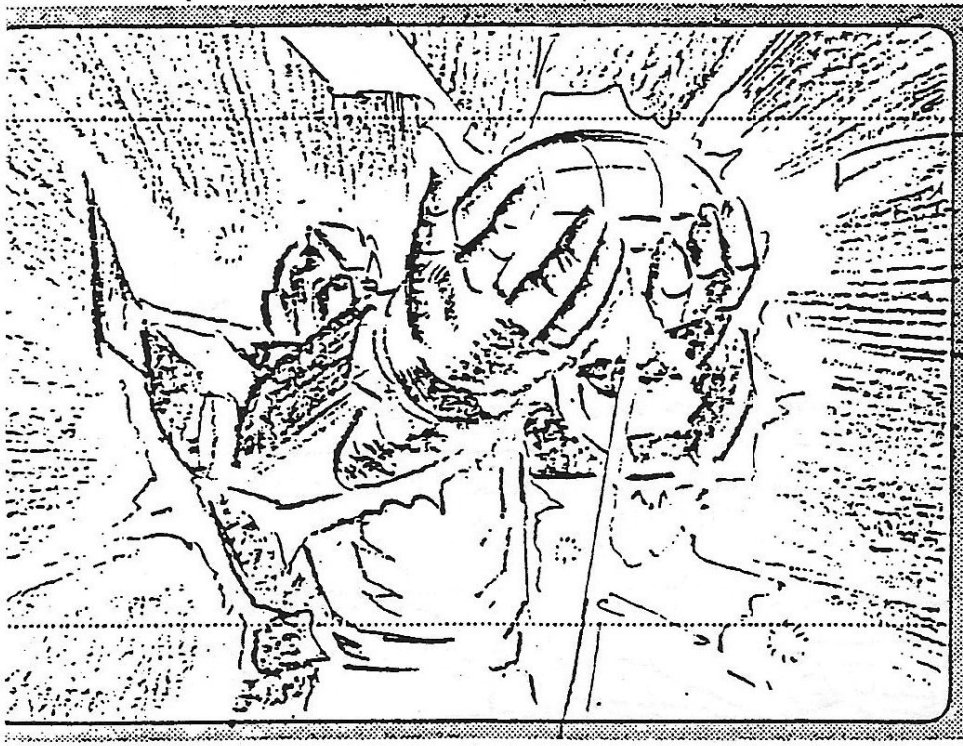
DIAL

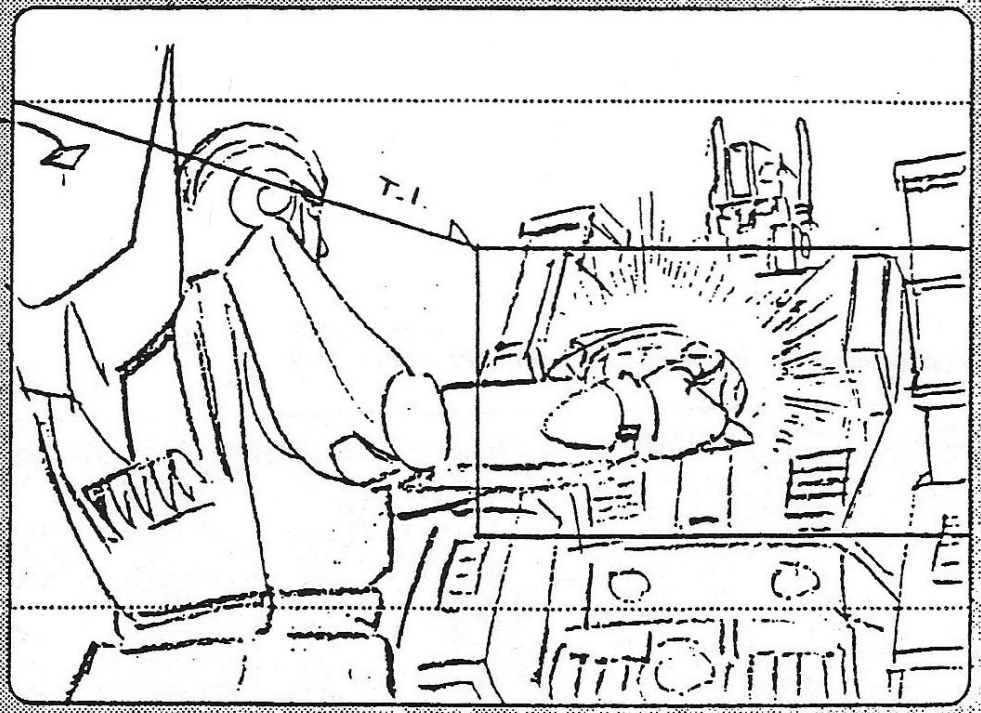
/SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 9-33 STAIRT. FOLLOW PAN ——▷ CONT STOP TRUCK IN. SEQ 9 Page 22





ON SUDDENLY, AN IMPULSE OF POWER PULSATES THROUGH HOT ROD, THEN IT DIES OUT.

SFX

RA

ACTION HOT ROD WALKS OVER AND HANDS THE MATRIX TO ULTRA MAGNUS.

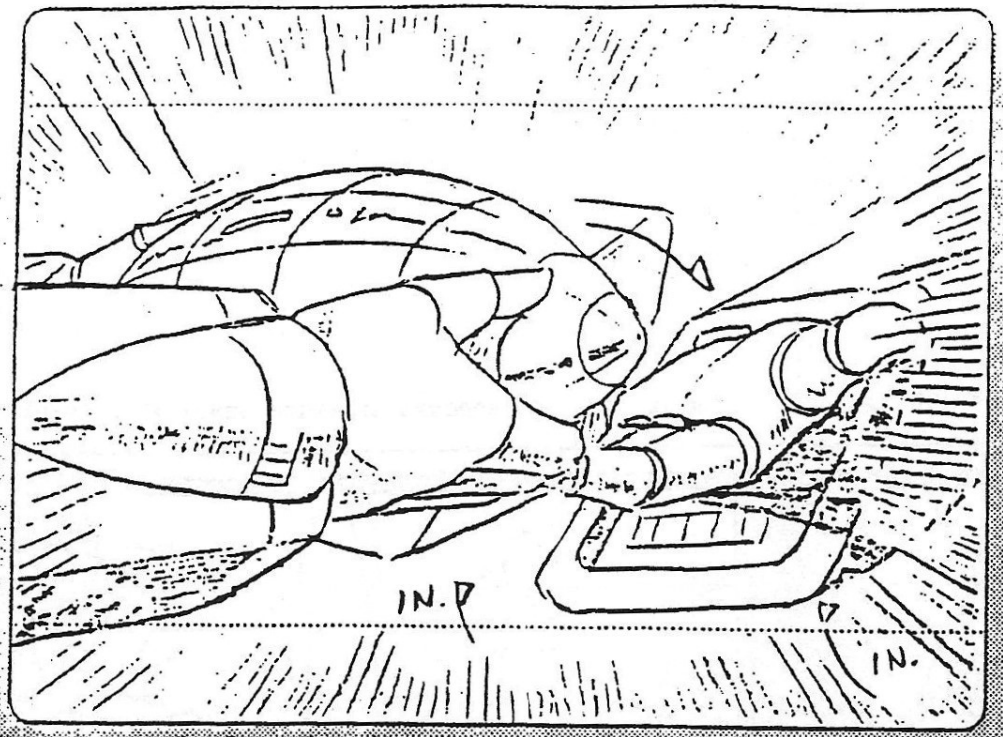
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 7-33



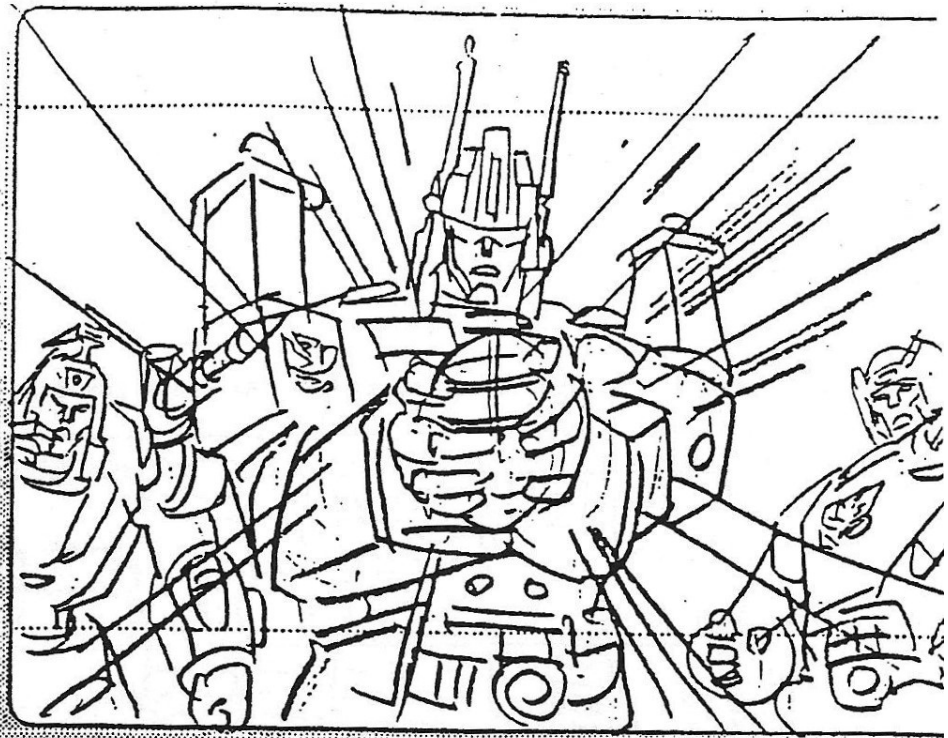
ACTION C.U. HOT ROD'S AND ULTRA MAGNUS' HANDS AS HOT ROD PASSES THE MATRIX TO HIM.

DIAL

MUSIC/SFX

SC. 7-34

SEQ. 7 PAGE 23

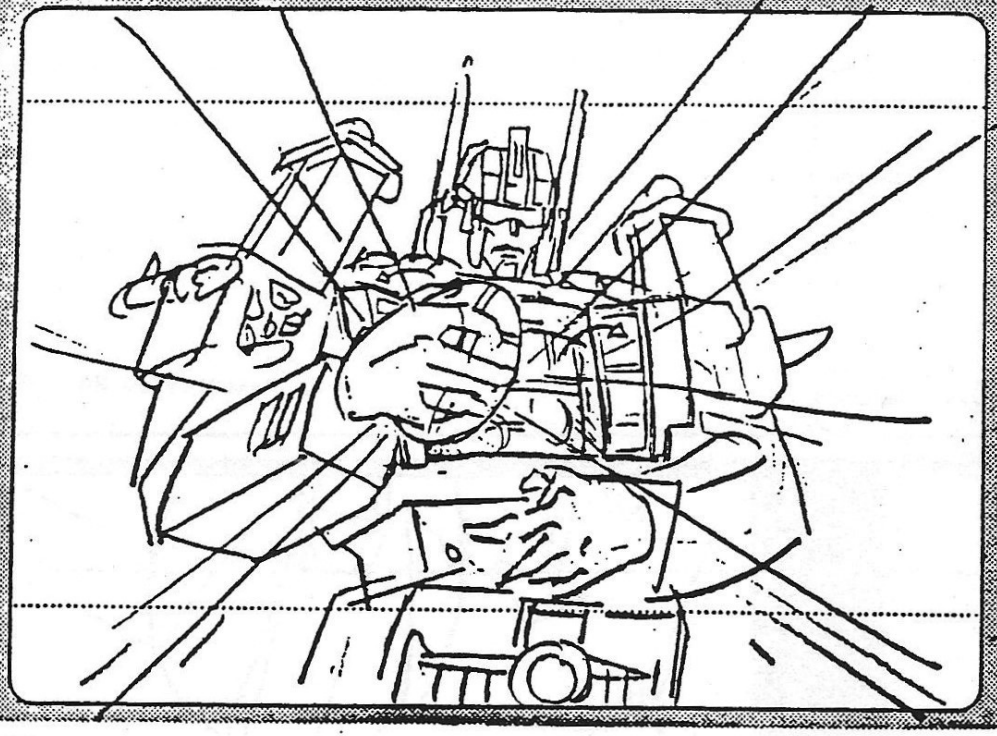


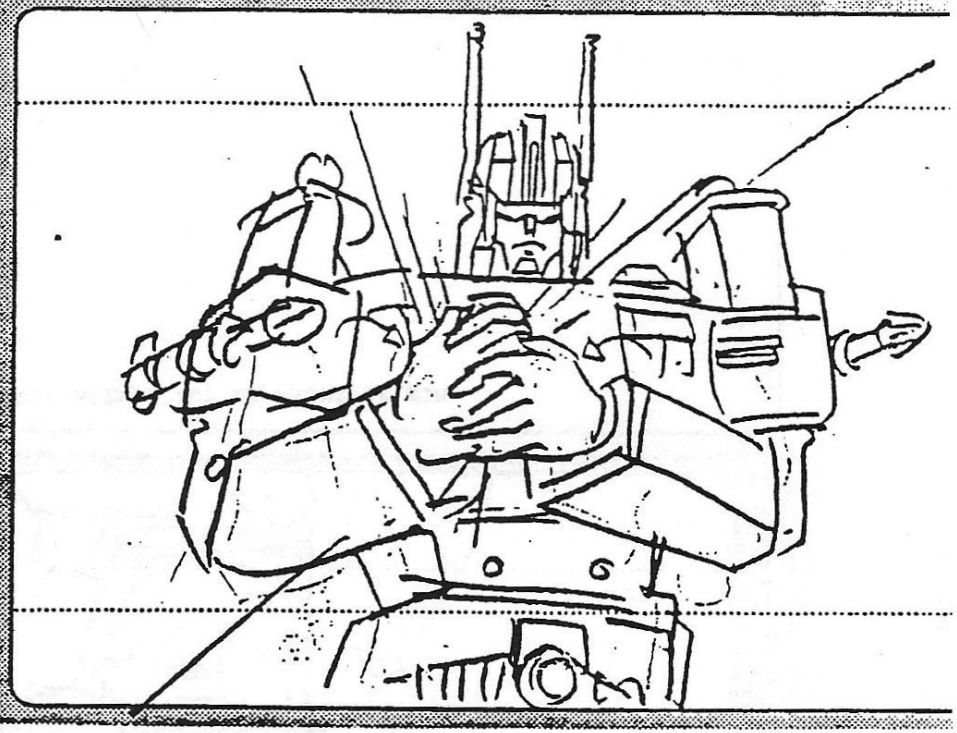
ACTION M.S. ULTRA MAGNUS. HE HOLDS THE GLOWING MATRIX, TIGHTLY IN BOTH HANDS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THEN PRESSES THE RELEASE BUTTON ON HIS CHEST.

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND PLACES THE MATRIX IN HIS OWN CHEST COMPARTMENT.

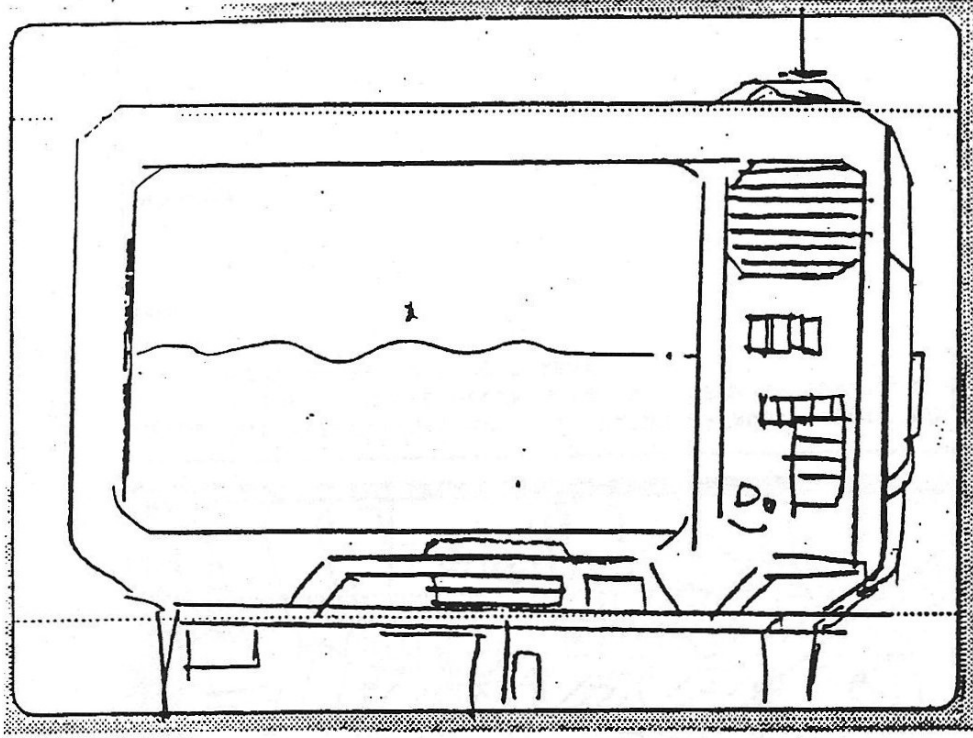
DIAL

MUSIC/SFX

CAMERA

TFRAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-35



SC. 9-36

SEQ. 9 Page 25

TION X.C.U. THE FIFE FORCE SCANNER AS THE IMPULSE FROM PRIME SLOWLY DIES AWAY.

AL

JSIC/SFX

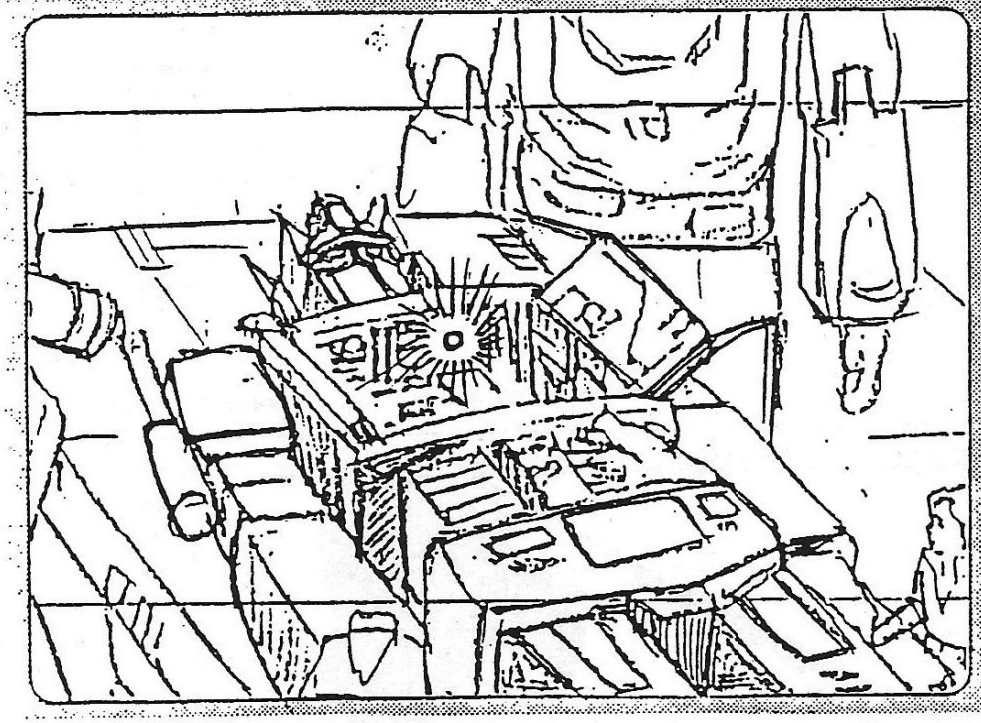
ACTION M.S. HOT ROD, ARCEE AND KUP. THEY LOOK CONCERNED.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-37



ACTION M.S. PRIME. HE LIES ON THE PLATFORM. HIS LIGHTS FLICKER WEAKLY, THEN GO OUT.

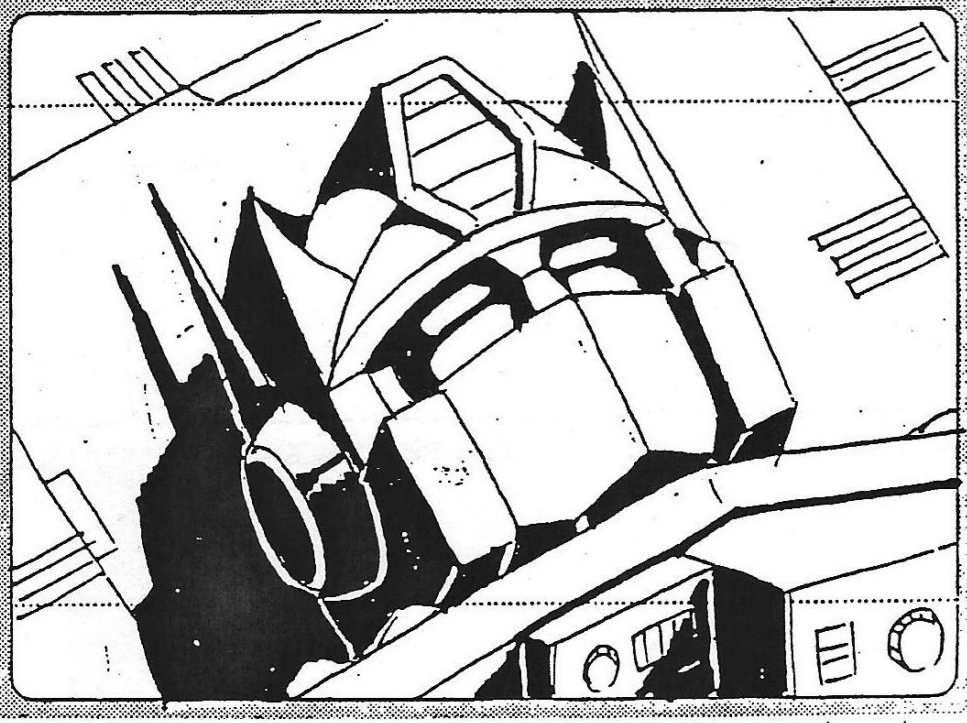
DIAL

MUSIC/SFX

CAMERA

SC. 9-38

SEQ. 9 Page 26



ACTION C.U. PRIME'S FACE. IT IS MOTIONLESS.

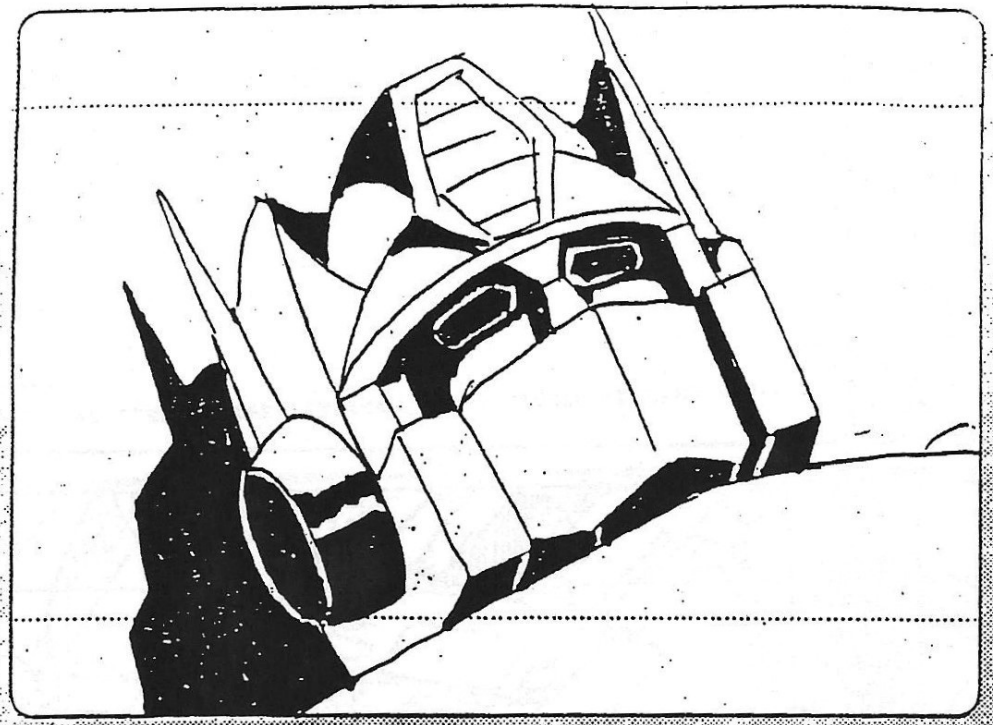
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 7-30



ACTION THE LIGHTS IN HIS EYES GO OUT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

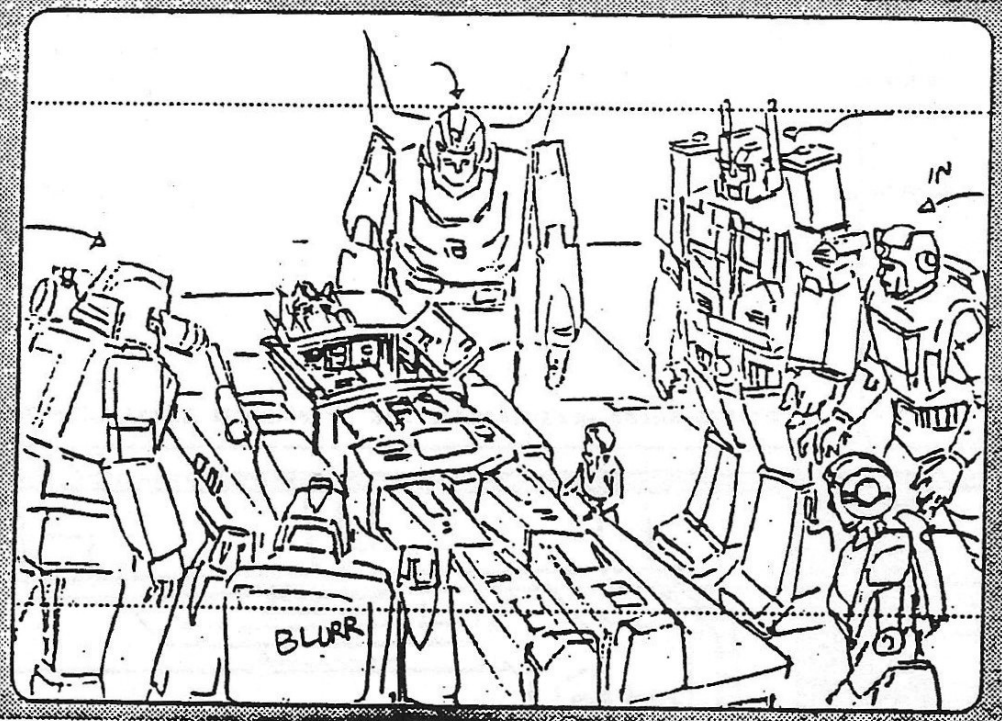
SEQ. 7

ACTION

DIAL

MUSIC/SFX

SC. 9-39



ACTION L.S. PERCEPTOR, HOT ROD, ULTRA MAGNUS, ARCEE, KUP, DANIEL AND PRIME. THE AUTOBOTS MOVE IN CLOSER AS THE COLOR OF PRIME'S BODY FADES TO A DULL GRAY.

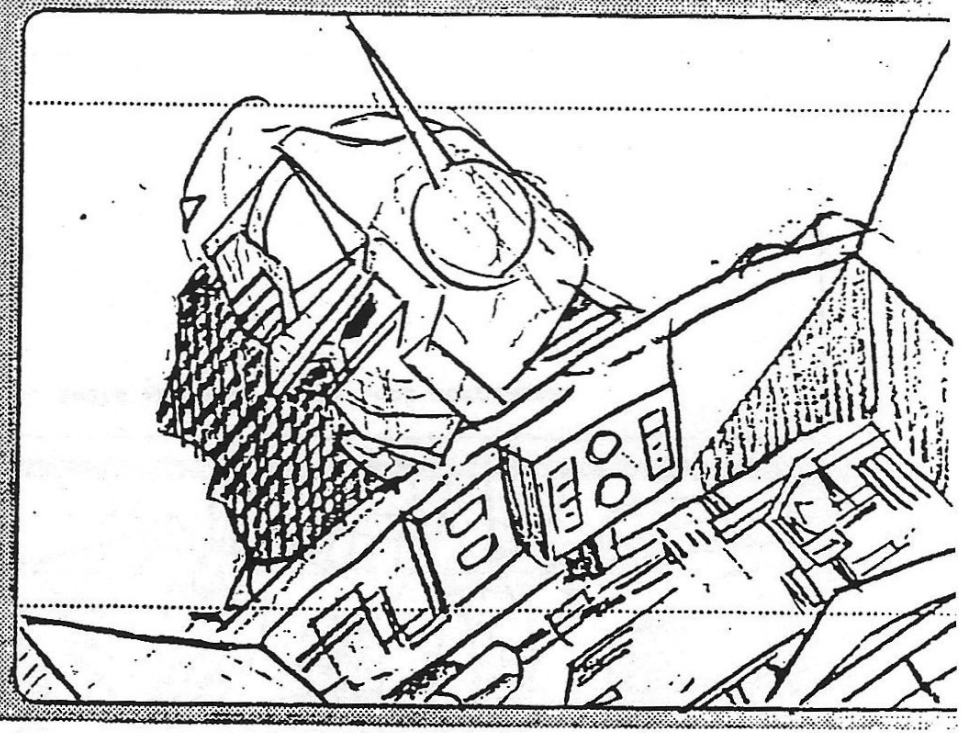
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 9-40



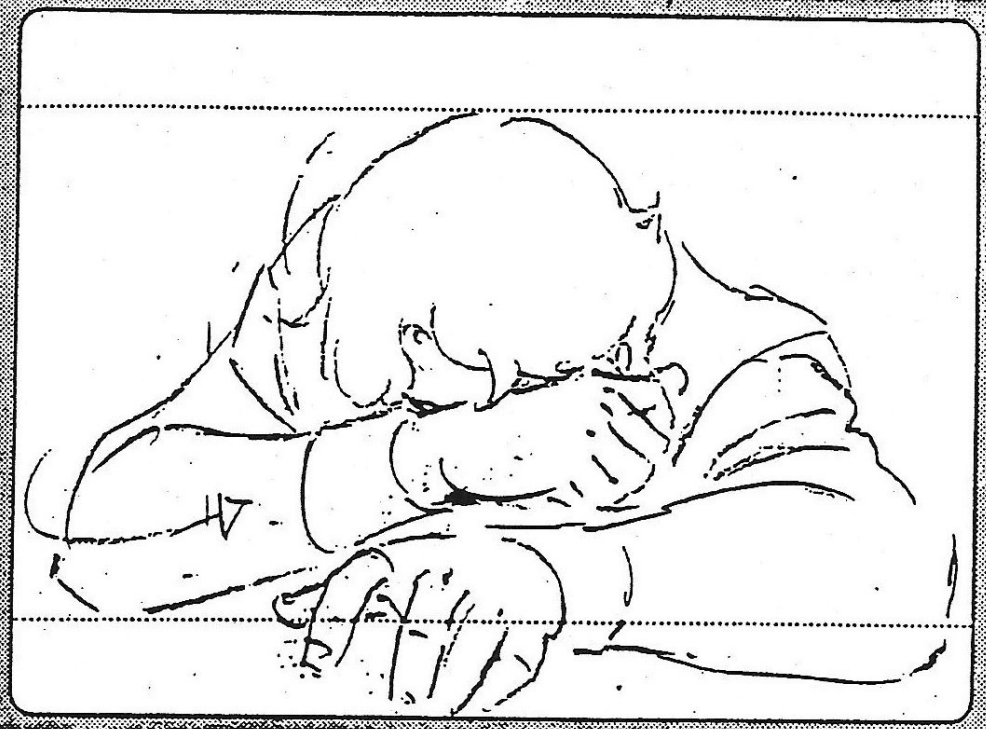
ACTION M.C.U. PRIME. AFTER LOSING ALL COLOR AND TURNING A DULL LIFELESS GRAY, HIS HEAD FLOPS TO ONE SIDE IN DEATH.

DIAL

MUSIC/SFX

CAMERA

SC. 9-41 SC. CONT SEQ. 9 Page 29



ON M.C.U. DANIEL. TEARS ROLLD OWN HIS FACE. HE IS OVERWHELMED BY THE DEATH OF PRIME...

:/SFX

RA

ACTION ...HE BURIES HIS FACE IN HIS ARMS AND SOBS.

DIAL

MUSIC/SFX

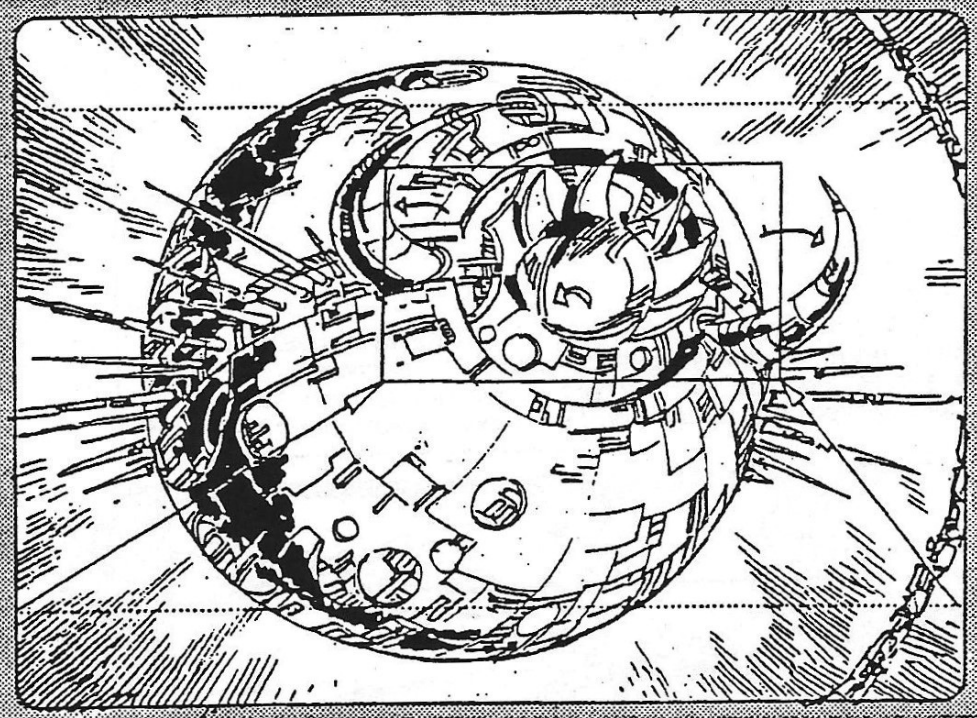
CAMERA

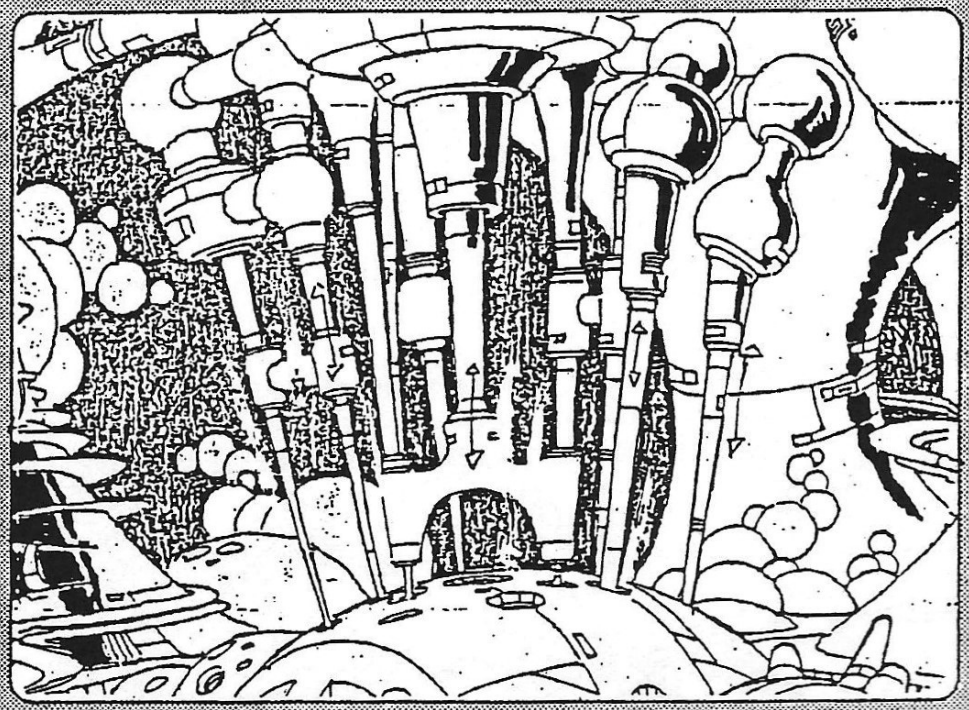
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 10-1 TRUCK IN, CAMERA SHAKE

SC. 10-2

SEQ. 10 Page 1





ACTION L.S. UNICRON. WE TRUCK INTO THE MOUTH AREA AS THE BEAKS OPEN.

DIAL

MUSIC/SFX

CAMERA

ACTION C.U. INTERIOR OF UNICRON, THE HEART PUMP.

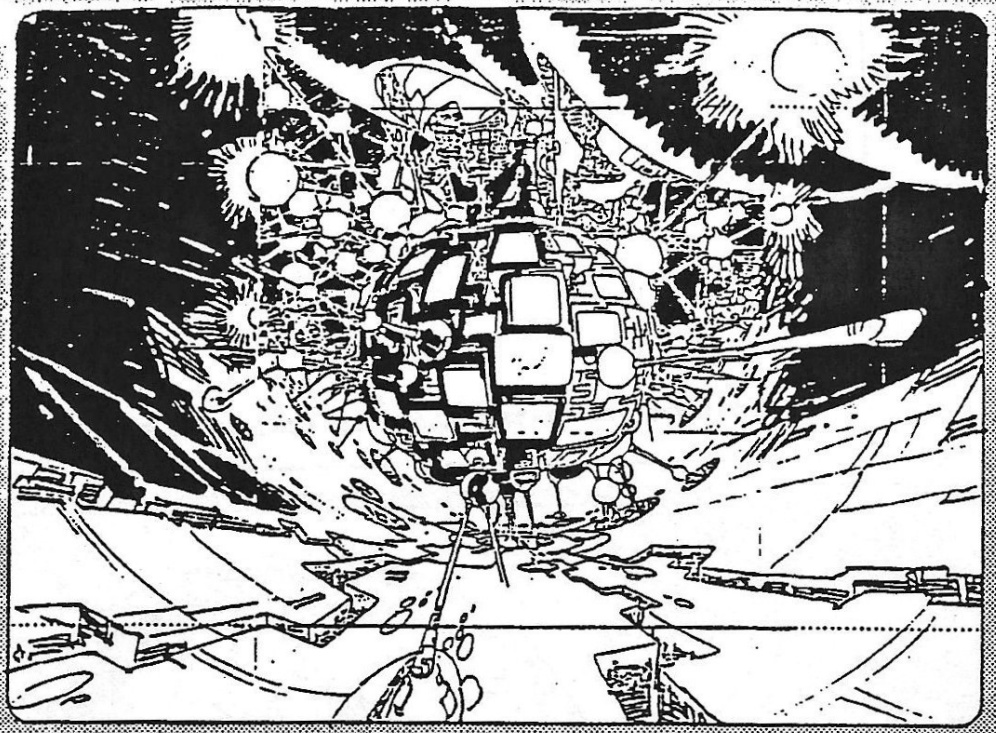
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 103



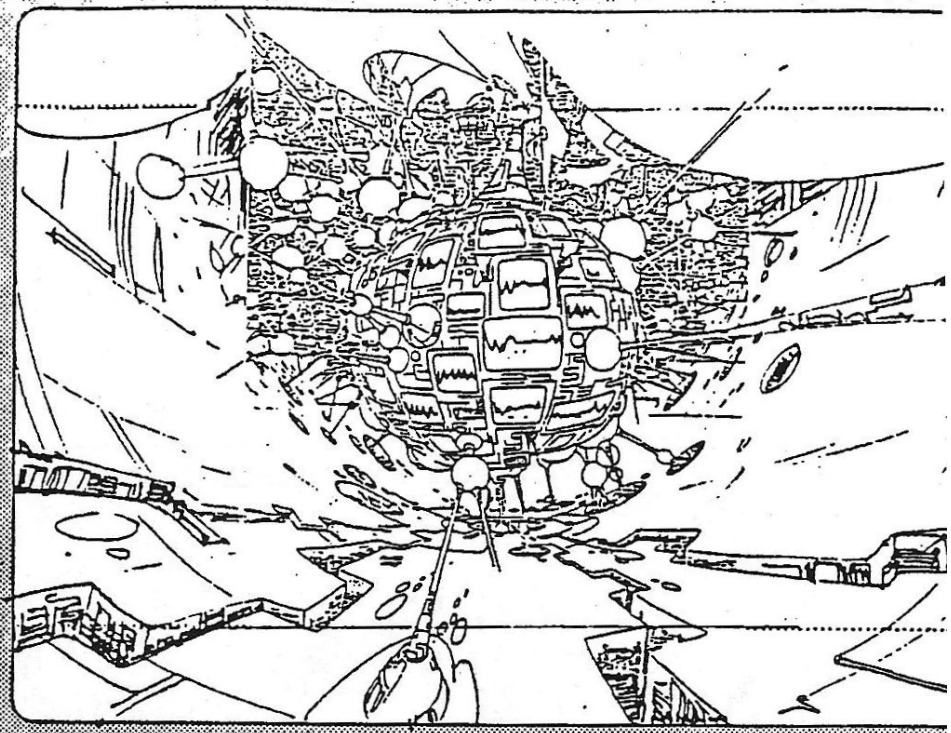
ACTION L.S. UNICRON'S BRAIN. LIGHTS FLASH THROUGHOUT THE NERVE CENTERS THAT LEAD TO UNICRON'S BRAIN. THE SCREENS ON HIS BRAIN GLOW, BUT ARE BLANK. THROUGHOUT THIS SCENE WE SLOWLY TRUCK IN ON UNICRON'S BRAIN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. SEQ. 10 Page —



ACTION ...SIGNAL LINES VIBRATE ACROSS UNICRON'S BRAIN SCREENS.

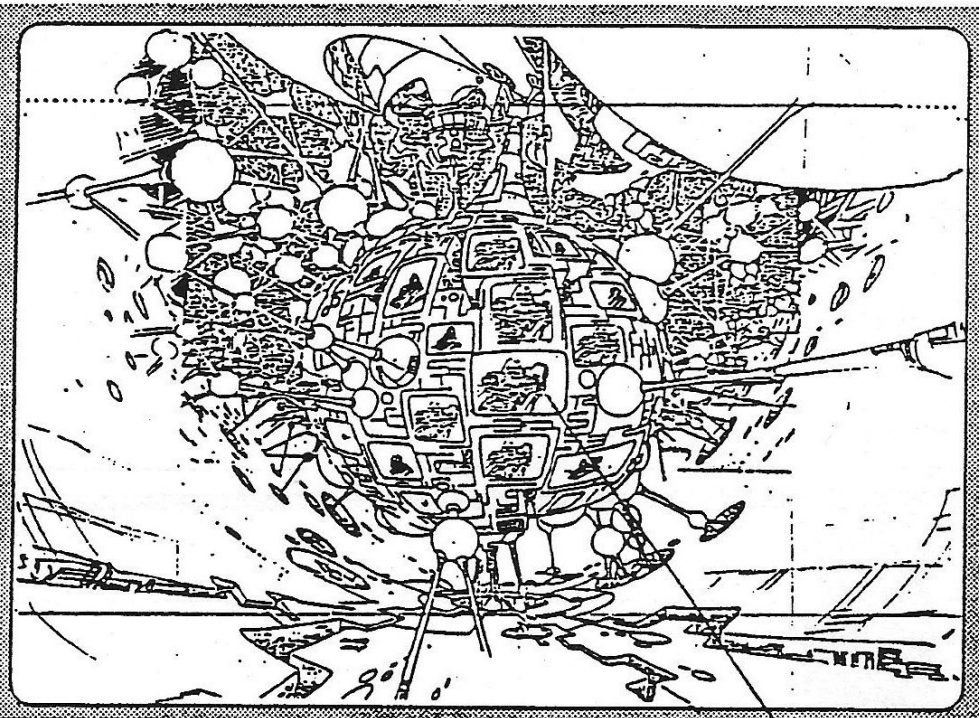
DIAL

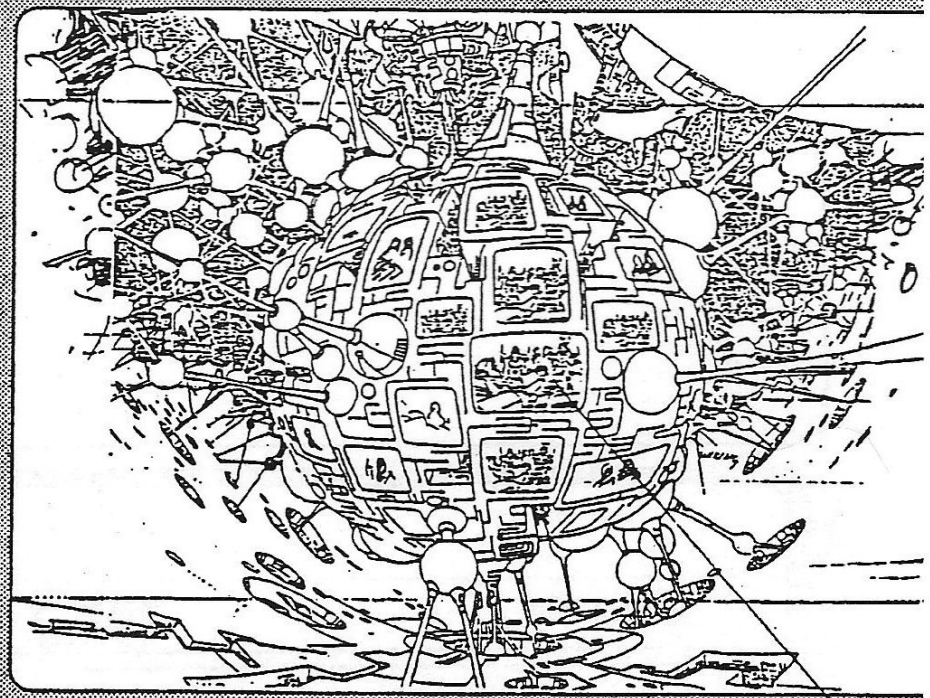
MUSIC/SFX

SC. CONT 10-3 TRUCK-IN

SC. CONT.

SEQ. 10 Page 3



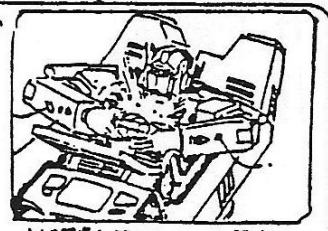


ACTION ...SUDDENLY IMAGES APPEAR ON THE SCREENS OF UNICRON'S BRAIN. THE IMAGES ON ALL OF THE SCREENS ARE OF THE SAME EVENT. IT IS OF PRIME TAKING THE MATRIX OUT OF HIS CHEST COMPARTMENT. THE TRUCK IN CONTINUES...

DIAL

MUSIC/SFX

CAMERA



NOTE: THIS IS NOT A NEW SCENE. IT IS AN ENLARGEMENT OF THE IMAGE THAT APPEARS ON UNICRONS BRAIN SCREENS. THIS IS TRUE FOR ALL OF THE IMAGES THAT APPEAR IN THIS AREA FOR SEQ 10

ACTION ...THE IMAGES ON ALL OF THE SCREENS SWITCH TO ANOTHER SCENE. IT IS OF PRIME PASSING THE MATRIX TO ULTRA MAGNUS...

DIAL

MUSIC/SFX

CAMERA

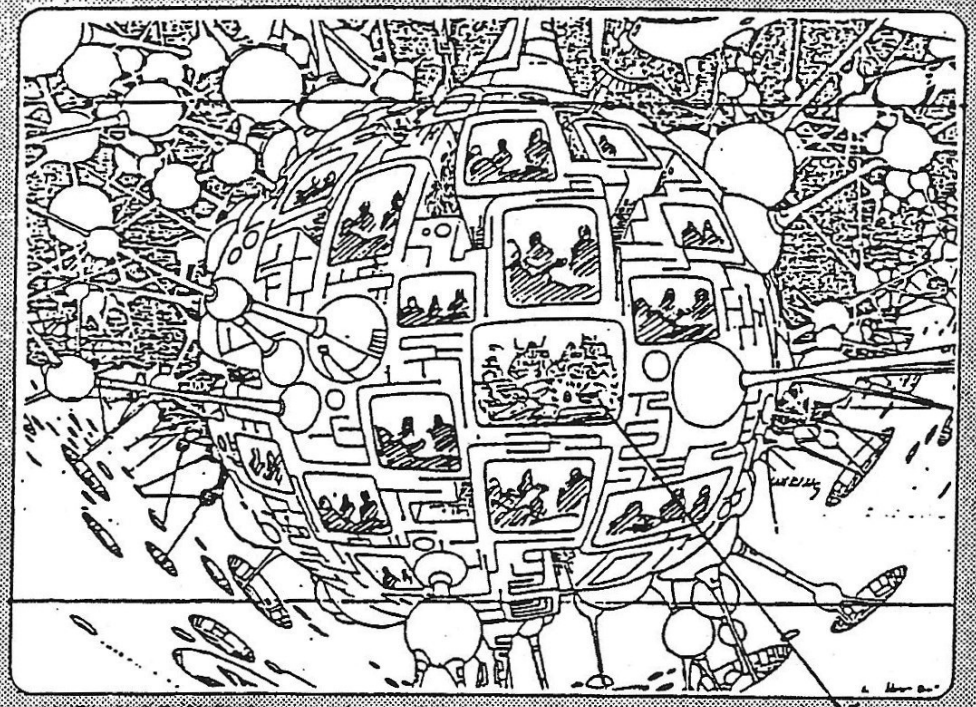
NOTE: NOT A NEWS

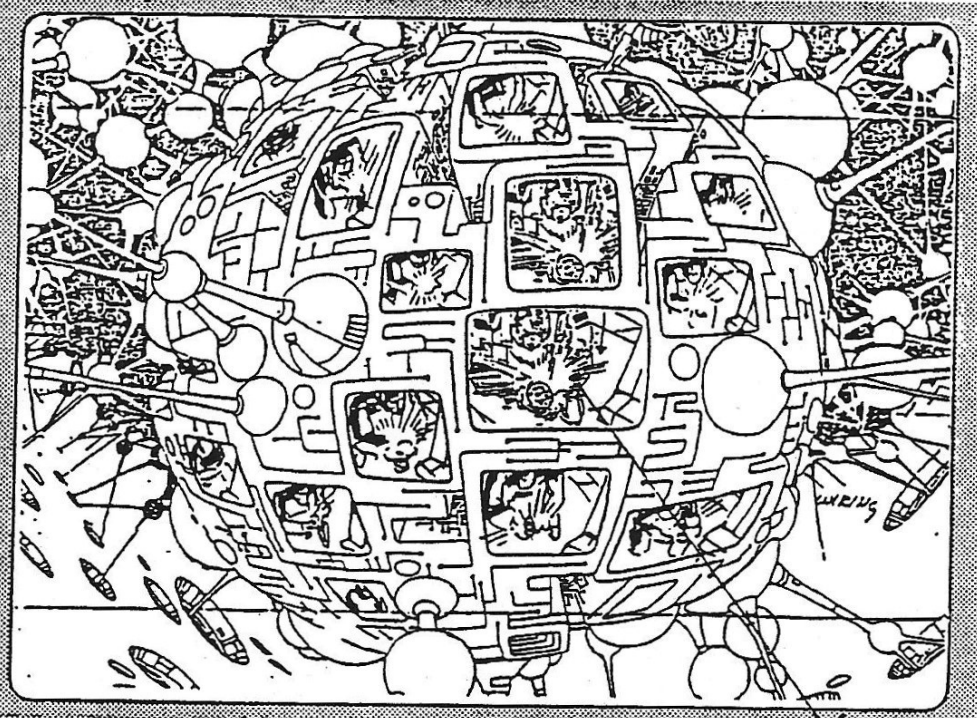
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 10-3 (TRUCK IN CONT)

SC. CONT.

SEQ. 10 Page 4





ACTION ...THE IMAGES ON UNICRON'S BRAIN SCREENS THEN SHOWS PRIME DROPPING THE MATRIX. THE TRUCK IN CONTINUES...

DIAL

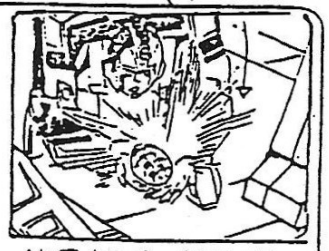
MUSIC/SFX

NOT A NEW SCENE

ACTION ...THE IMAGES THEN ALL CHANGE TO A SCENE OF HOT ROD CATCHING THE MATRIX.

DIAL

MUSIC/SFX



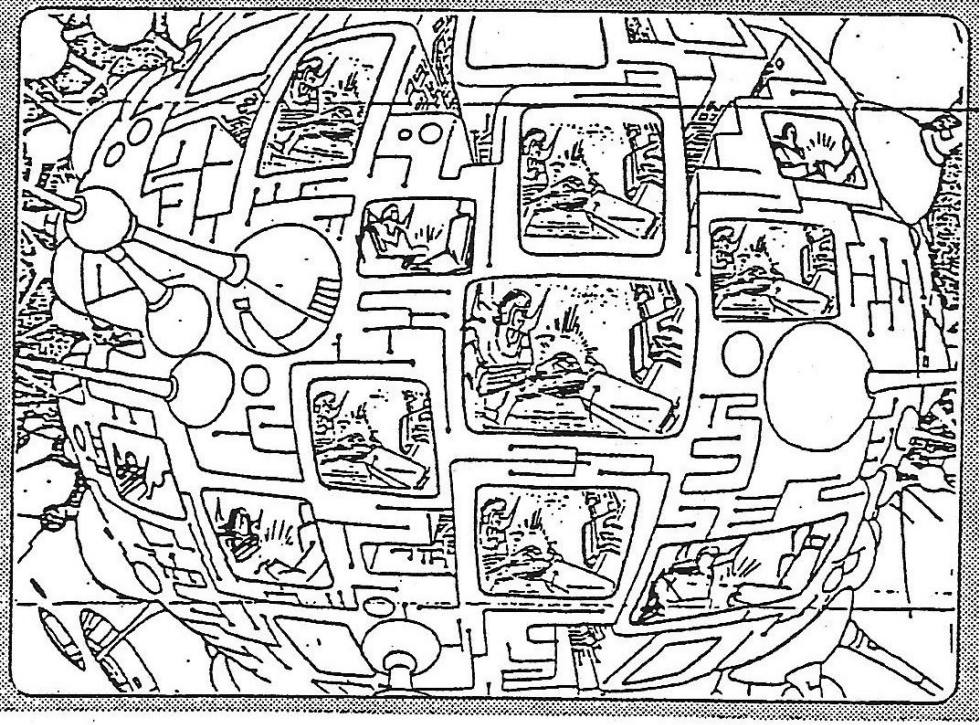
NOT A NEW SCENE

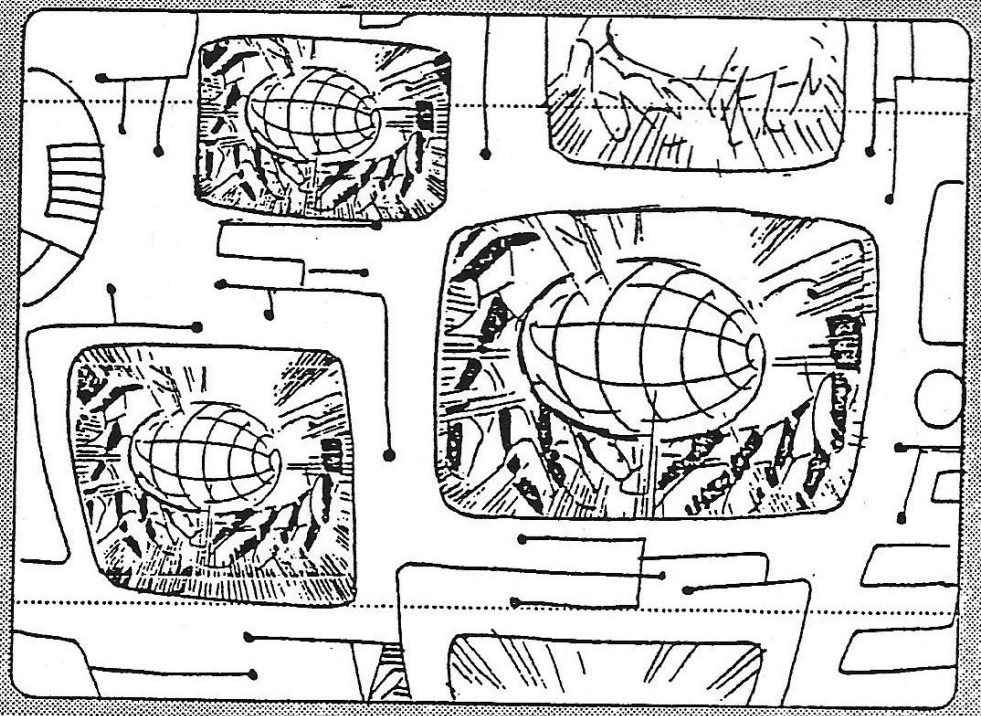
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 10-3 (TRUCK IN CONT)

SC. CONT.

SEQ. 10 Page 5



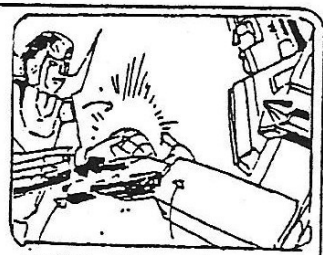


ACTION ...THE IMAGES ON UNICRON'S BRAIN SCREENS THEN CHANGE TO HOT ROD HANDING THE MATRIX TO ULTRA MAGNUS. THE TRUCK IN CONTINUES.

DIAL

MUSIC/SFX

CAMERA



NOT A NEW SCENE

ACTION ...THE TRUCK IN THEN STOPS ON A C.U. OF A PORTION OF UNICRON'S BRAIN. MANY OF HIS BRAIN SCREENS CAN BE SEEN. THE IMAGE ON ALL OF THESE SCREENS IS A C.U. OF ULTRA MAGNUS HOLDING THE AUTOBOT MATRIX.

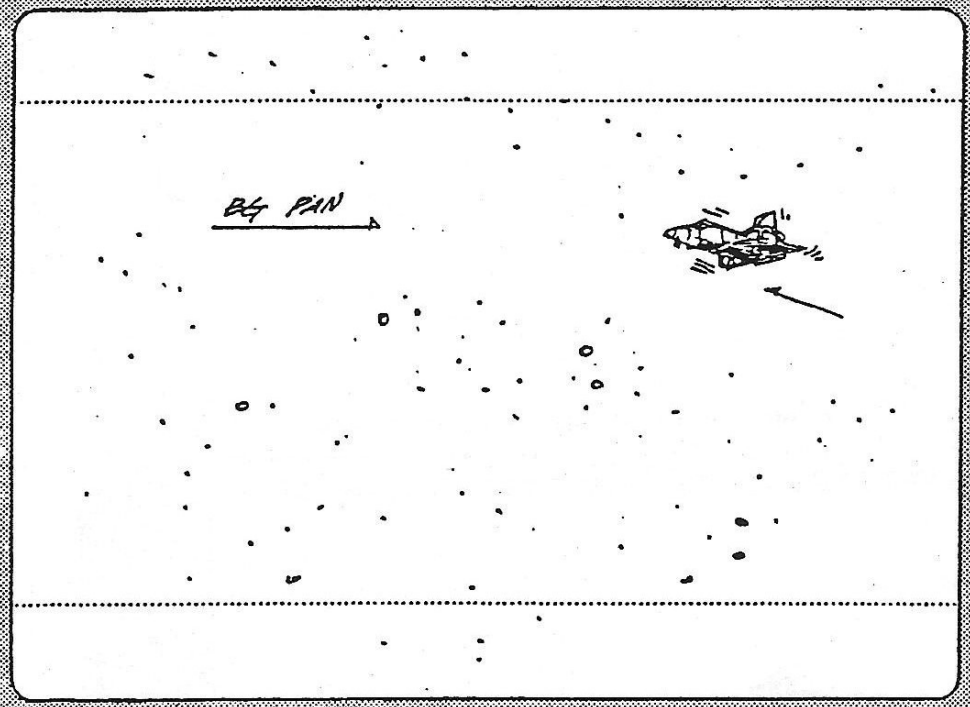
DIAL

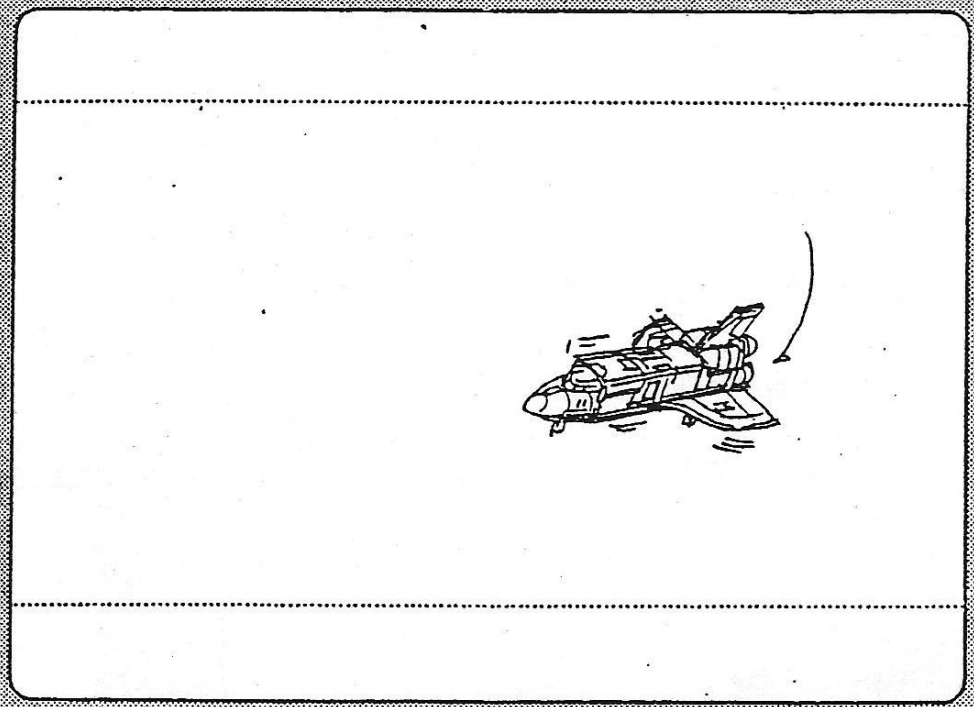
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-1 SC. CONT SEQ. 11 Page 1





ACTION X.L.S. ASTROTRAIN IN SPACE. ASTROTRAIN IS HEADING THROUGH SPACE. HE VIBRATES...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SHAKES AND DIVES...

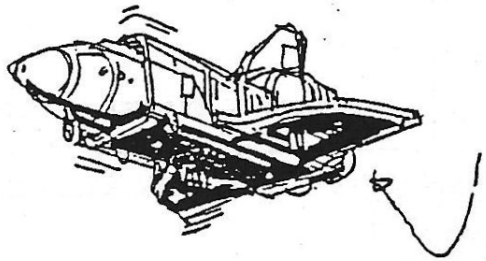
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT



ACTION ...AND MAKES EVERY EFFORT TO KEEP ON COURSE...

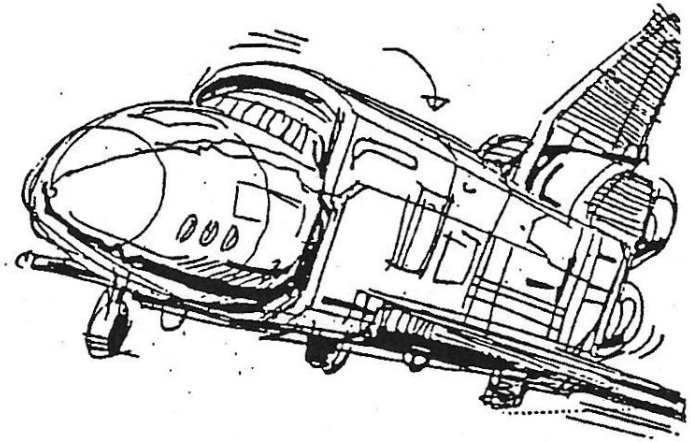
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT



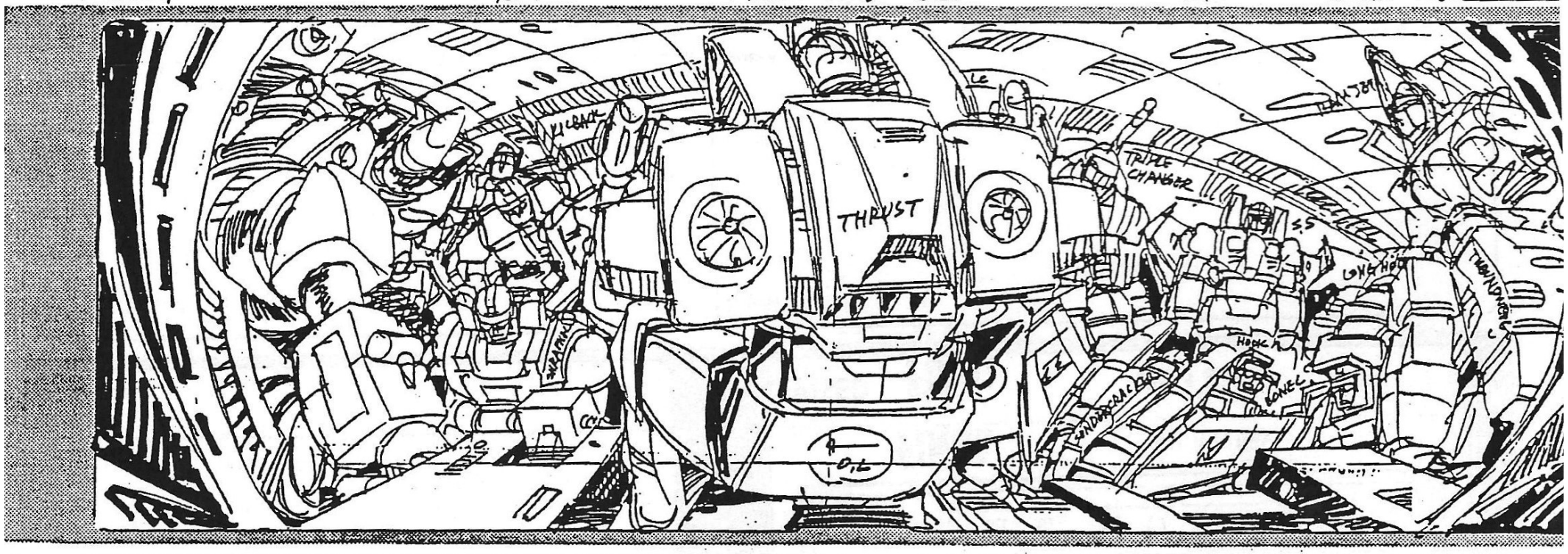
ACTION ...AS HE MOVES IN TOWARD CAMERA ON HIS WAY TO CYBERTRON.

DIAL ASTROTRAIN Jettison some weight,

MUSIC/SFX

CAMERA

SC. 11-2 START PAN → SC. STOP SEQ. 11 Page



ACTION M.S. INSIE ASTROTRAIN. THE SHIP IS PACKED WITH HEALTHY AND WOUNDED DECEPTICONS...

DIAL ASTROTRAIN (CONT) or I'll never make it

MUSIC/SFX

CAMERA

ACTION ...WE PAN OVER TO STARSCREAM WHO...

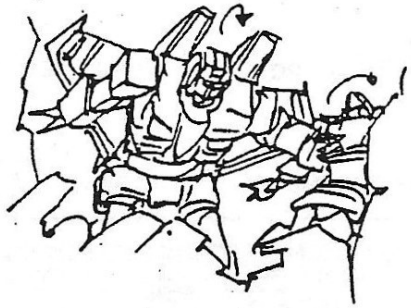
ASTROTRAIN (CONT) to Cybertron.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT



ACTION ...MOTIONS. STARTS TO SPEAK...

DIAL

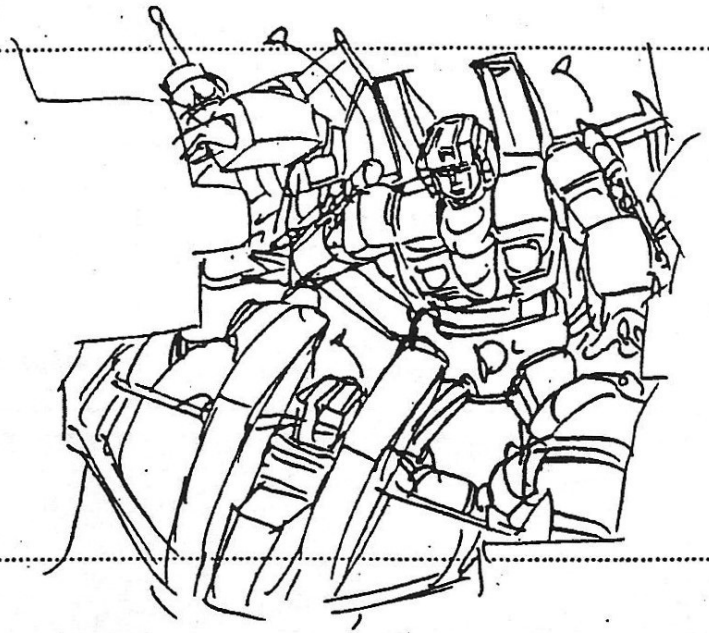
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 11 Page 4

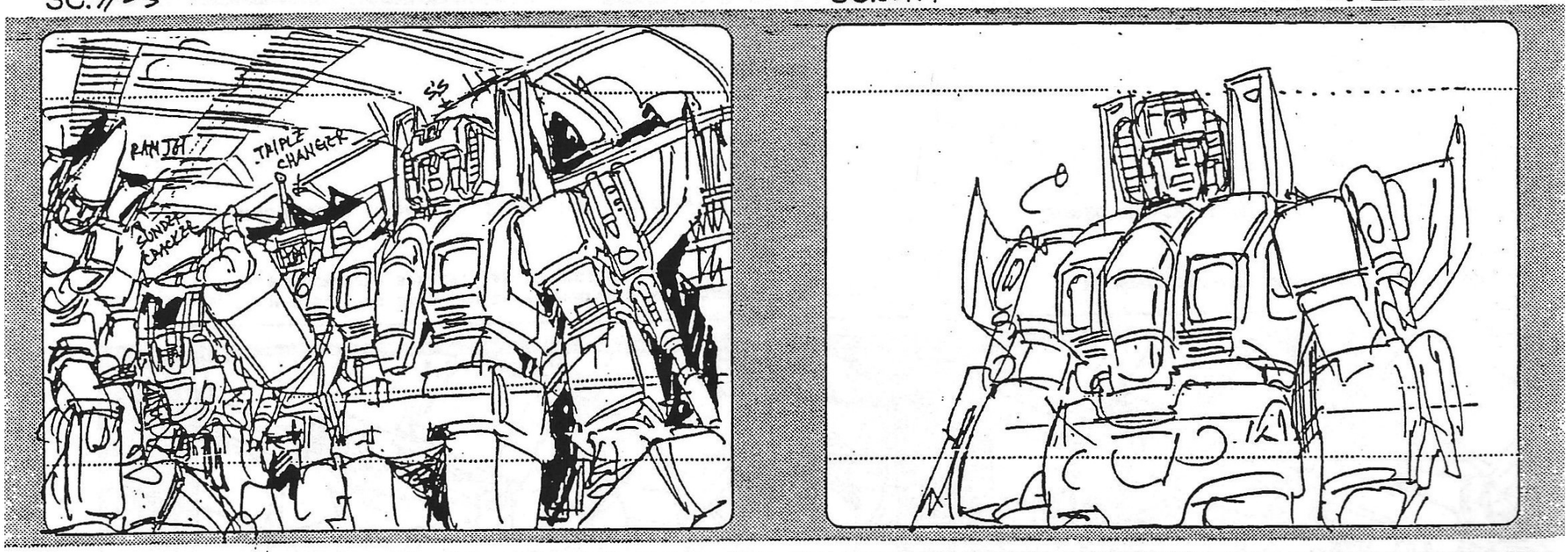


ACTION ...AND STEPS FORWARD AS HE ADDRESSES THE OTHER DECEPTICONS.

DIAL STARSCREAM Fellow Decepticons, ...

MUSIC/SFX

CAMERA



ACTION M.S. STARSCREAM. HE FINISHES ADDRESSING THE OTHERS...

DIAL STARSCREAM (CONT) Astrotrain has requested that we lighten our burden!

MUSIC/SFX

CAMERA

ACTION ...THEN TURNS AS HE HEARS THE O.S. BONECRUSHER.

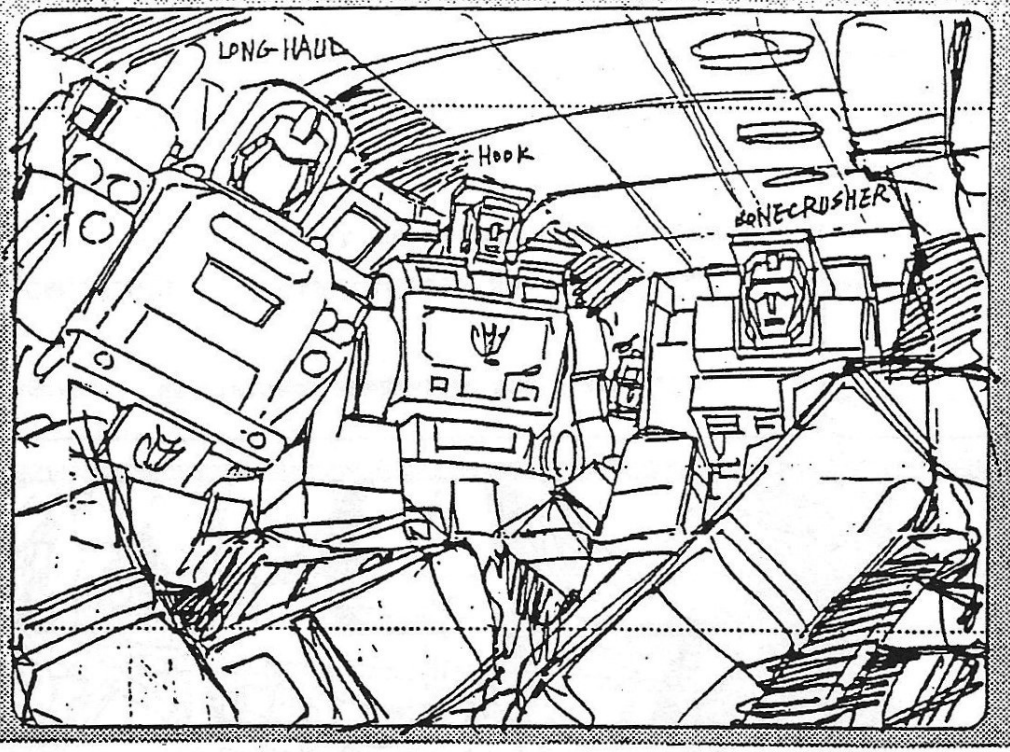
DIAL BONECRUSHER (V.O.) In that case..

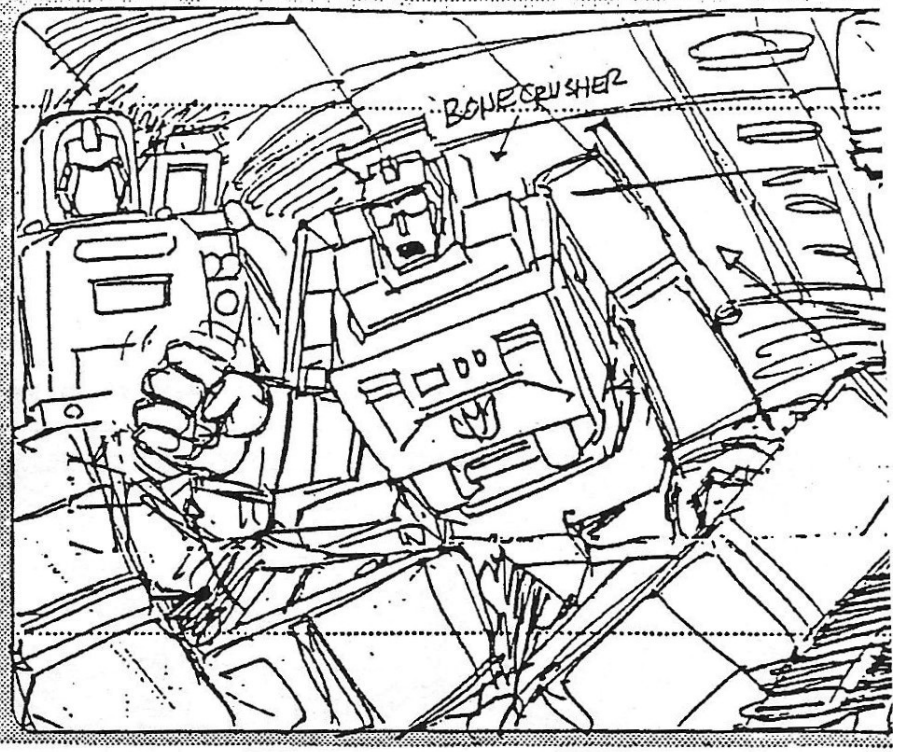
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-4 SC. CONT SEQ. 11 Page





ACTION M.L.S. LONG HAUL, HOOK, BONECRUSHER AND OTHER DECEPTICONS. BONECRUSHER SPEAKS. AS HE DOES SO...

DIAL BONECRUSHER (CONT)...I say it's survival...

MUSIC/SFX

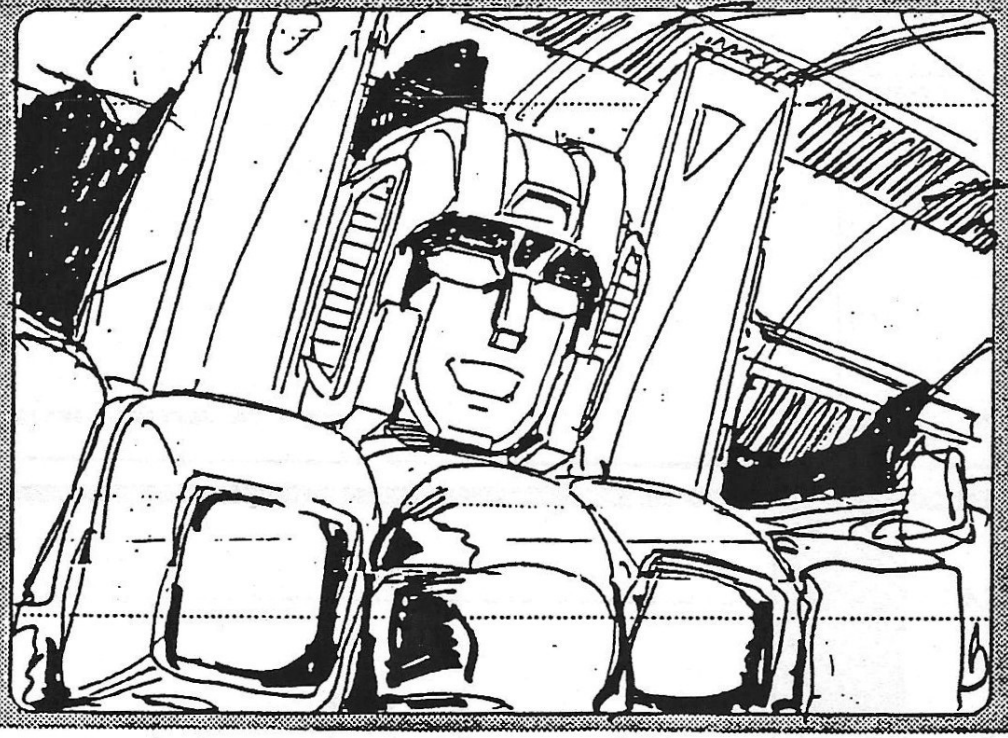
ACTION ...HE MOVES FORWARD THROUGH THE CROWDS OF DECEPTICONS.

DIAL BONECRUSHER (CONT) ...of the fittest.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-5



ACTION C.U. STARSCREAM. HE SMILES AND ASKS THE DECEPTICONS FOR THEIR VOTE.

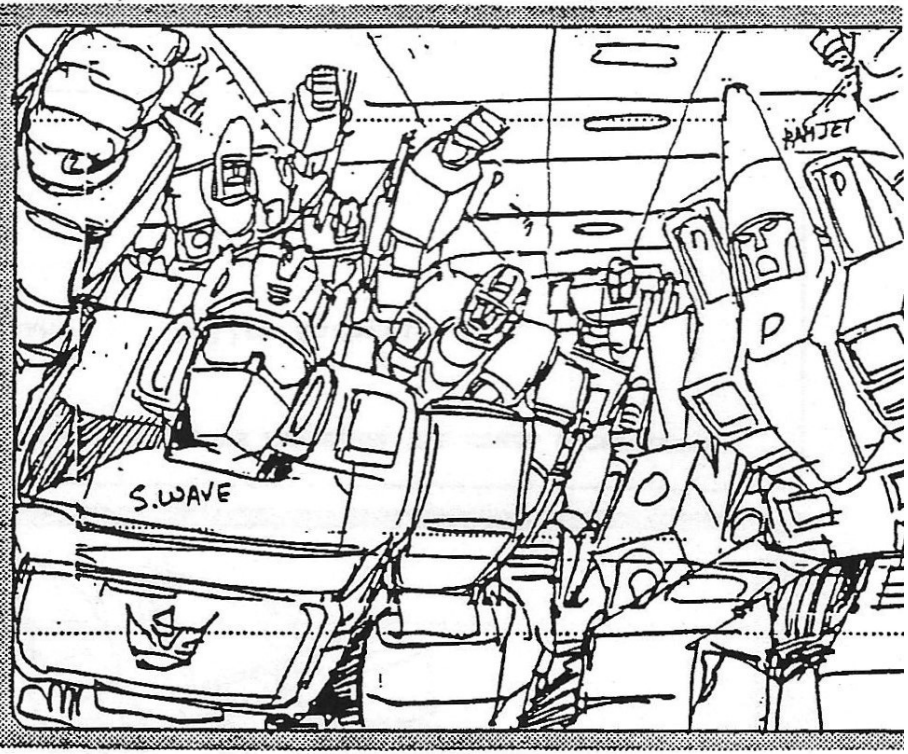
DIAL STARSCREAM Do I hear a second on that?

MUSIC/SFX

CAMERA

SC. 11-6

SEQ 11 Page _____



ACTION L.S. THE HEALTHY DECEPTICONS. RAMJET, SOUNDWAVE, ETC. THEY ALL, RAISE THEIR ARMS.

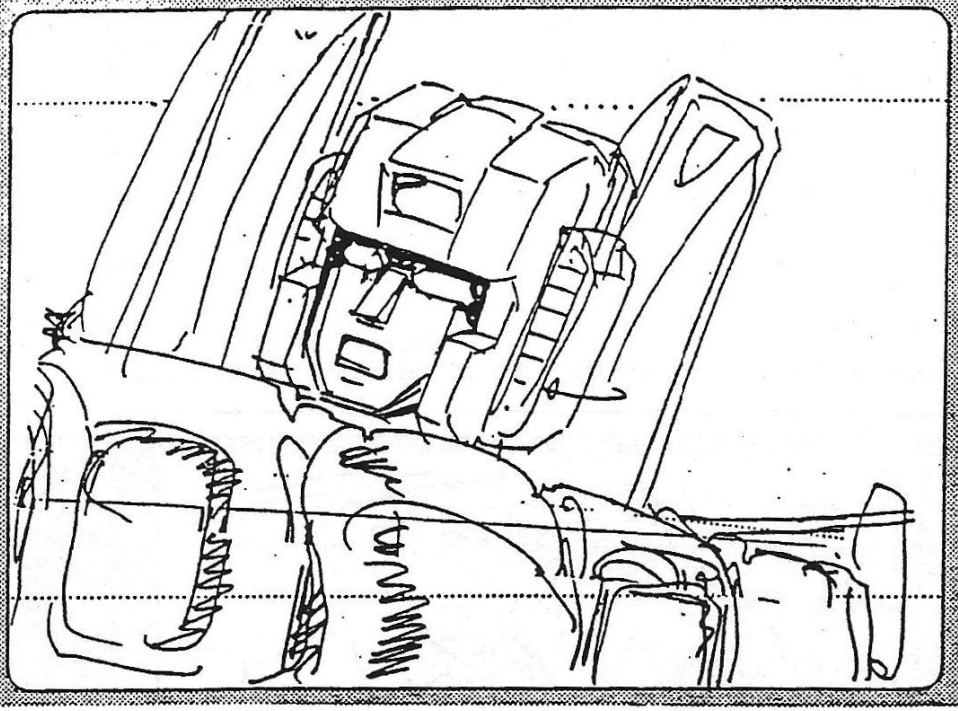
DIAL HEALTHY DECEPTICONS Aye!

MUSIC/SFX

CAMERA

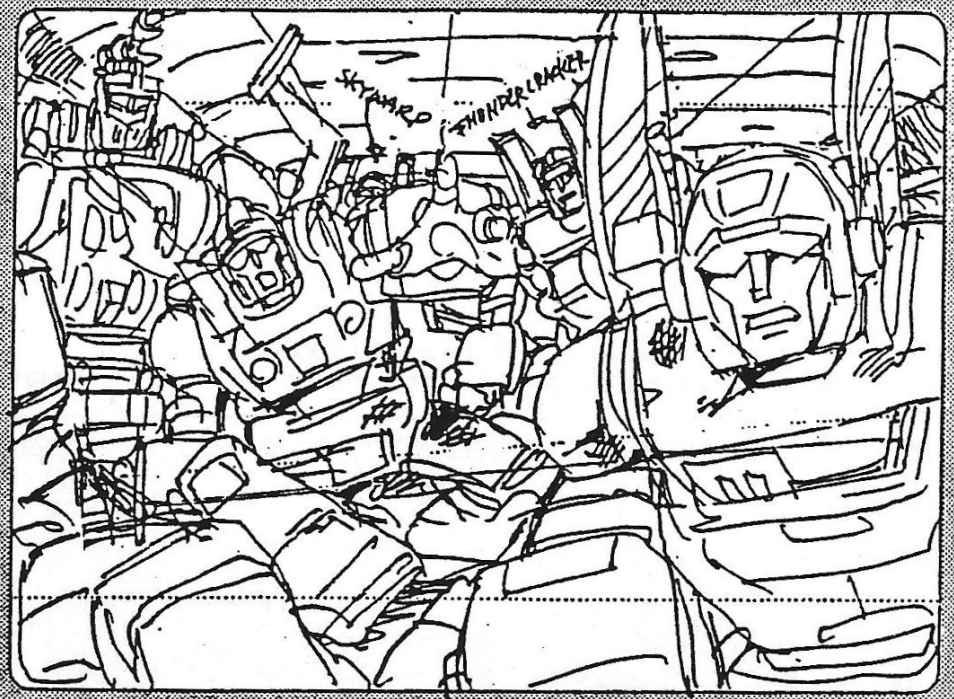
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-7



SC. 11-8

SEQ. 11 Page 8



ACTION C.U. STARSCREAM. HE TURNS AND ASKS OTHER DECEPTICONS HOW THEY VOTE.

DIAL STARSCREAM And against?

MUSIC/SFX

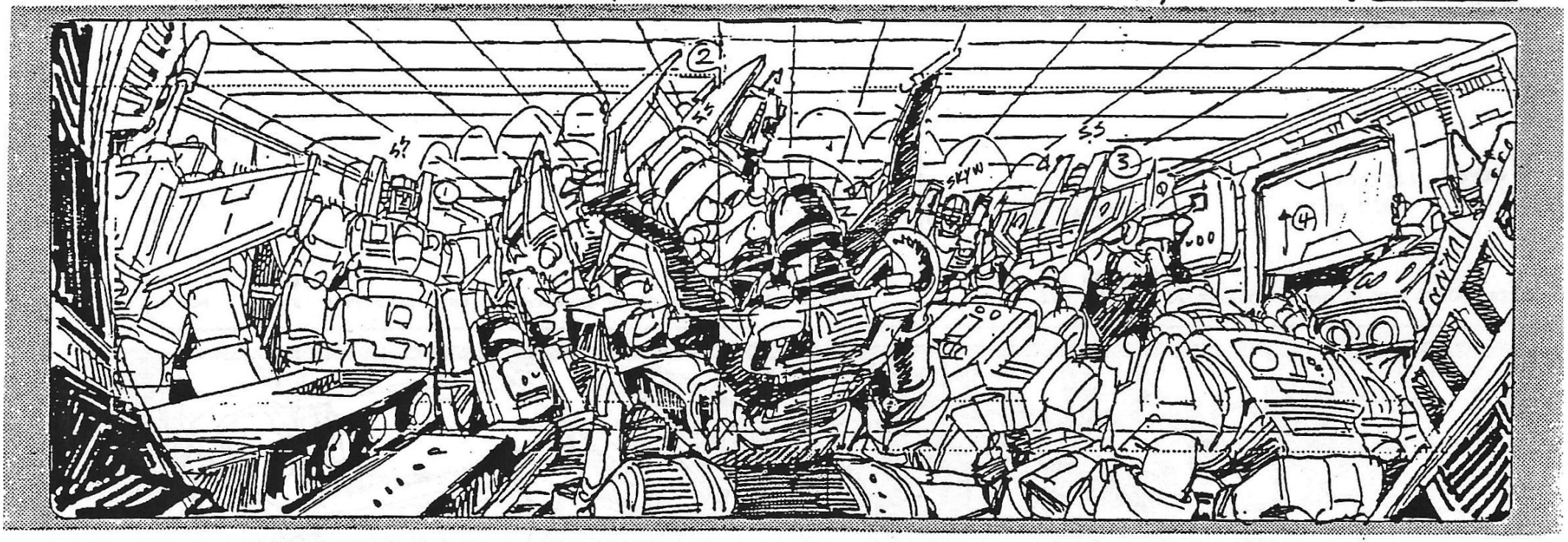
ACTION L.S. A GROUP OF WOUNDED DECEPTICONS, THUNDERCRACKER, SHRAPNEL, BOMBSHELL, KICKBACK, ECT. THEY REACH FORWARD AND CAST THEIR VOTE IN FEEBLE PROTEST.

DIAL NOT HEALTHY DECEPTICONS (WEAKLY) Nay!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-9 START PAN → SC. STOP SEQ. 11 Page 9



ACTION L.S. STARSCREAM AND THE OTHER DECEPTICONS INSIDE THE SHUTTLE. STARSCREAM MAKES HIS WAY THROUGH THE CROWD OF DECEPTICONS. WE PAN WITH HIM.

DIAL STARSCREAM The ayes' have it!

MUSIC/SFX

CAMERA

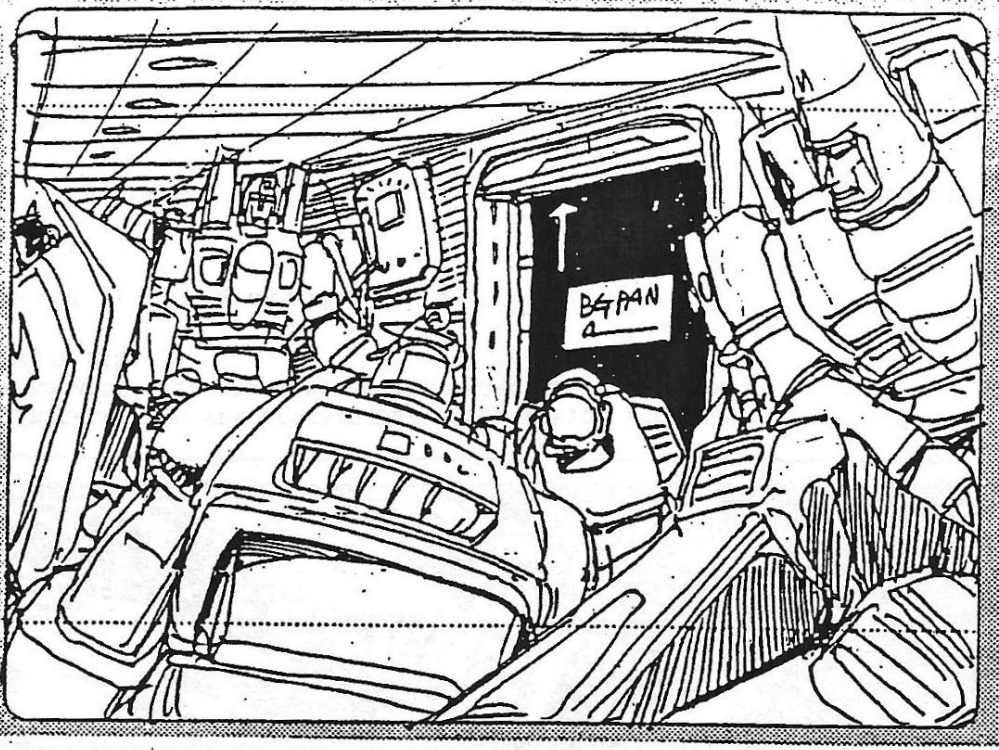
ACTION ...HE REACHES THE CONTROLS THAT OPERATE THE SHUTTLE DOORS AND PUSHES A FEW BUTTONS. THE SHUTTLE DOOR OPENS.

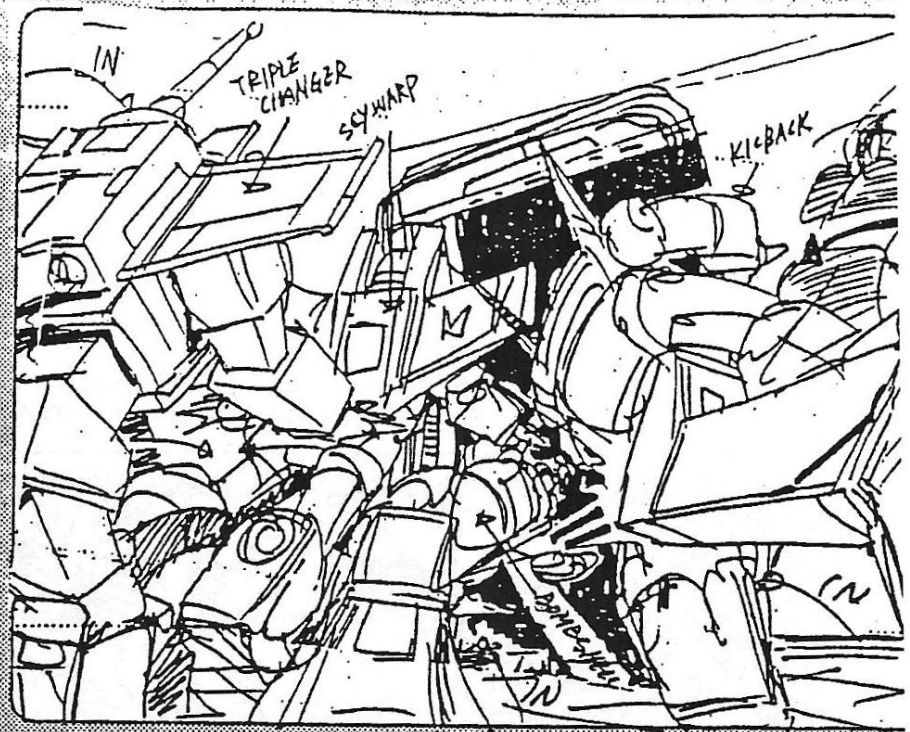
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. STARSCREAM AND THE WOUNDED DECEPTICONS NEAR THE OPEN SHUTTLE DOOR...

DIAL

MUSIC/SFX

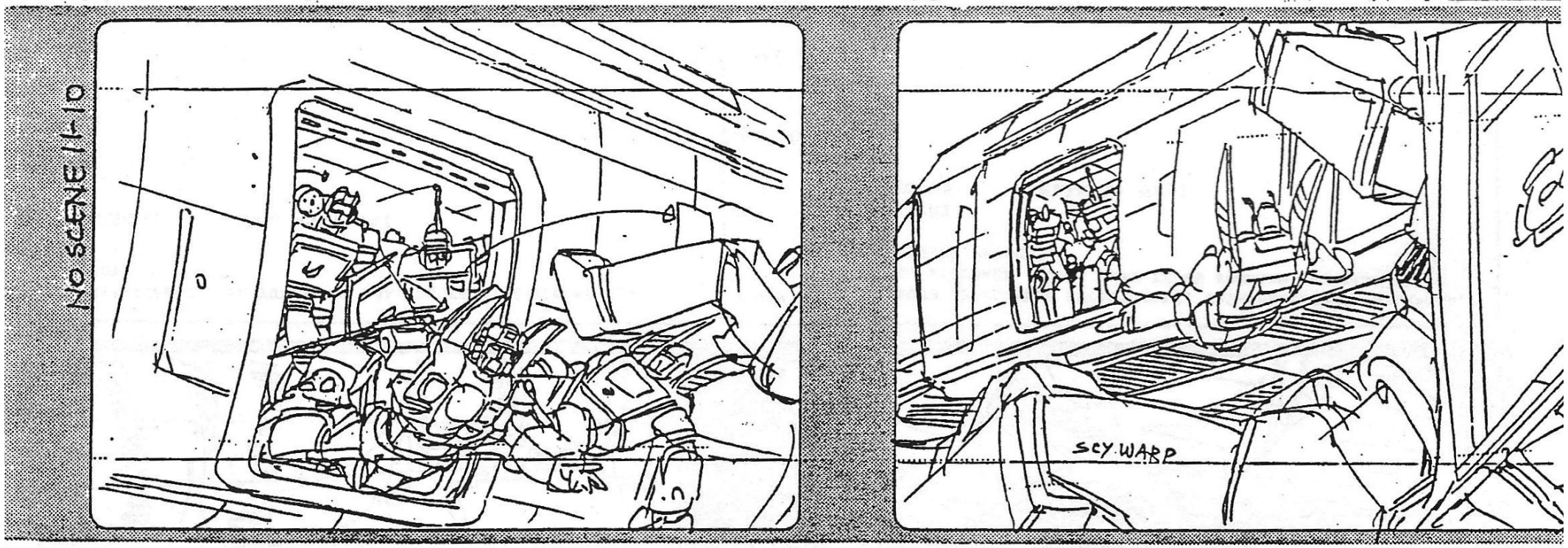
CAMERA

ACTION ...THE HEALTHY DECEPTICONS MOVE IN AND THROW THE WOUNDED OF THE SHUTTLE.

DIAL ALL DECEPTICONS (AD LIB)
Beat it! Spare me!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. EXTERIOR, ON THE SHUTTLE DOORWAY AS THE WOUNDED ARE KICKED OFF THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

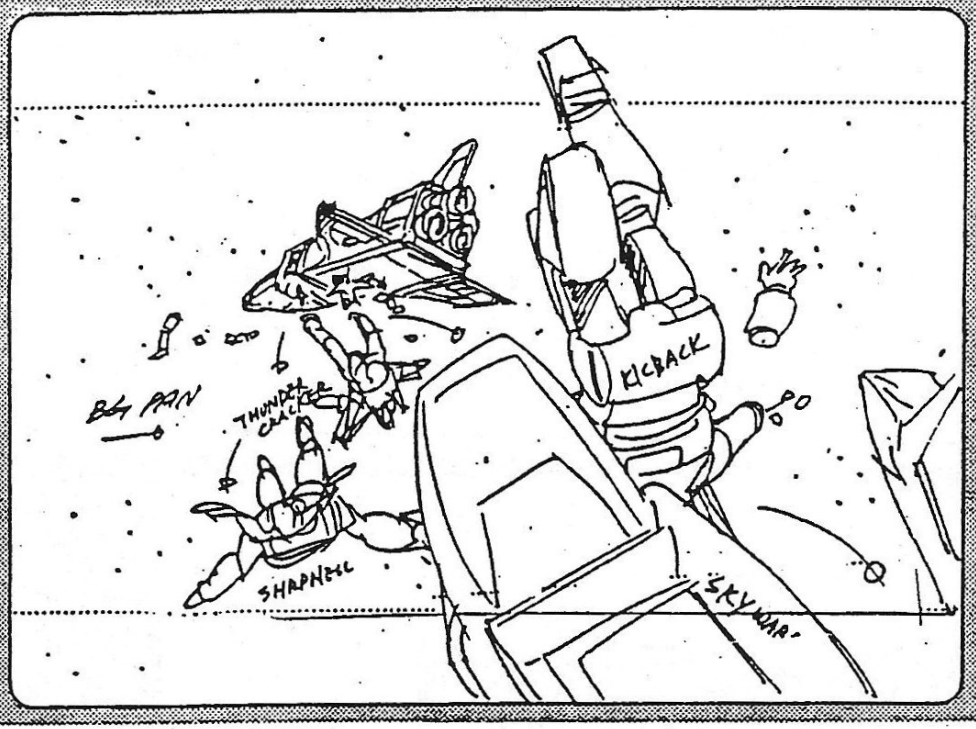
ACTION M.L.S. THE SPACE SHUTTLE ENTRANCE. THE WOUNDED DECEPTICONS FALL THROUGH SPACE AS THE SHUTTLE...

DIAL

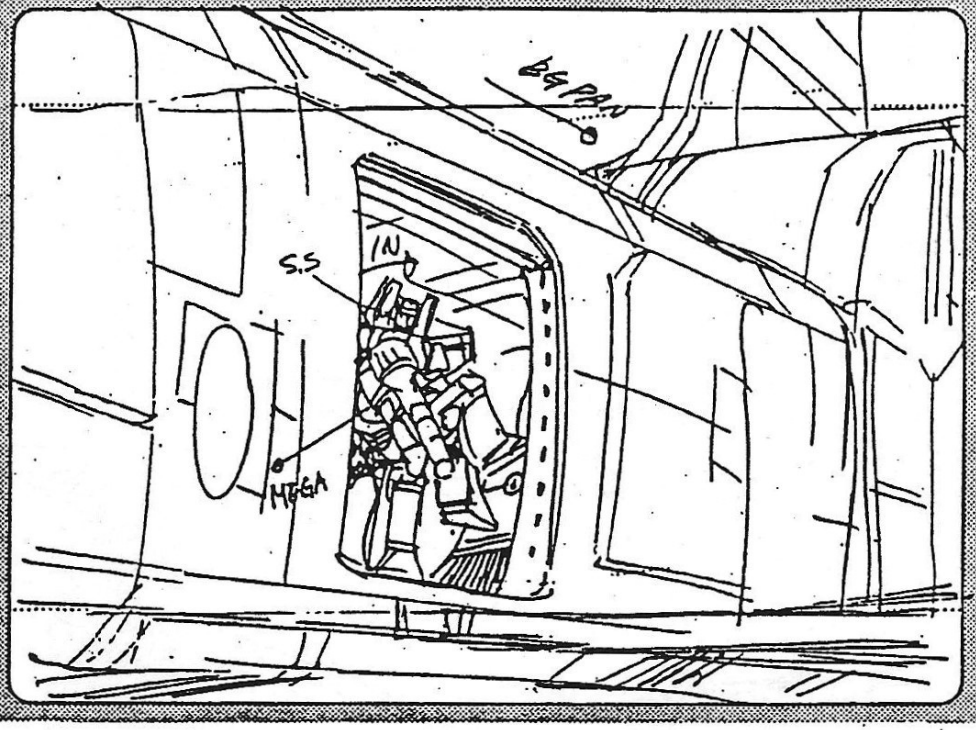
MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!



NO SCENE 11-12



ACTION .. ...MOVES UP AND AWAY AND MORE INJURED DECEPTICONS ARE THROWN OUT AND DRIFT THROUGH SPACE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. THE ENTRANCE DOORWAY TO THE SHUTTLE. STARSCREAM ENTERS THE SCENE CARRYING MEGATRON IN HIS ARMS.

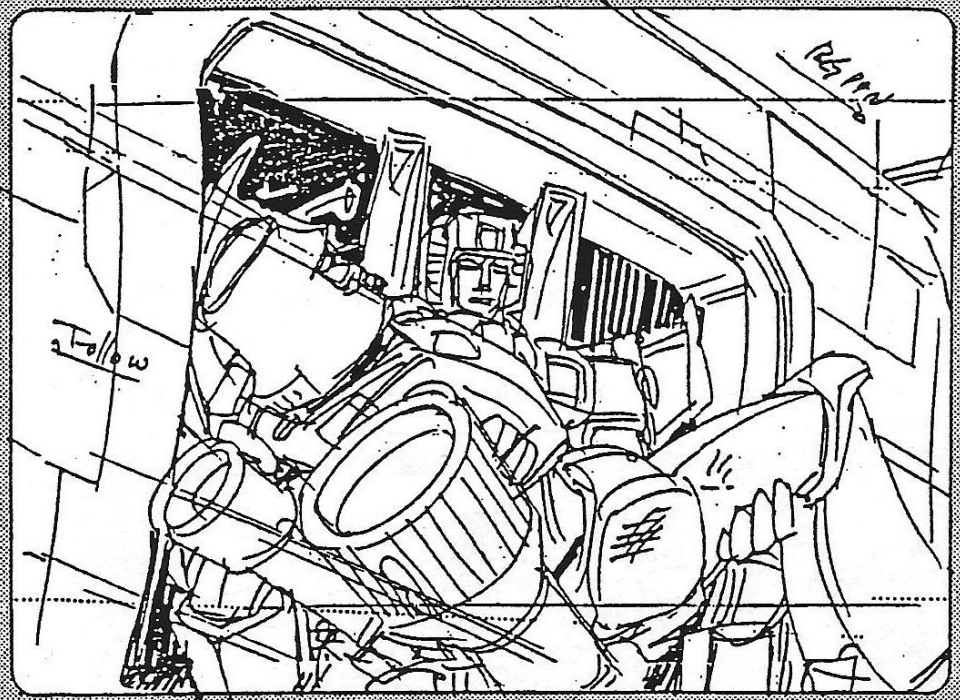
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-14



ACTION M.S. STARSCREAM AND MEGATRON. STARSCREAM MOVES MEGATRON OUT THROUGH THE DOORWAY.

(SARCASTIC)

DIAL STARSCREAM Oh, how it pains

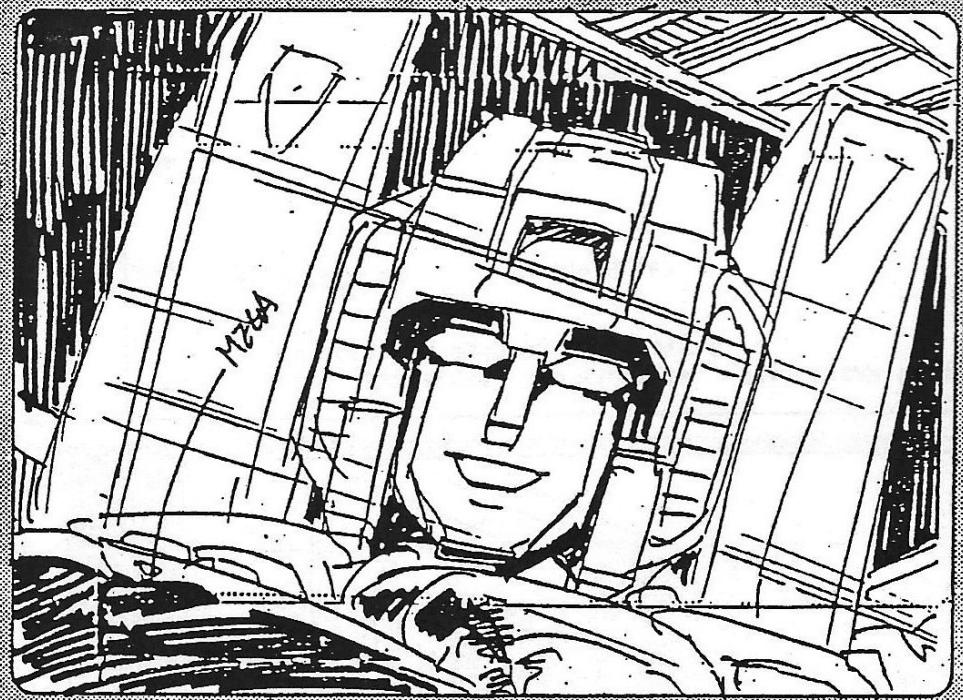
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-15

SEQ. 11 Page 13

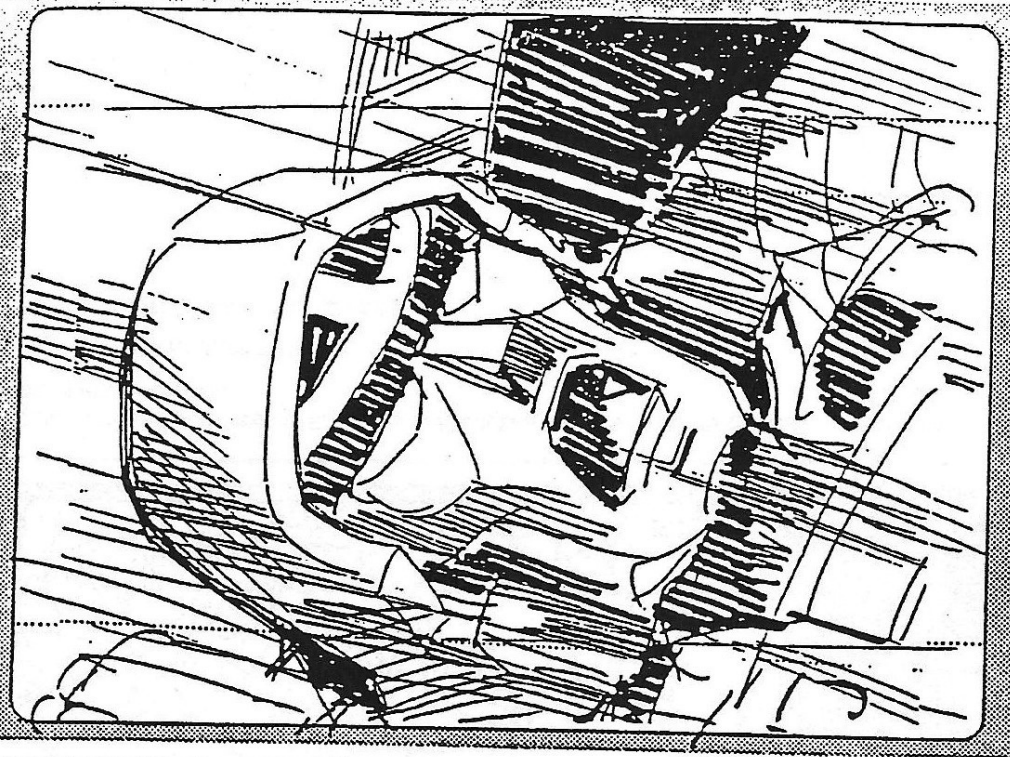


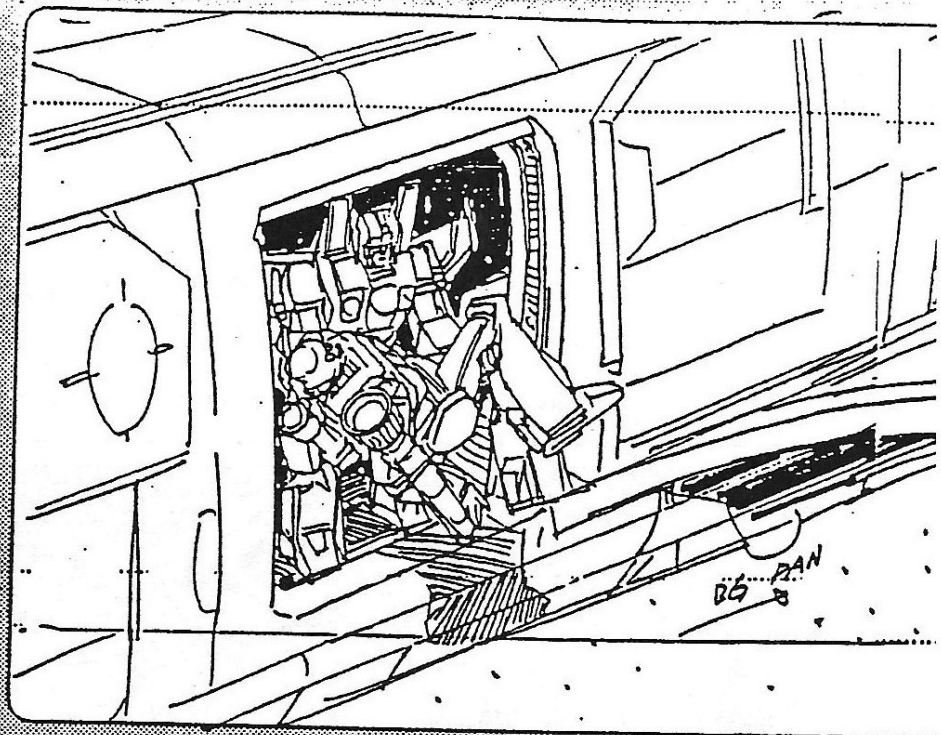
ACTION C.U. STARSCREAM. HE LOOKS DOWN AT MEGATRON AND SMILES.

DIAL STARSCREAM me to do this.

MUSIC/SFX

CAMERA





ACTION C.U. MEGATRON. HE CRIES OUT IN PROTEST.

DIAL MEGATRON Wait, I still function!

MUSIC/SFX

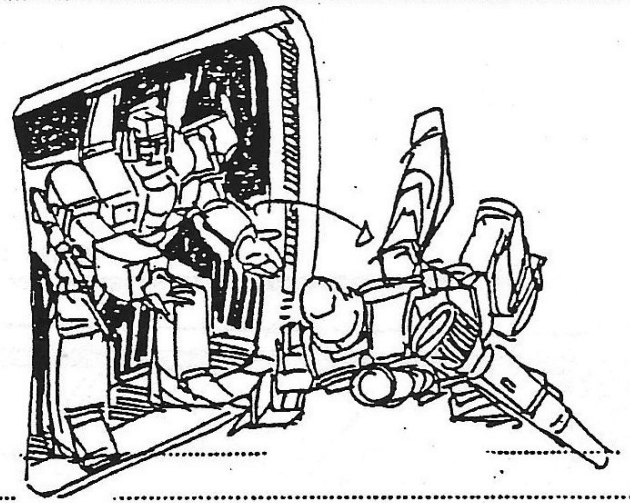
CAMERA

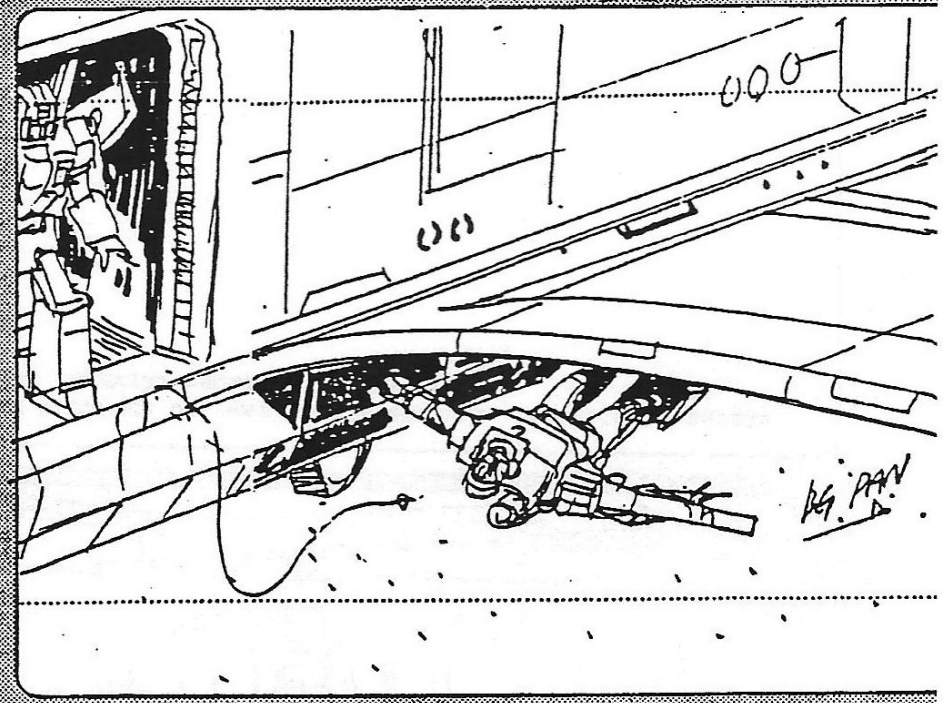
ACTION M.L.S. STARSCREAM AND MEGATRON. STARSCREAM HOLDS MEGATRON OUT OVER THE SIDE OF THE SHUTTLE...

DIAL STARSCREAM Wanna bet?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...STARSCREAM THEN THROWS MEGATRON OUT...

DIAL MEGATRON Starscream!

MUSIC/SFX

CAMERA

ACTION ...WE FOLLOW MEGATRON AS HE FALLS, IS SWEPT UNDER THE SHUTTLE WING, AND...

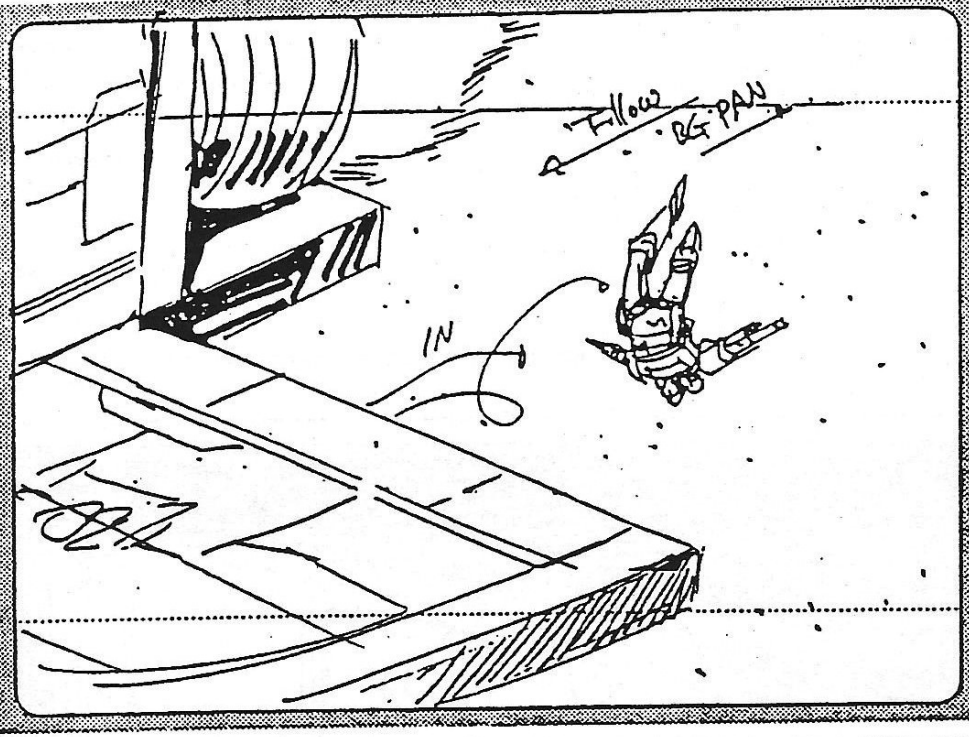
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 11-17



ACTION ...TUMBLES THROUGH SPACE BEHIND THE SHUTTLE.

DIAL

MUSIC/SFX

SC. 11- 18

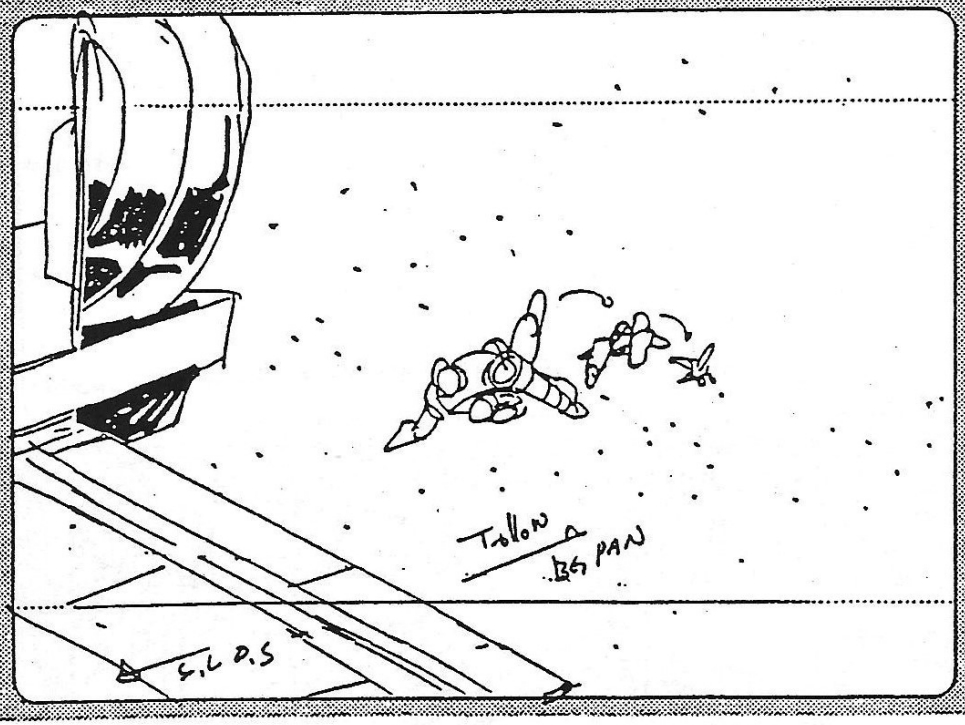
ACTION M.C.U. STARSCREAM. HE SMILES AS HE WATCHES MEGATRON (O.S.) TUMBLE OFF THROUGH SPACE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-19



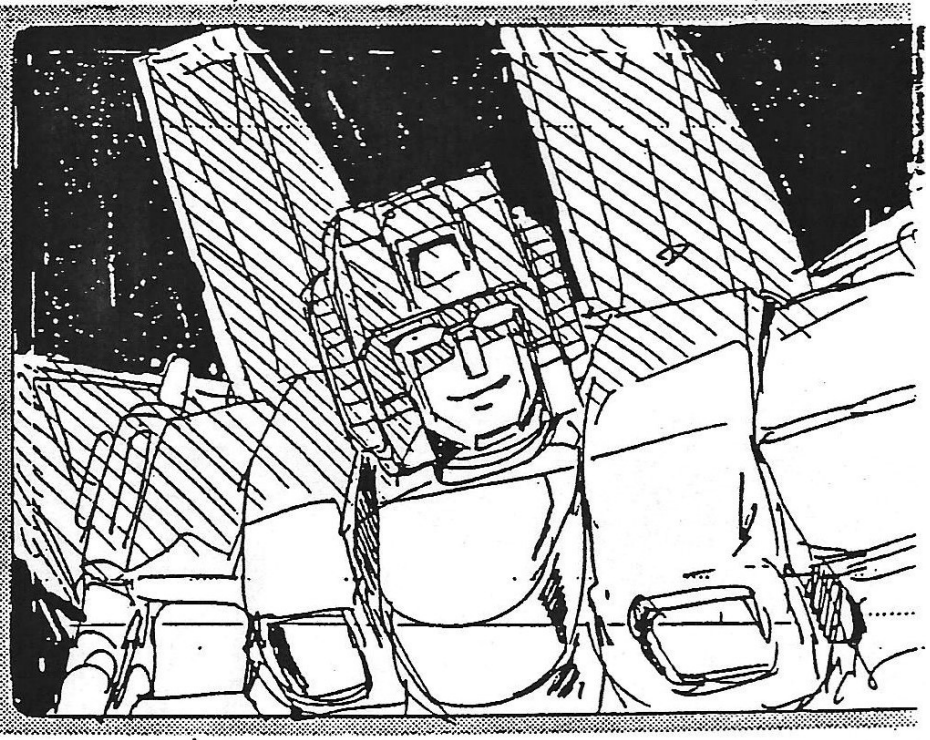
ACTION X.L.S. MEGATRON AS HE RECEDES INTO SPACE BEHIND THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

SC. 11-20



ACTION M.C.U. STARSCREAM. HE CONTINUES TO WATCH MEGATRON (O.S.) A

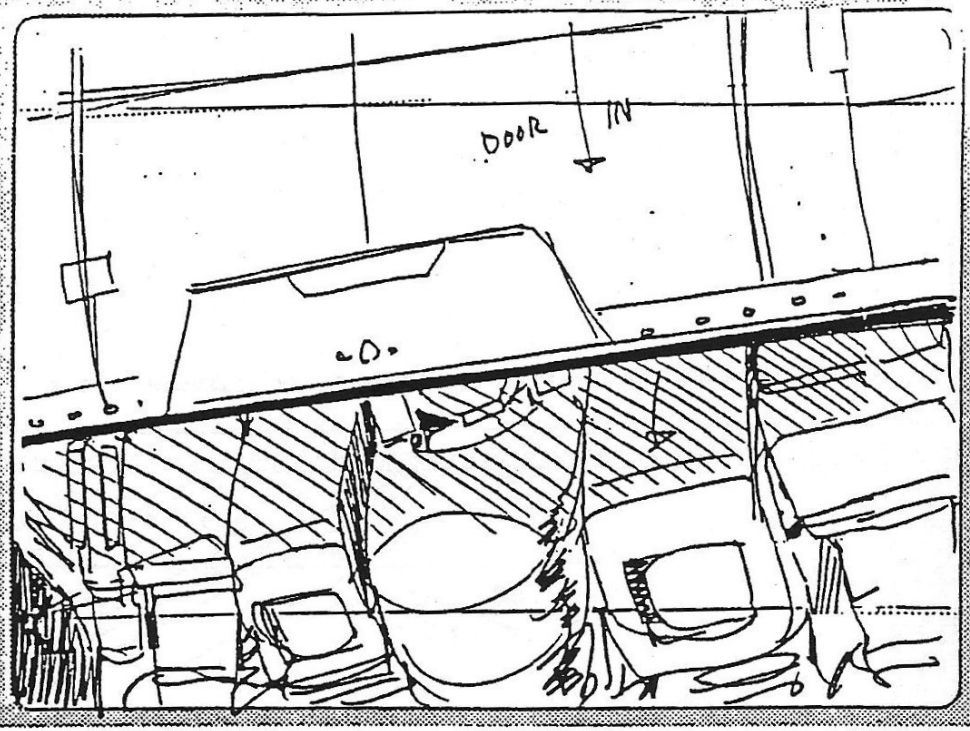
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT 11-20



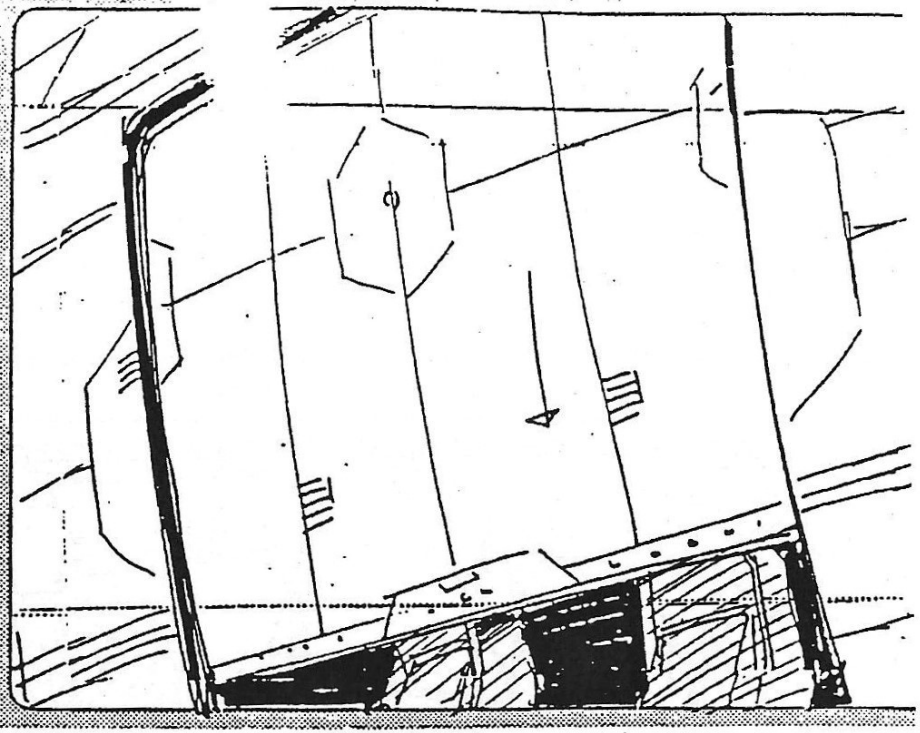
ACTION ...THE DOOR OF THE SHUTTLE CLOSES DOWN...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 11 Page _____



ACTION ...IN FRONT OF HIM AND...

DIAL

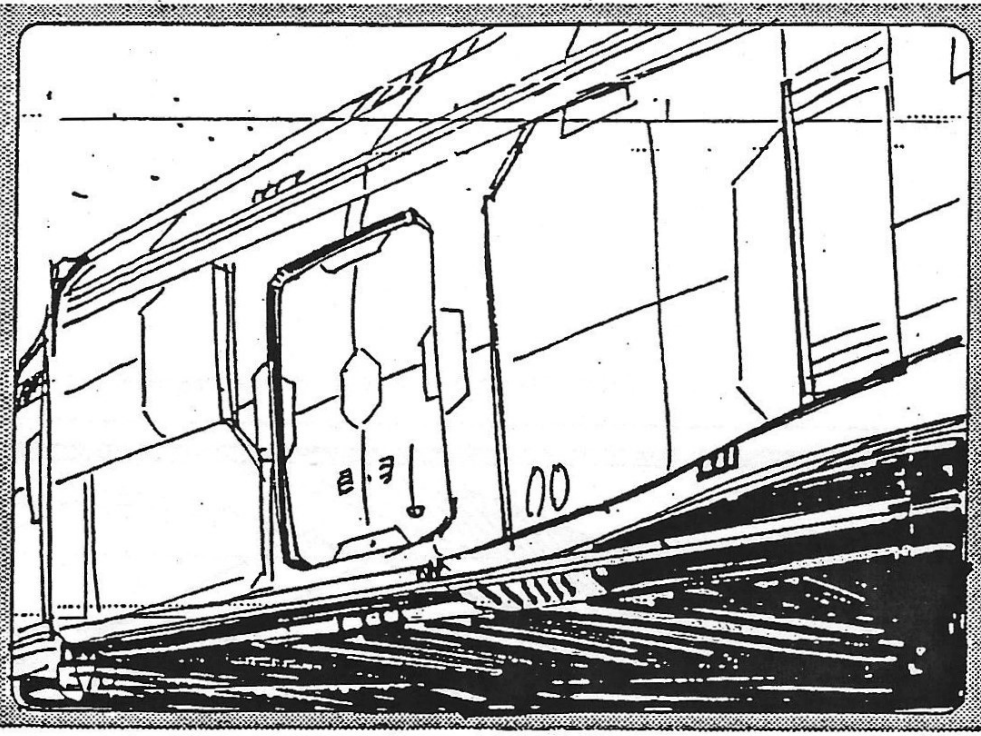
MUSIC/SFX

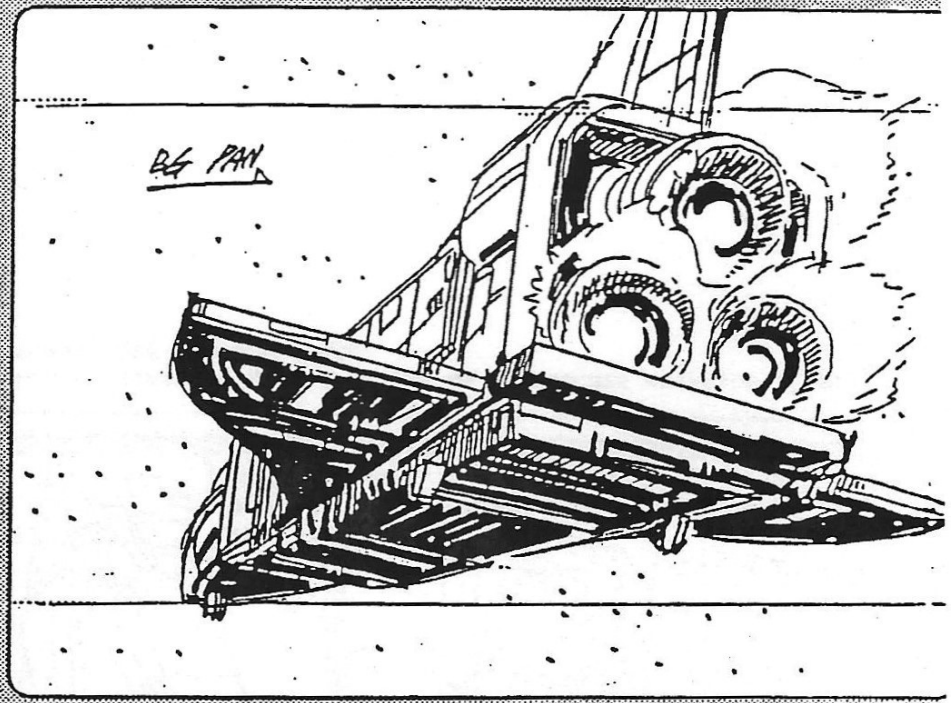
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 11-20

SC. CONT

SEQ. 11 Page 11





ACTION

...THE SPACE SHUTTLE MOVES AWAY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...CONTINUING ON ITS JOURNEY...

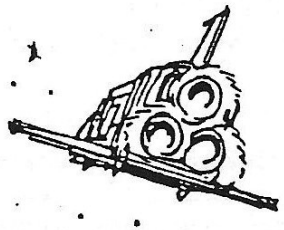
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 11-20 SC. SEQ. 11 Page 20



NO PAGE 21

ACTION

...INTO DEEP SPACE.

DIAL

MUSIC/SFX

CAMERA

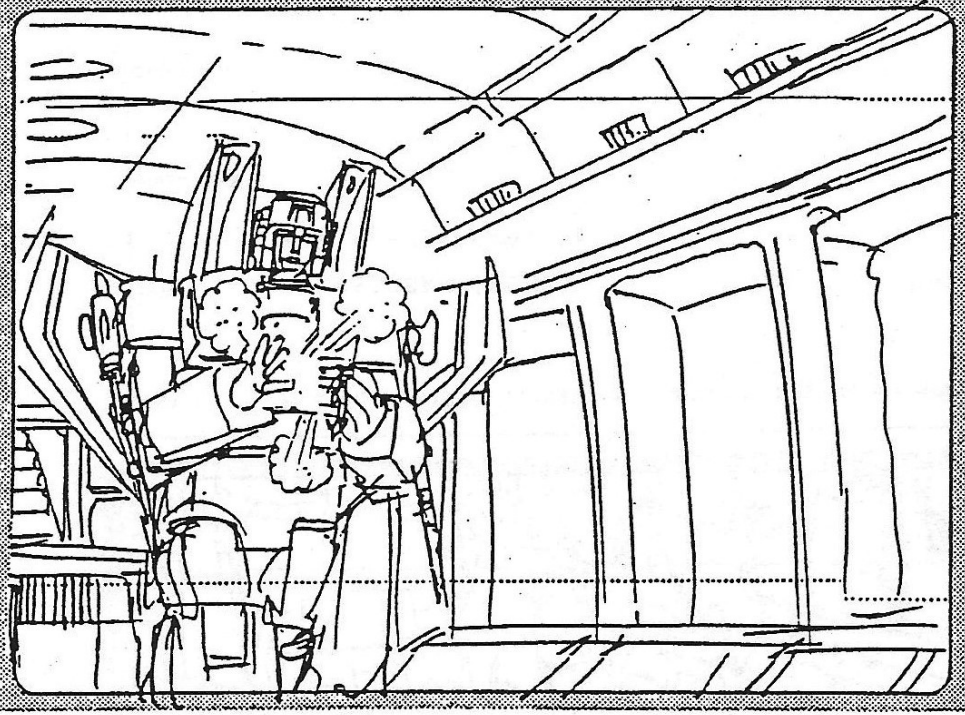
ACTION

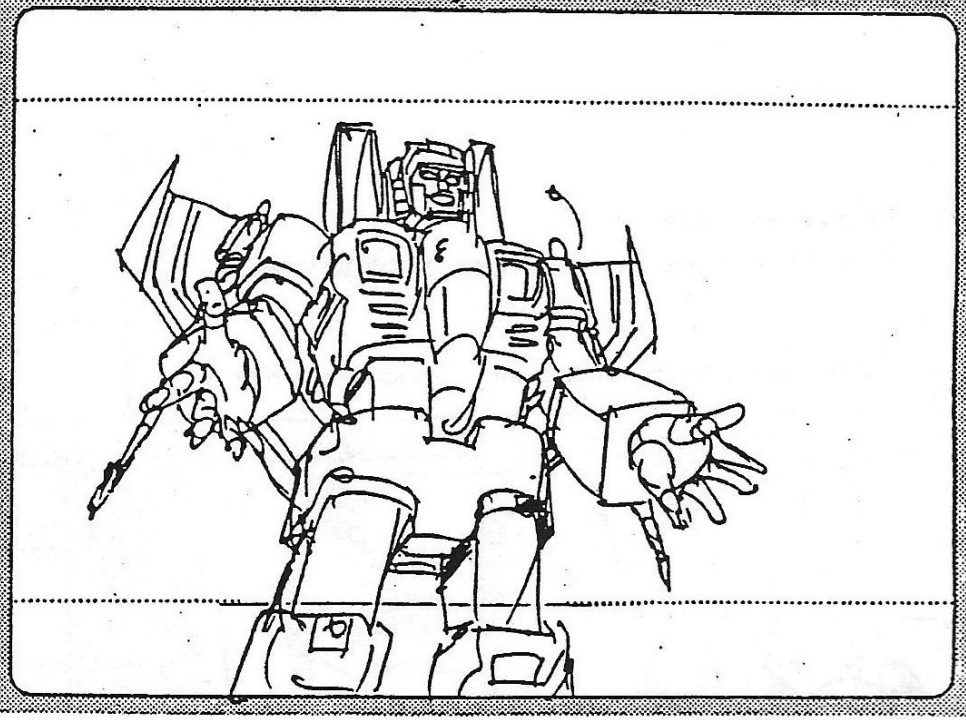
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO PAGE 21

ACTION M.L.S. STARSCREAM. HE WALKS FORWARD AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...STOPS. HE GESTURES TO THE OTHER O.S. DECEPTICONS.

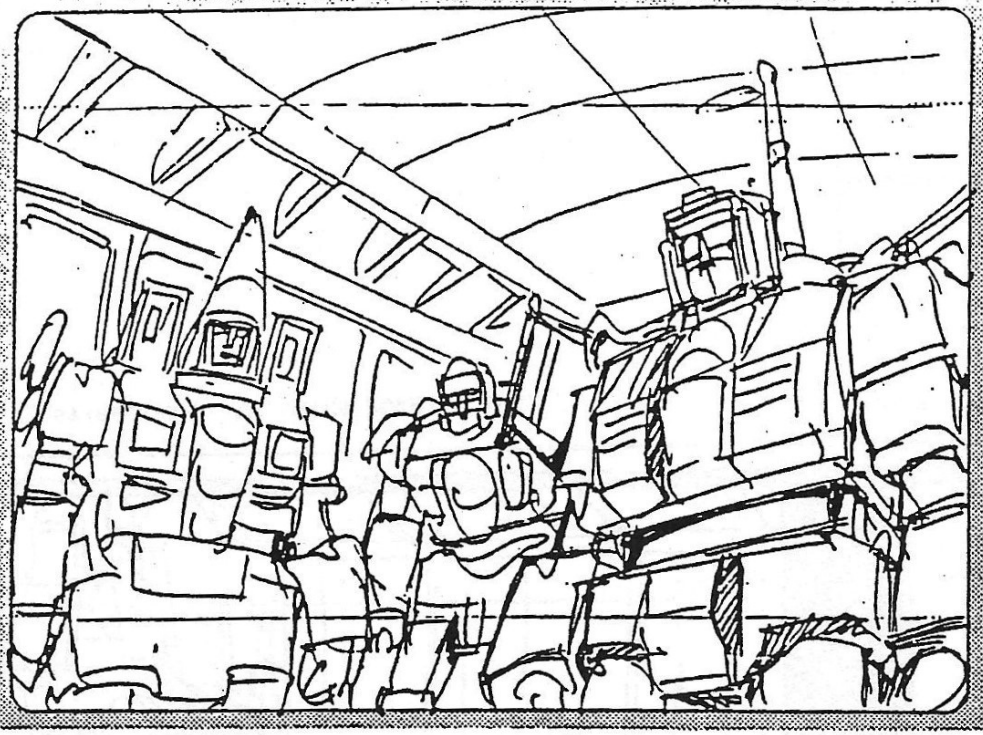
DIAL STARSCREAM Well, as Megatron has, ...

MUSIC/SFX

CAMERA

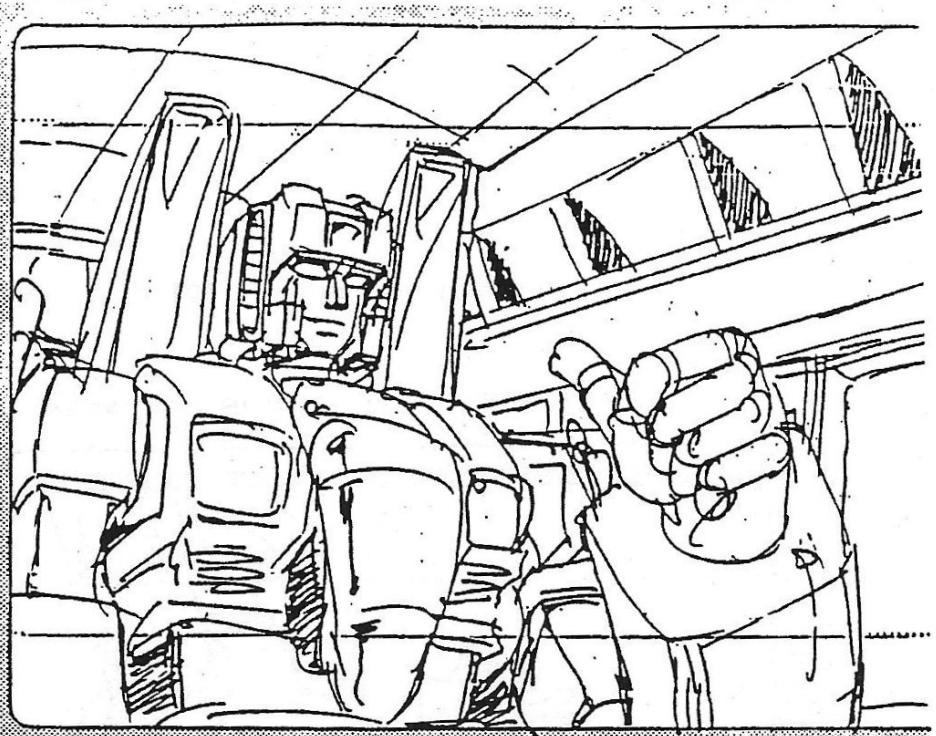
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11 - 22A



SC. 11 - 23

SEQ 11 Page 2



ACTION M.L.S. RAMJET, BLITZWING, ANGRILY LISTEN TO STARSCREAM.

DIAL STARSCREAM (CONT) (VO) ... how shall we say - departed.

MUSIC/SFX

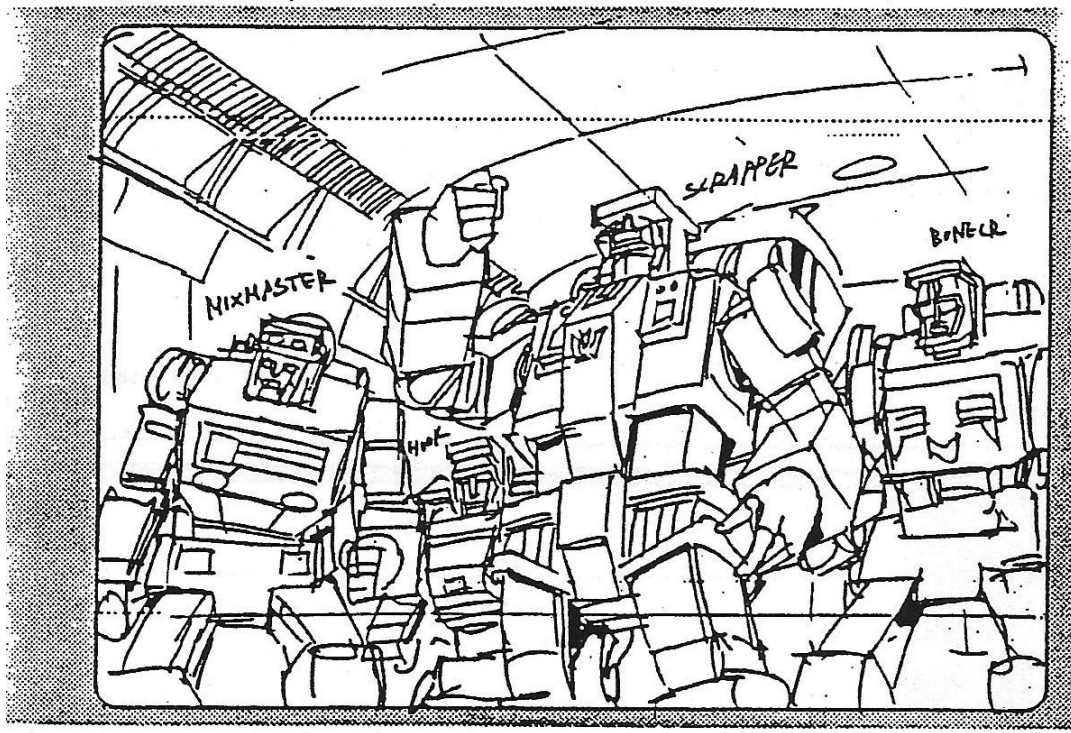
ACTION M.S. STARSCREAM. HE CONTINUES SPEAKING AND MOTIONS TO HIMSEL

DIAL STARSCREAM (CONT) I nominate myself as the new leader.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11 - 24



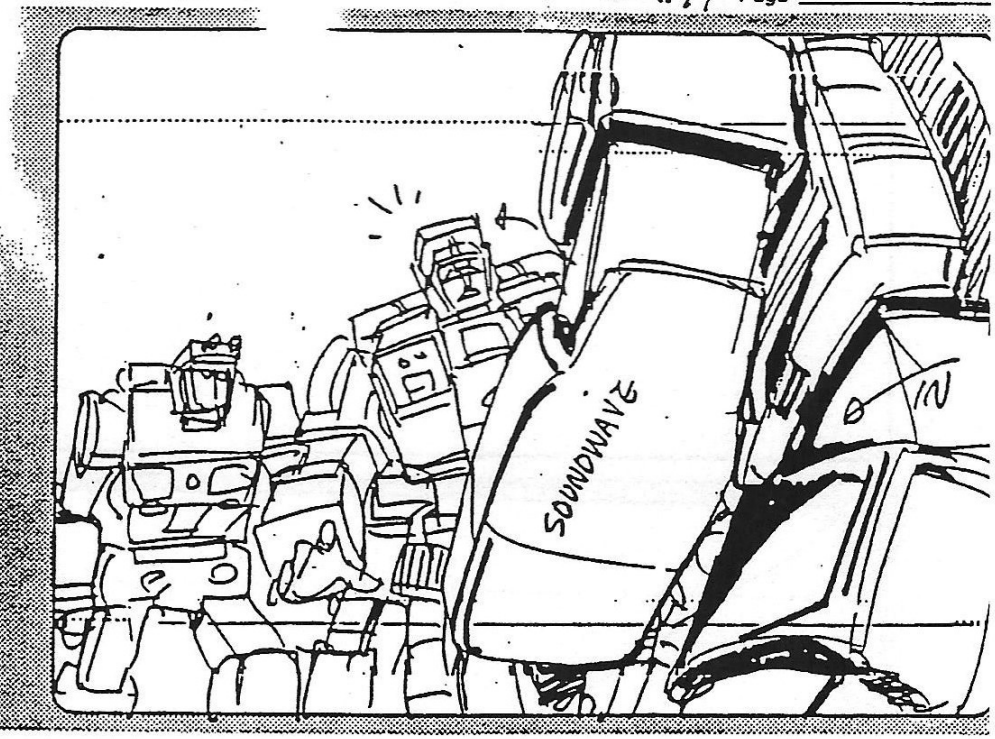
ACTION M.L.S. SCRAPPER STEPS FORWARD. FOLLOWED BY MIXMASTER, BONECRUSHER THEN HOOK.

DIAL SCRAPPER The Constructicons-form Devastator, the most powerful robot. We should rule.

MUSIC/SFX

CAMERA

SC. CONT SEQ. 11 Page 24



ACTION ...SOUNDWAVE ENTERS THE SCENE. HE MOVES IN TOWARD SCRAPPER WHO REACTS.

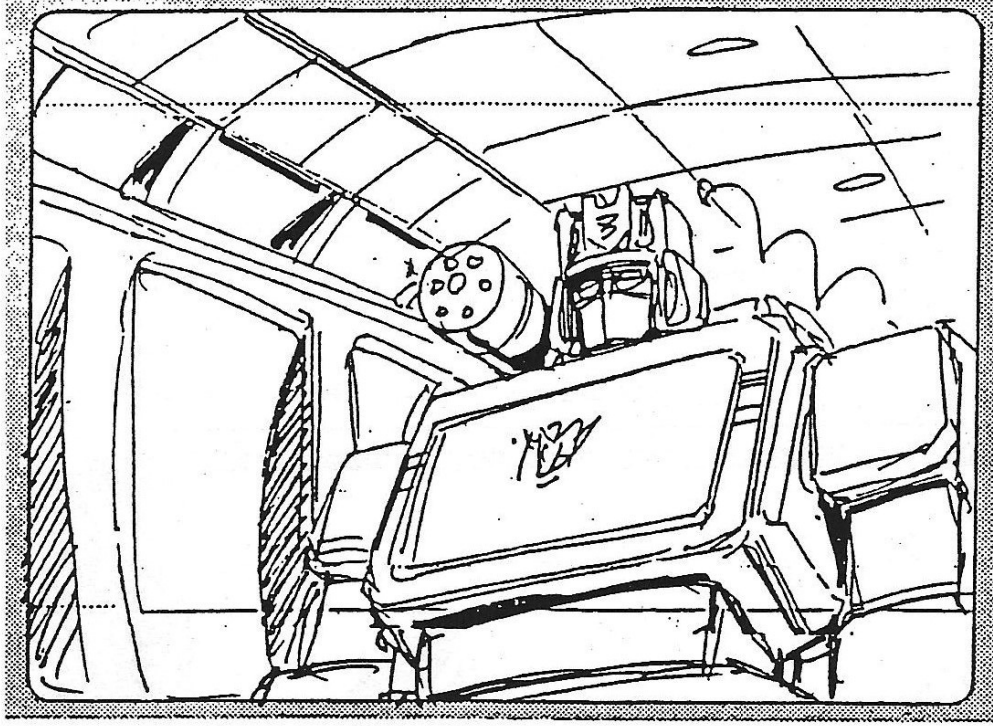
DIAL SOUNDWAVE Soundwave superior...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-25



CTION M.S. SOUNDWAVE. HE WALKS FORWARD AND STOPS.

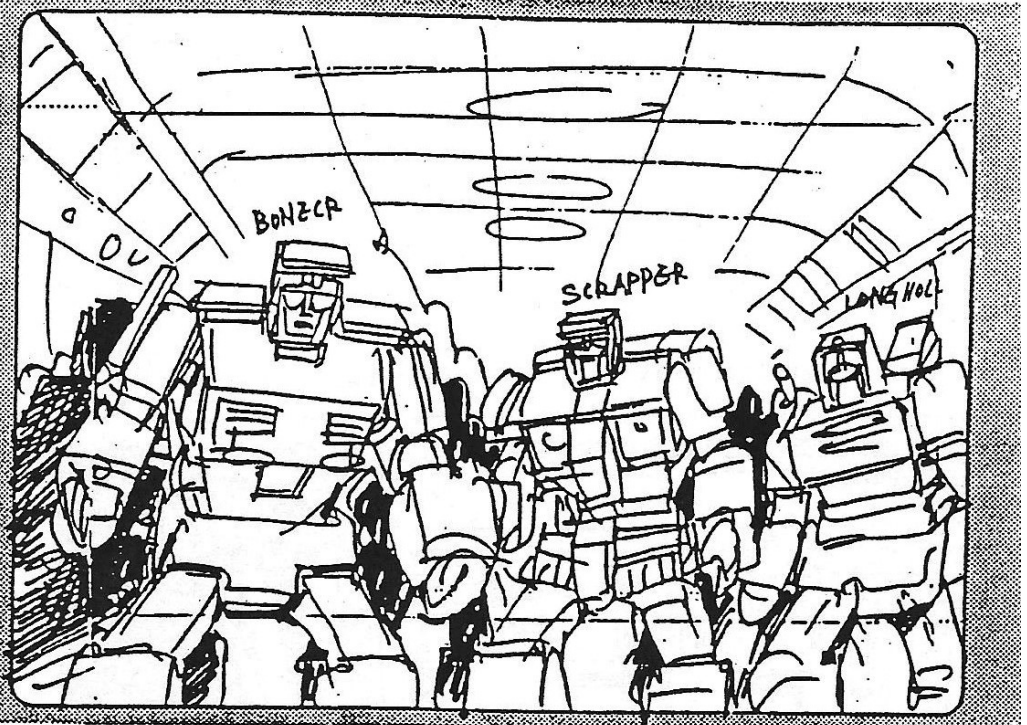
IAL SOUNDWAVE (CONT) ...Constructicons inferior.

USIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-26

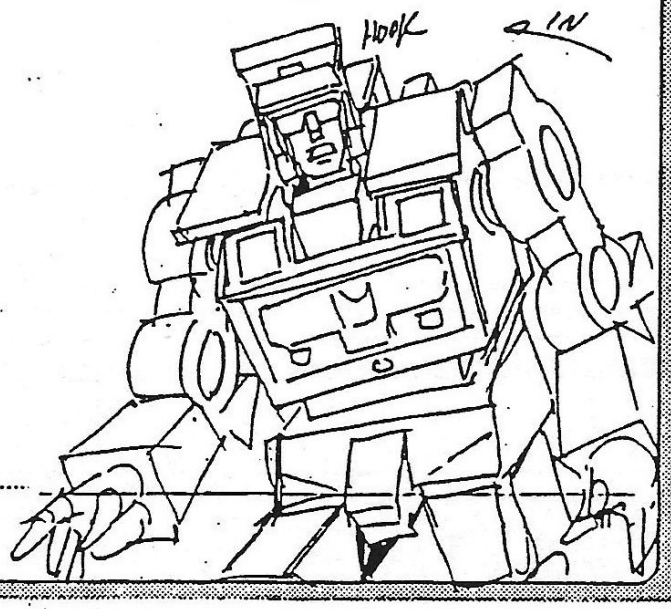
SEQ. 11 Page 26

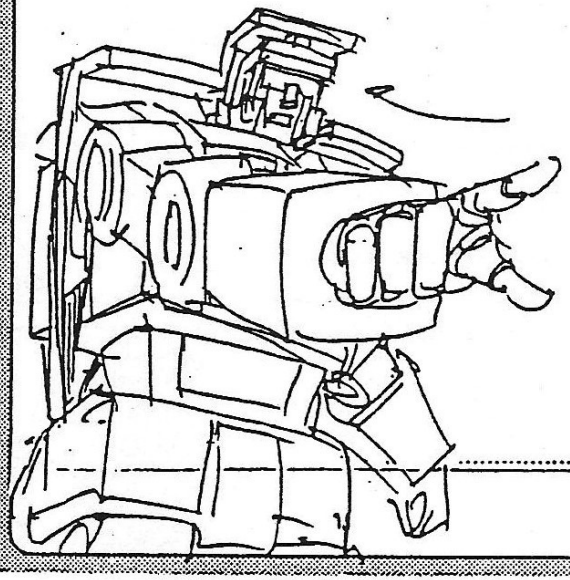


ACTION M.L.S. BONECRUSHER, SCRAPPER, LONGHAUL. BONECRUSHER MOVES FORWARD AHEAD OF SCRAPPER.

DIAL BONECRUSHER Who are you calling inferior?

MUSIC/SFX





ACTION HOOK MOVING IN FROM THE SIDE. HE STEPS FORWARD IN FRONT OF...

DIAL HOOK Nobody would follow an

MUSIC/SFX

CAMERA

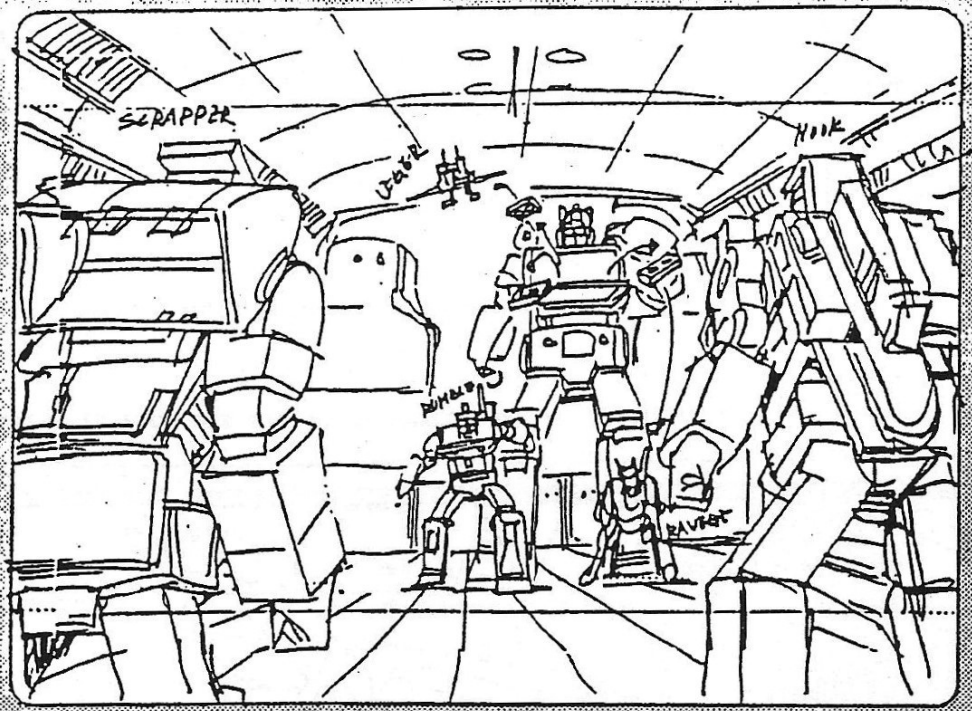
ACTION ...BONECRUSHER AND GESTURES AT SOUNDWAVE (O.S.)

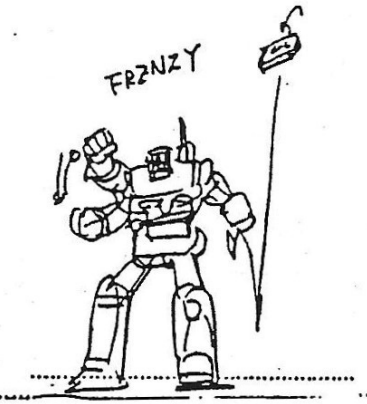
DIAL HOOK (CONT) uncharismatic bore like you.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. SCRAPPER, SOUNDWAVE, HOOK. SOUNDWAVE'S CHEST OPENS AND OUT POP HIS CASSETTES WHO TRANSFORM INTO RAVAGE, LAZERBEAK, RUMBLE AND...

DIAL RUMBLE Hey, nobody calls Soundwave uncrazmatic.

MUSIC/SFX

CAMERA

ACTION ...FRENZY WHO MOTIONS VIOLENTLY AT THE CONSTRUCTICONS.

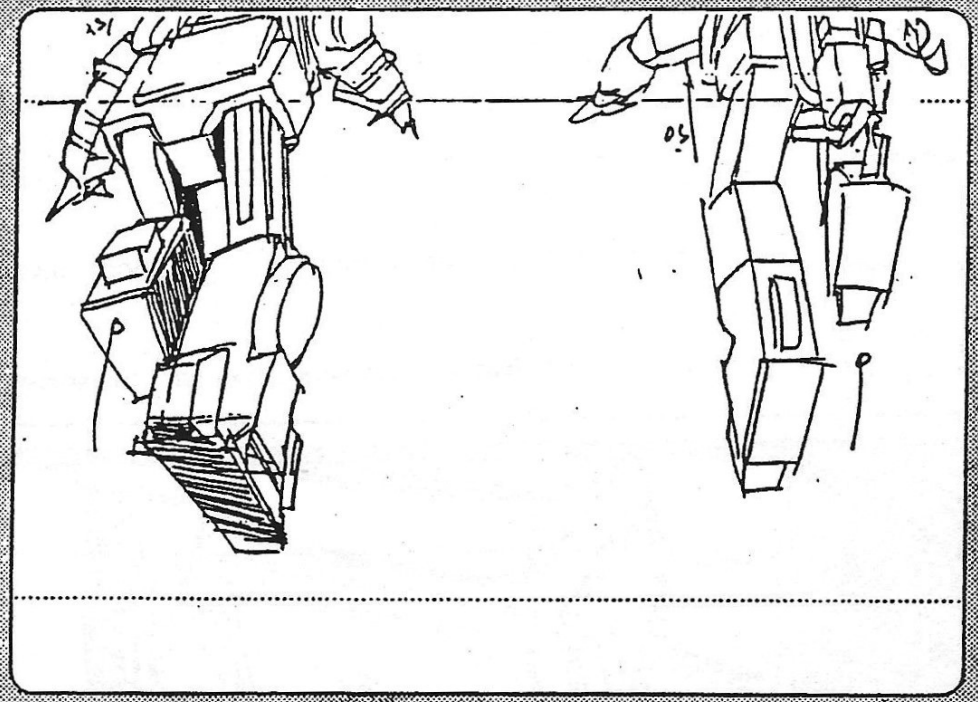
DIAL FRENZY Yeah! Let's kick tailgate.

MUSIC/SFX

CAMERA

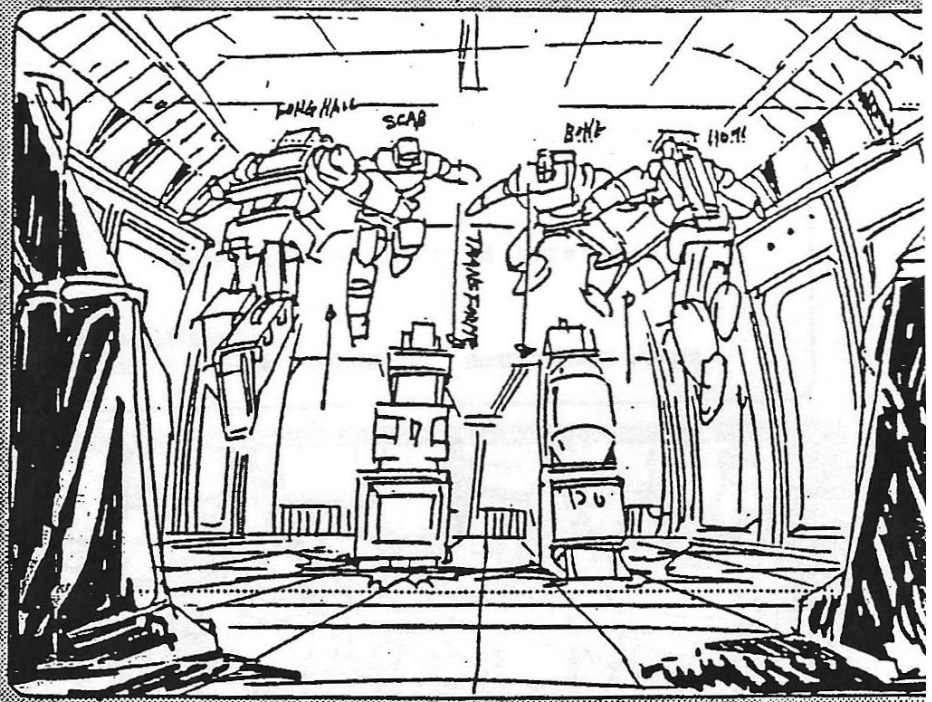
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 11-27



SC. 11-28

SEQ. 11 Page



ACTION ...WHO LEAP UP INTO THE AIR!

DIAL HOOK (V.O.) Constructicons, unite!

MUSIC/SFX

CAMERA

ACTION L.S. THE CONSTRUCTICONS MAKE AN ATTEMPT TO JOIN TOGETHER...

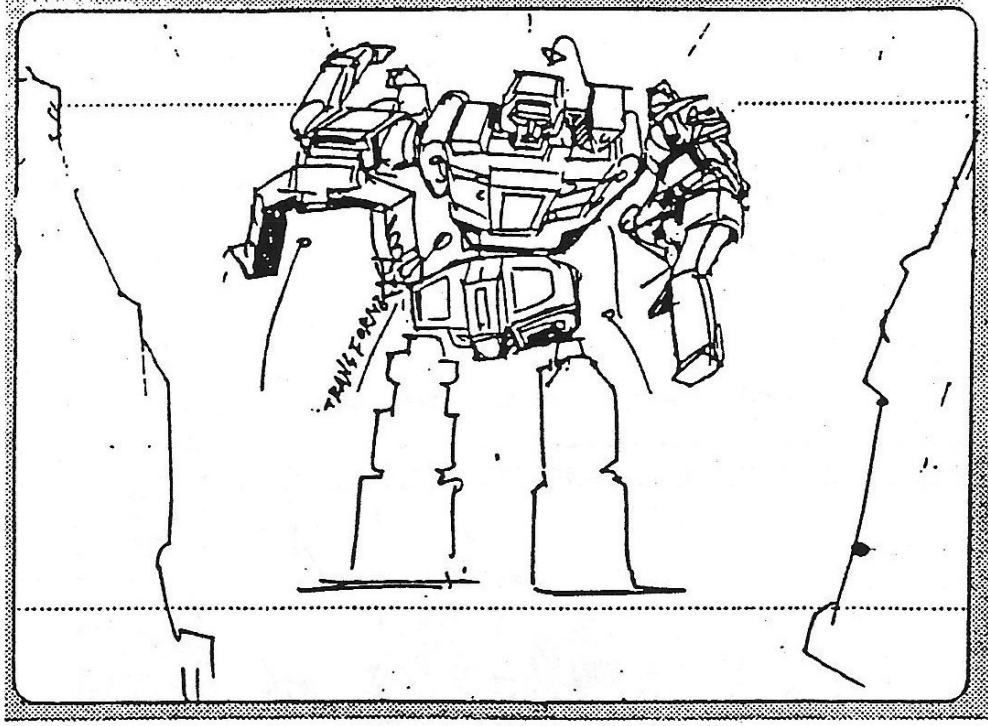
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. cont 11-28



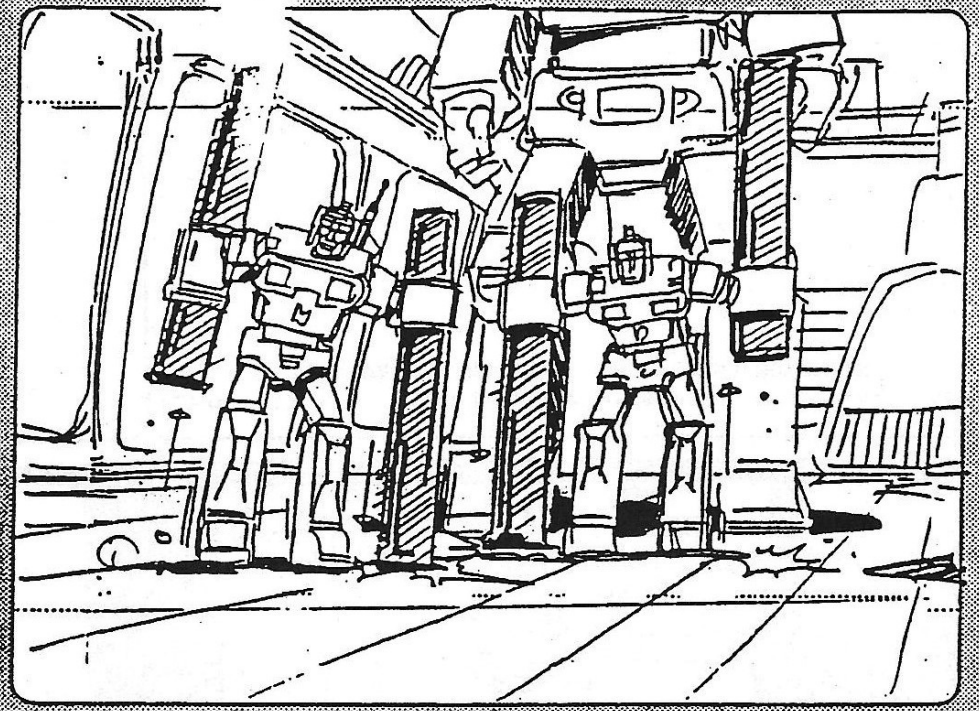
TION ...TO FORM DEVASTATOR!

AL

SIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-2

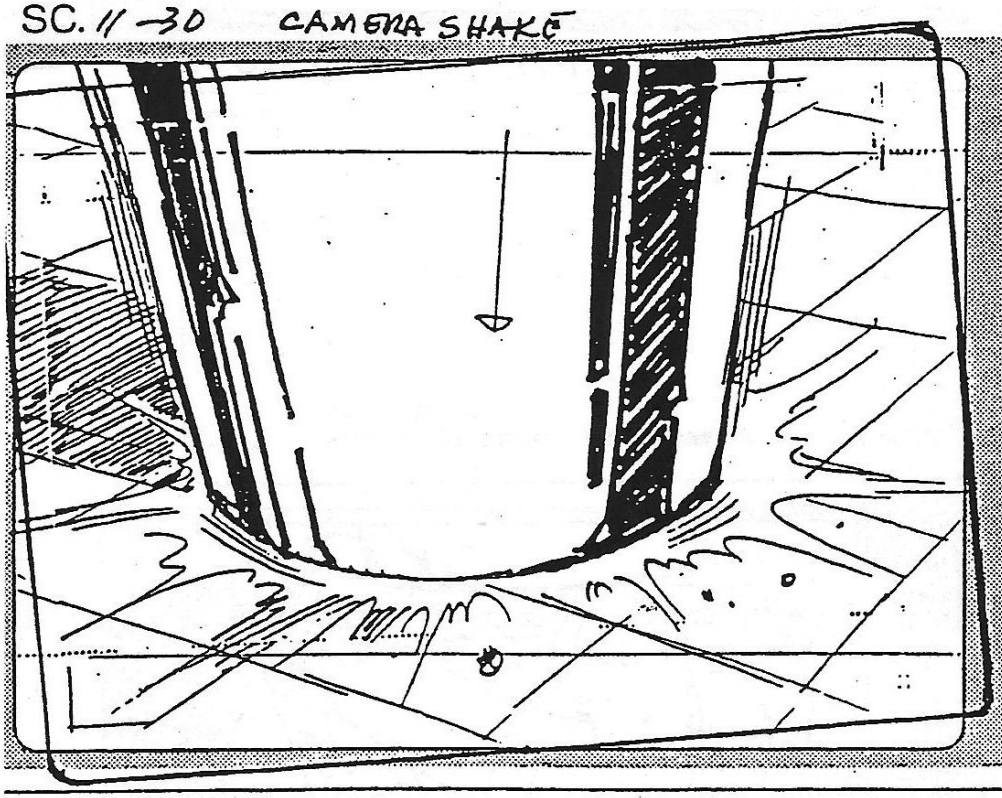


ACTION L.S. RUMBLE, FRENZY AND SOUNDWAVE. RUMBLE AND FRENZY TRANSFORM THEIR ARMS INTO PILEDRIVERS AND START POUNDING AWAY!

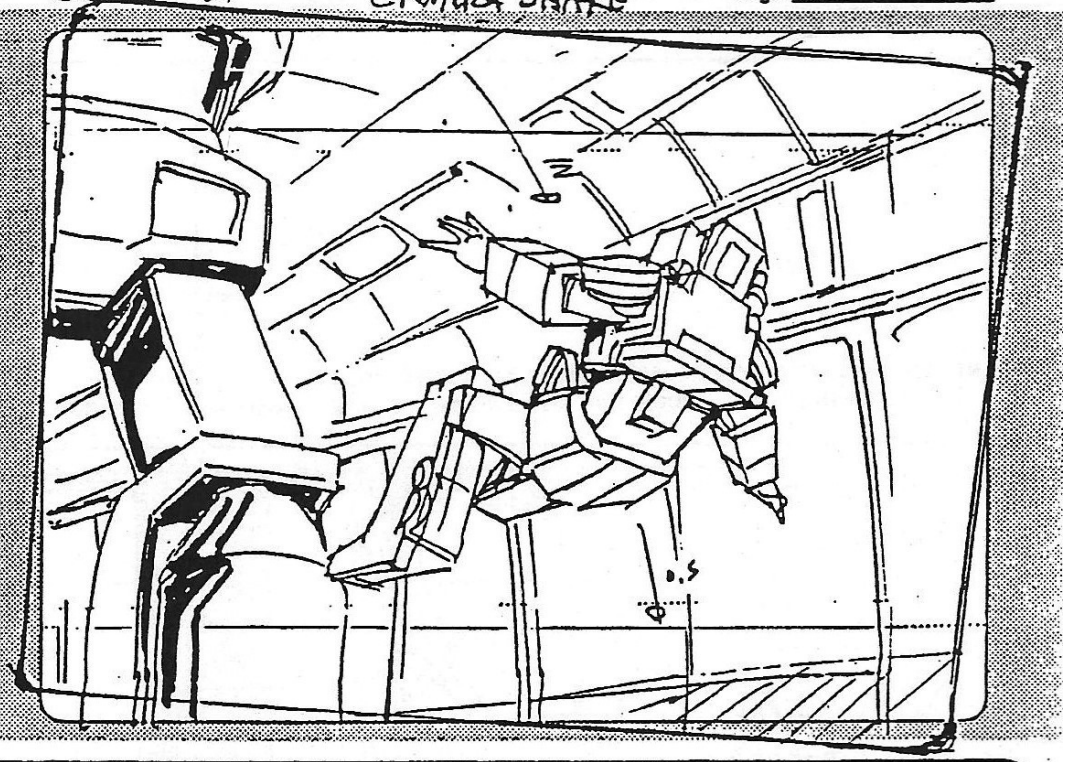
DIAL. RUMBLE/FRENZY No way!

MUSIC/SFX

SC. 11-30 CAMERA SHAKE



SC. 11-31 CAMERA SHAKE



TION X.C.U. ONE OF THE PILEDRIVERS HITS THE FLOOR, SHAKING ASTROTRAIN VIOLENTLY.

AL

ISIC/SFX

MERA

ACTION M.L.S. HOOK AS HE FALLS THROUGH THE SCENE TOWARD THE (O.S.) FLOOR.

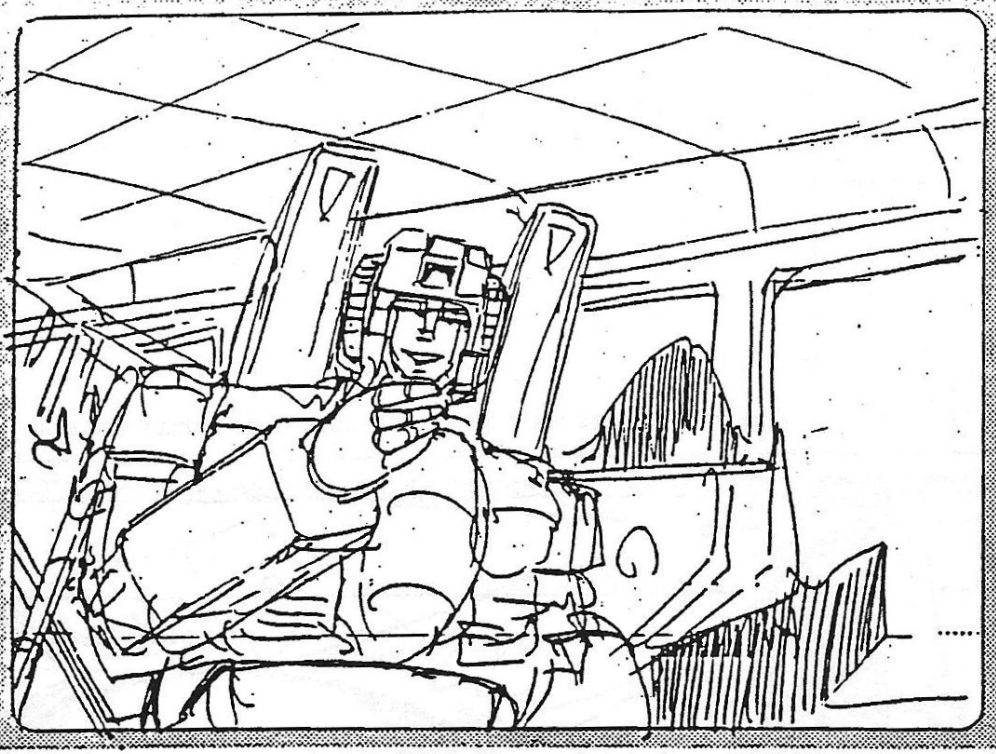
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-31A

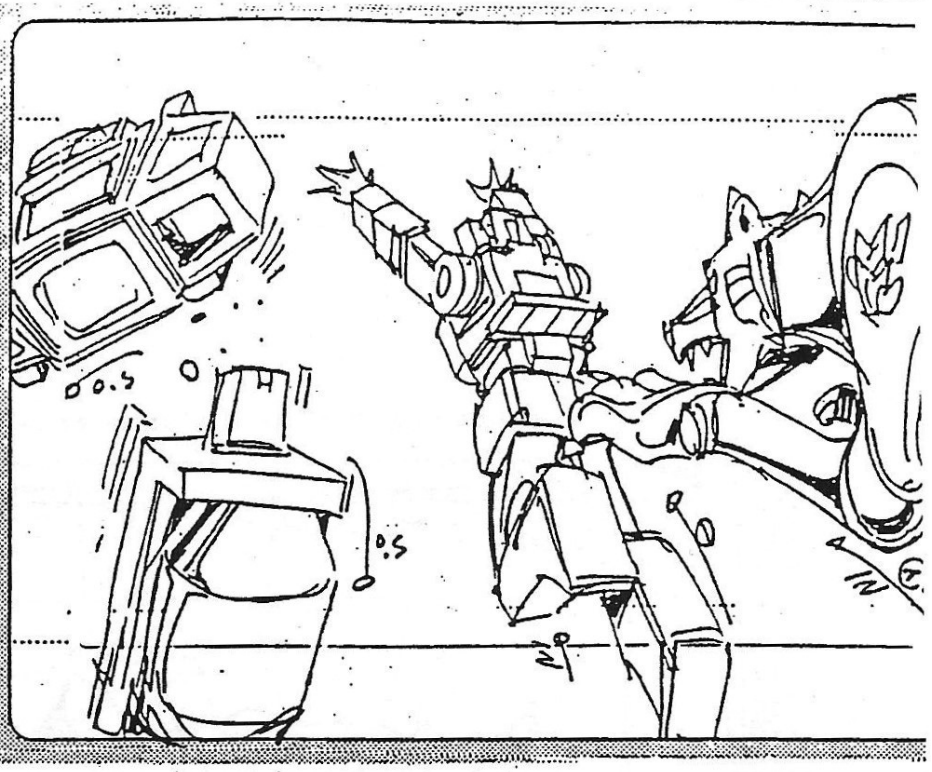


ACTION M.S. STARSCREAM. HE LAUGHS AT THE FIGHTING AMONG THE OTHER DECEPTICONS.

DIAL

MUSIC/SFX

SC. 11-31B

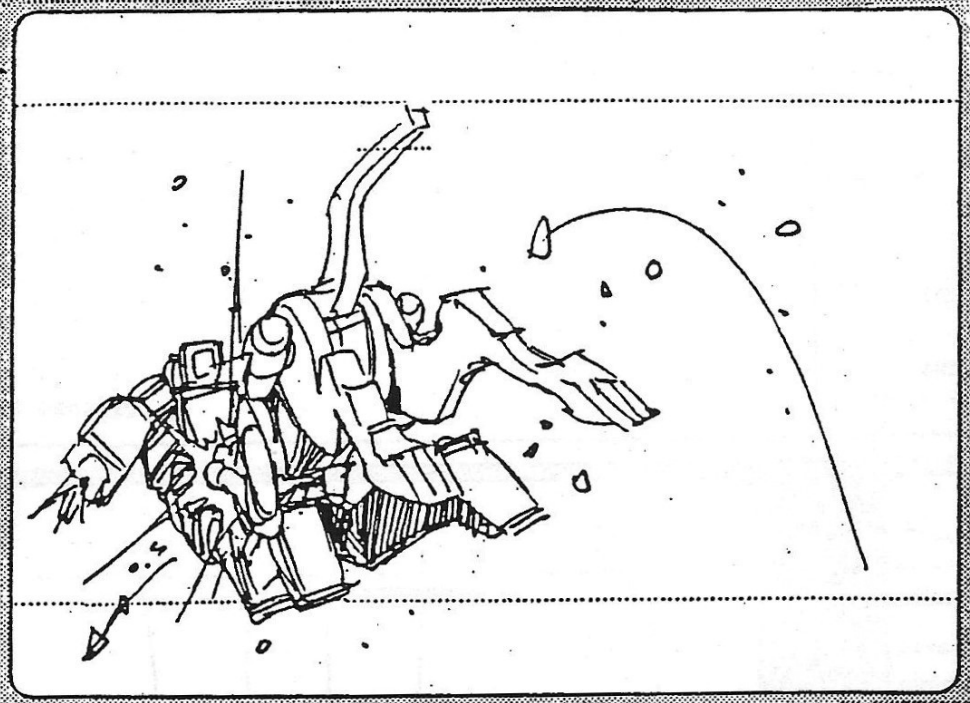


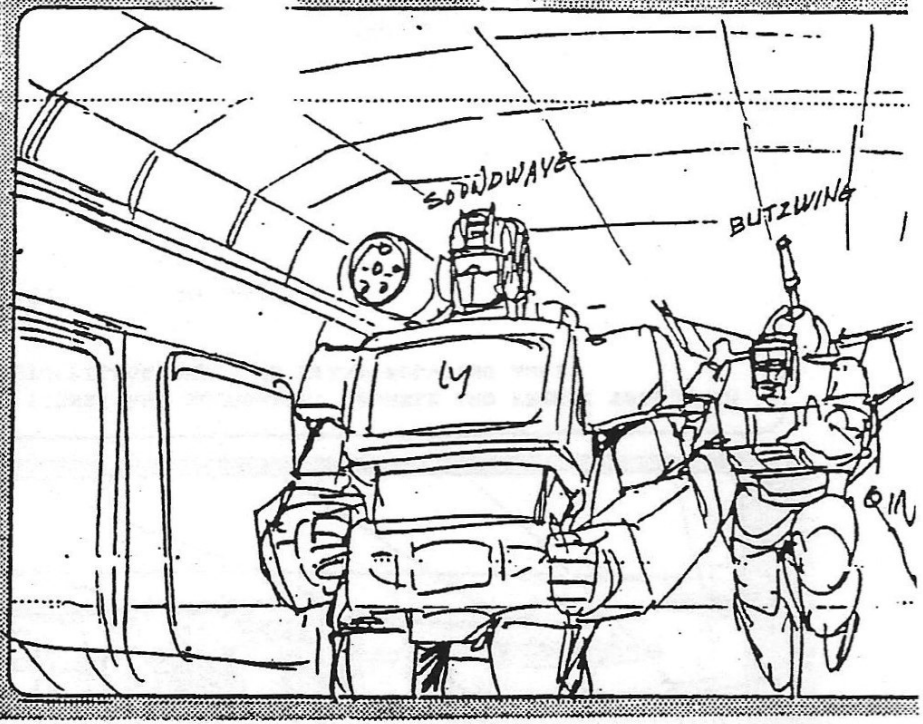
ACTION M.L.S. MIXMASTER AND HOOK. AS MIXMASTER FALLS TO THE FLOC HOOK TRIES TO JUMP BACK BUT RAVAGE SPRINGS IN AND CATCHES

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION IN THE BACK AND KNOCKS HIM FORWARD.

DIAL

MUSIC/SFX

CAMERA

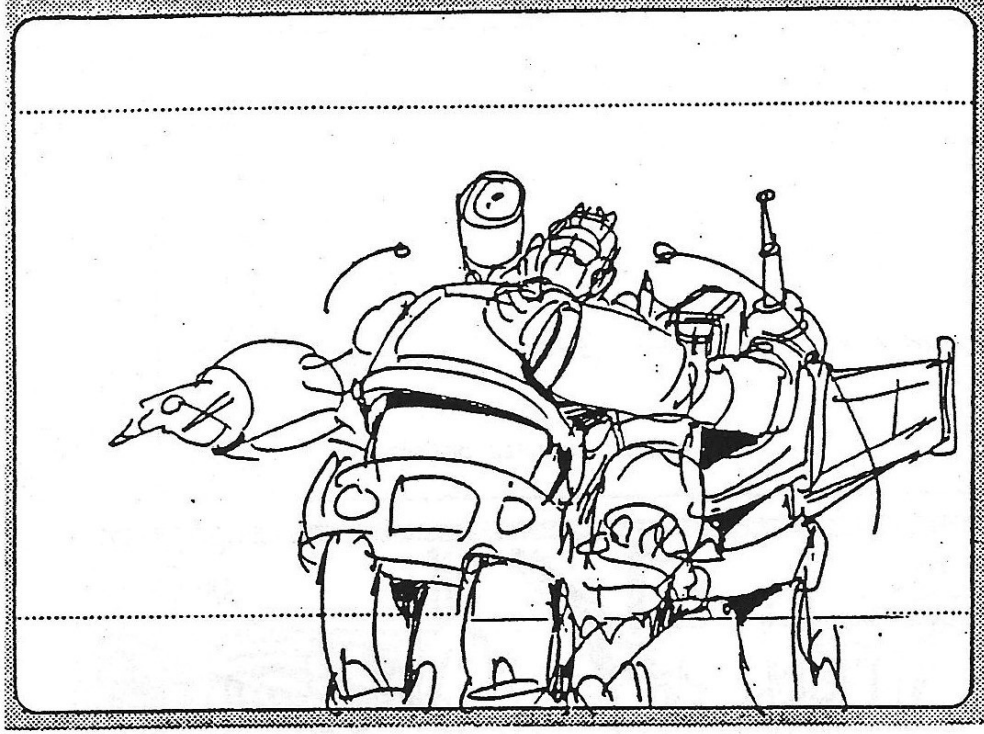
ACTION M.L.S. SOUNDWAVE AND BLITZWING. SOUNDWAVE LAUGHS IN APPRO
AT RAVAGE'S ACTIONS. BLITZWING MOVES IN FROM BEHIND...

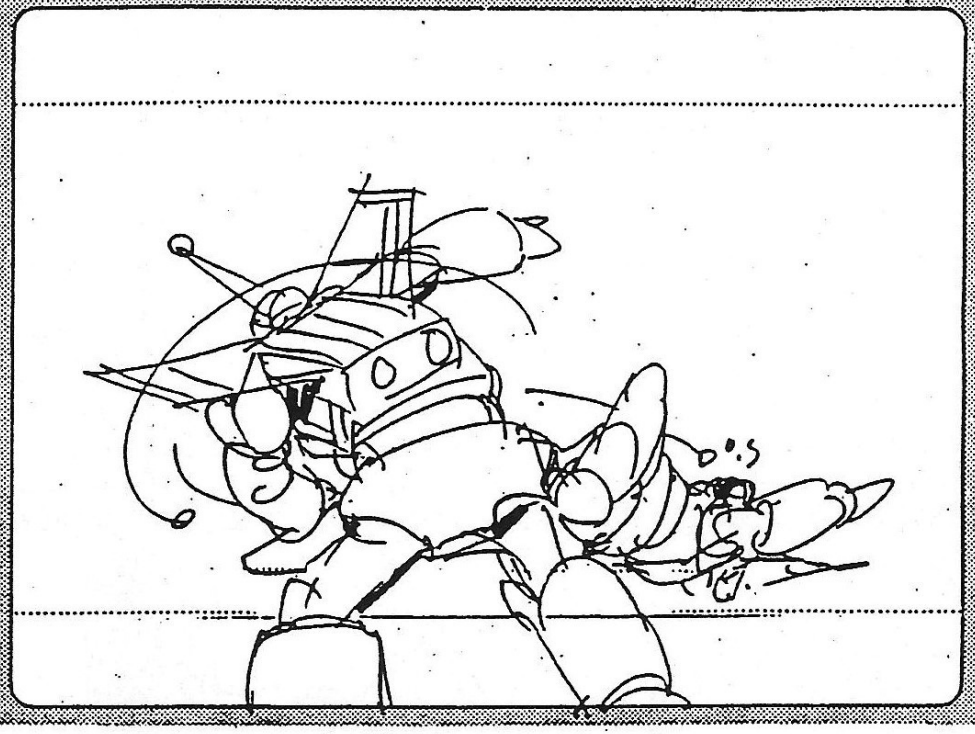
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





TION ...GRABS SOUNDWAVE AROUND THE NECK AND...

AL

ISIC/SFX

MERA

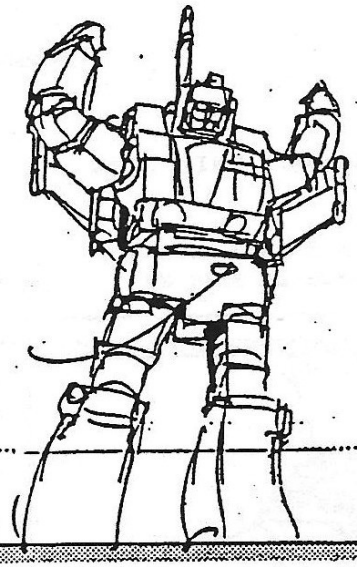
ACTION ...FLINGS HIM TO THE FLOOR BEHIND HIM!

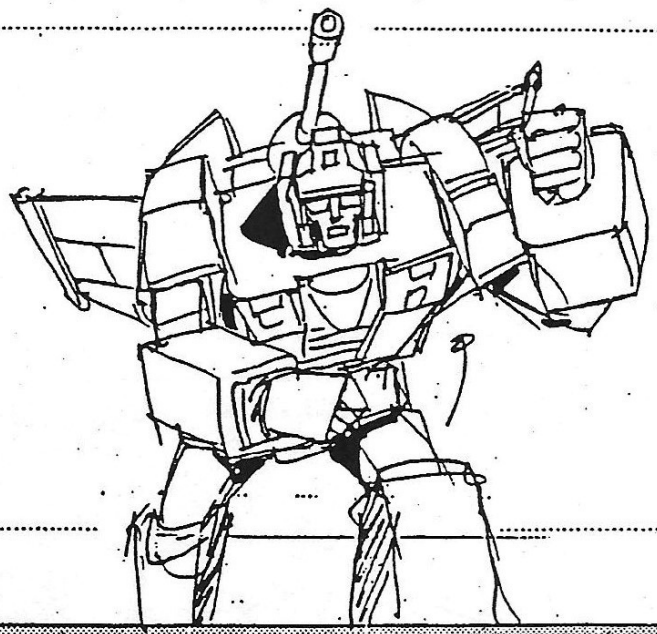
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





CTION M.L.S. BLITZWING. HE STRAIGHTENS UP AND ANNOUNCES...

IAL BLITZWING I am a triple changer.

IUSIC/SFX

AMERA

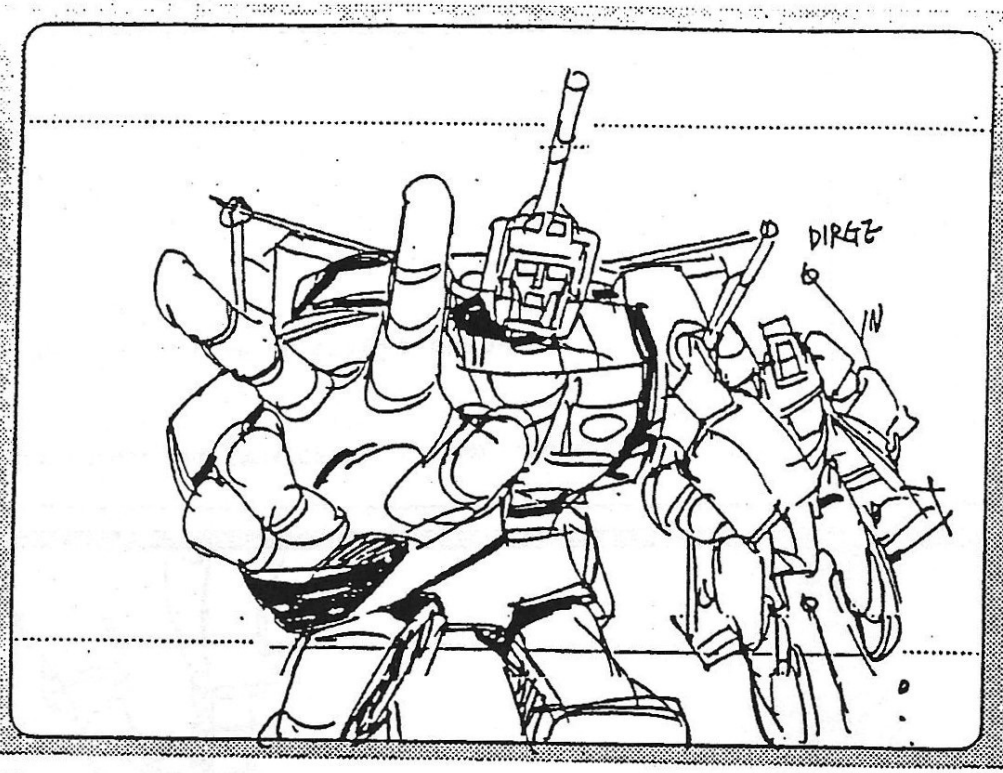
ACTION ...AS HE MOVES FORWARD THAT HE SHOULD LEAD!

DIAL BLITZWING (CONT) I am worth any ...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

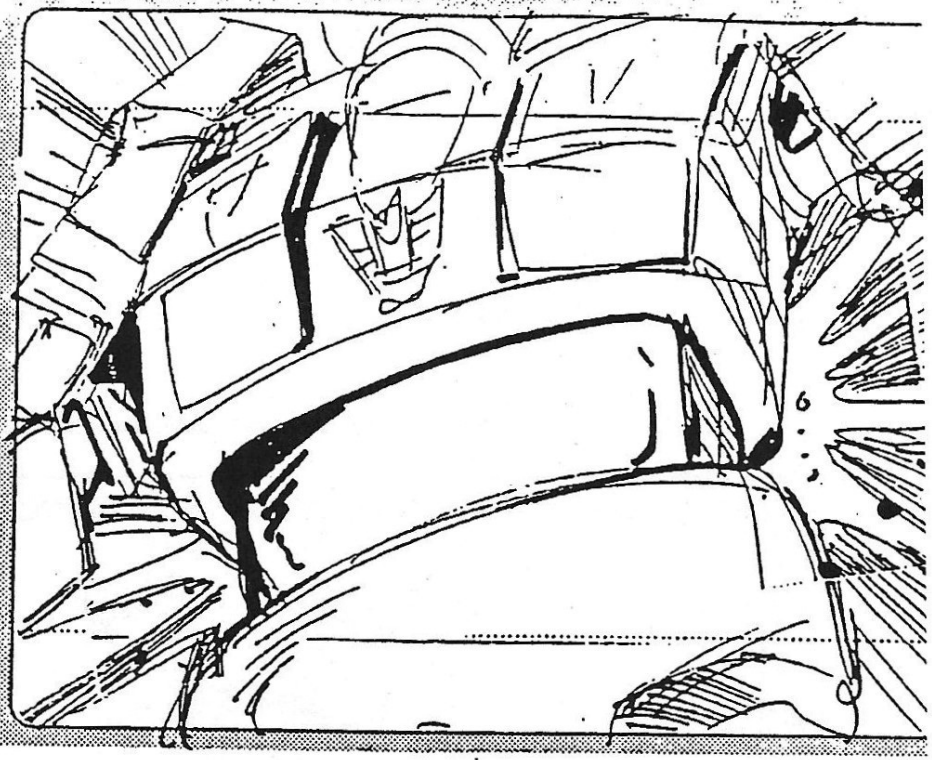


ACTION ...HE GETS UP TOWARD THE CAMERA WITH HIS HAND. DIRGE RUSHES HIM FROM BEHIND AND...

DIAL BLITZWING (CONT) ... two of you.
I should run things.

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

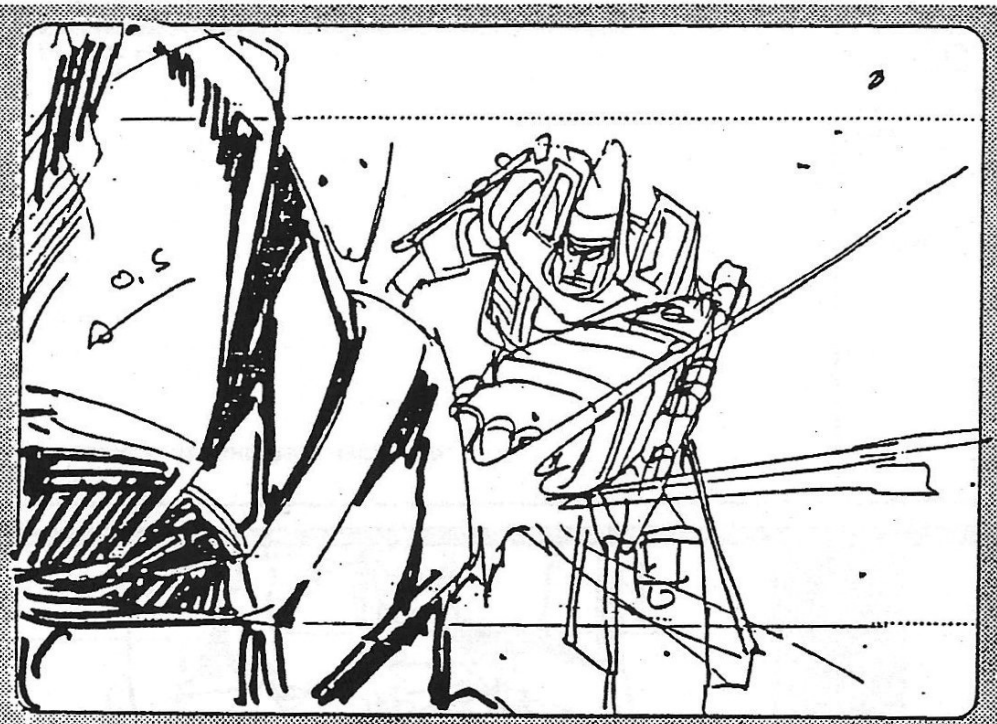


ACTION ...KNOCKS BLITZWING IN THE BACK...

DIAL

MUSIC/SFX

SC. CONT 11-32



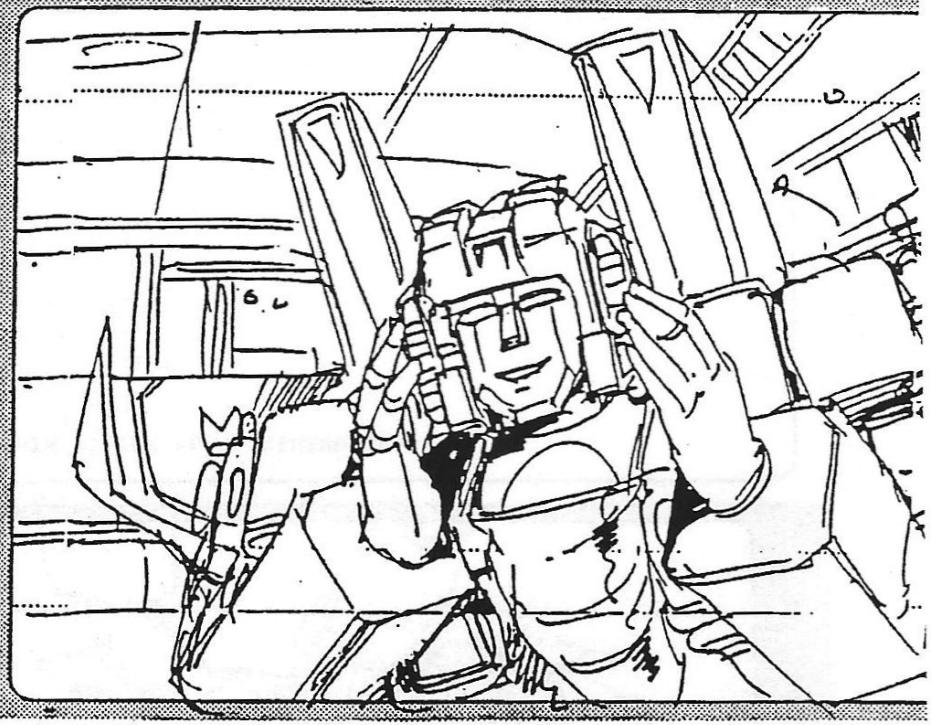
ACTION ...SENDING HIM FLYING O.S.!

DIAL DIRGE Death comes to anyone who crosses me.

MUSIC/SFX

CAMERA

SC. 11-33



ACTION M.C.U. STARSCREAM. HE IS ENJOYING THE UPROAR!

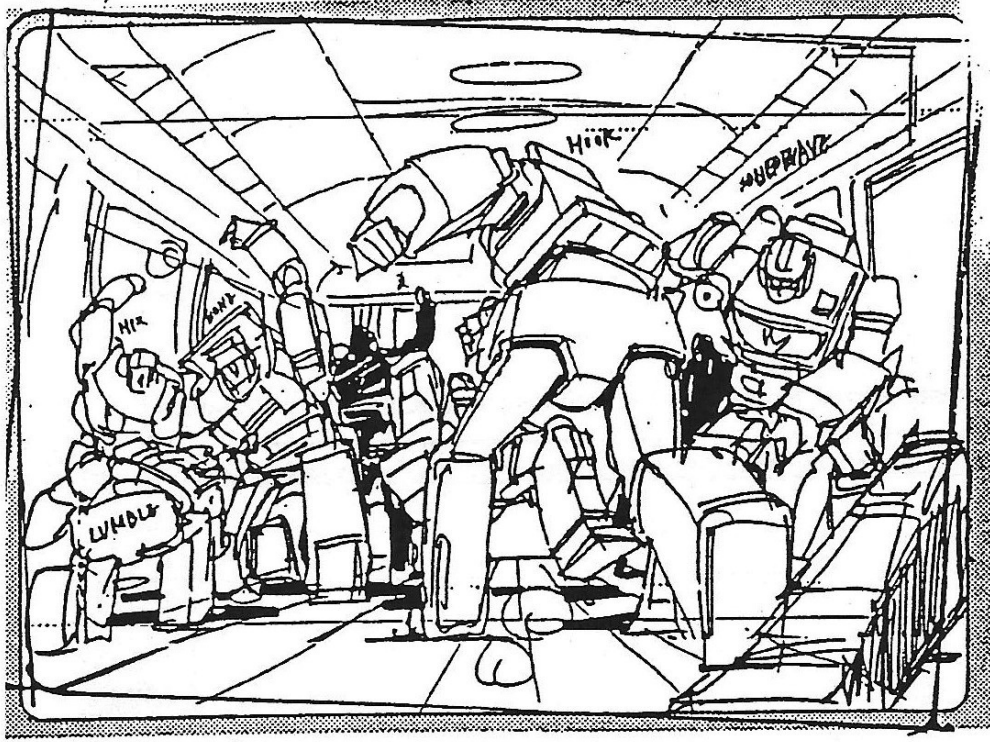
DIAL

MUSIC/SFX

CAMERA

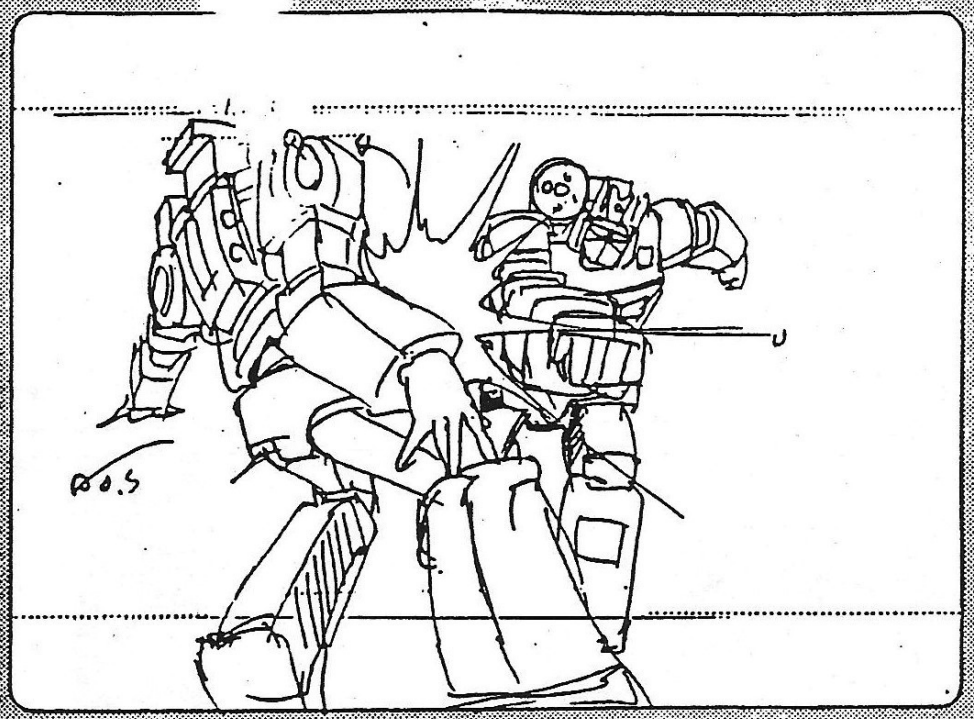
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 11-34



SC. CONT

SEQ. 11 Page 37



:TION L.S. ALL THE DECEPTICONS JOIN IN AND START FIGHTING...

AL

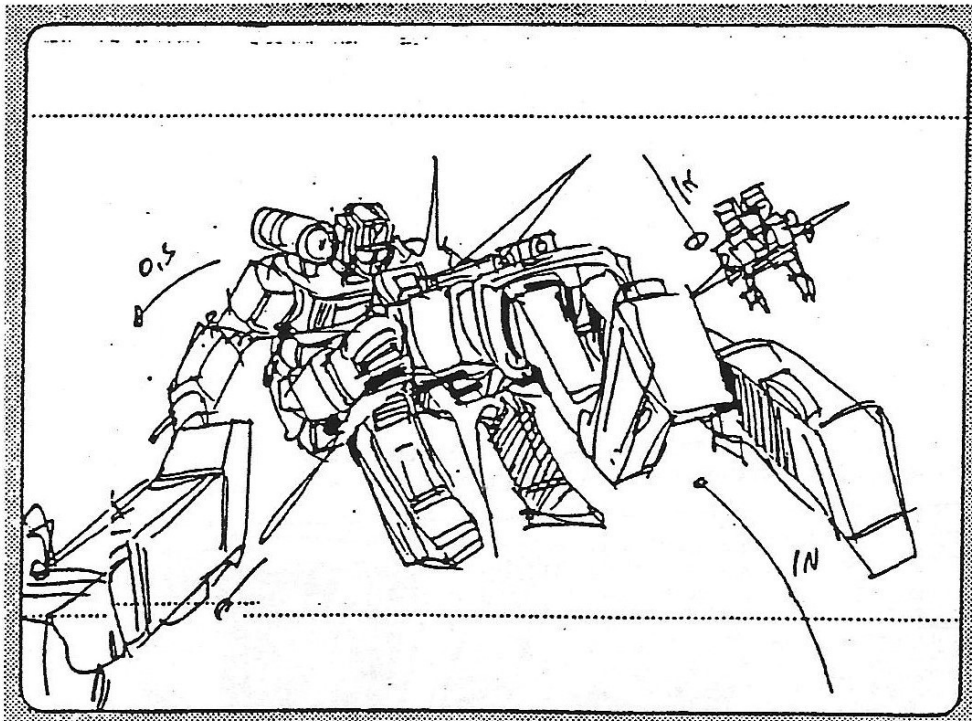
JSIC/SFX

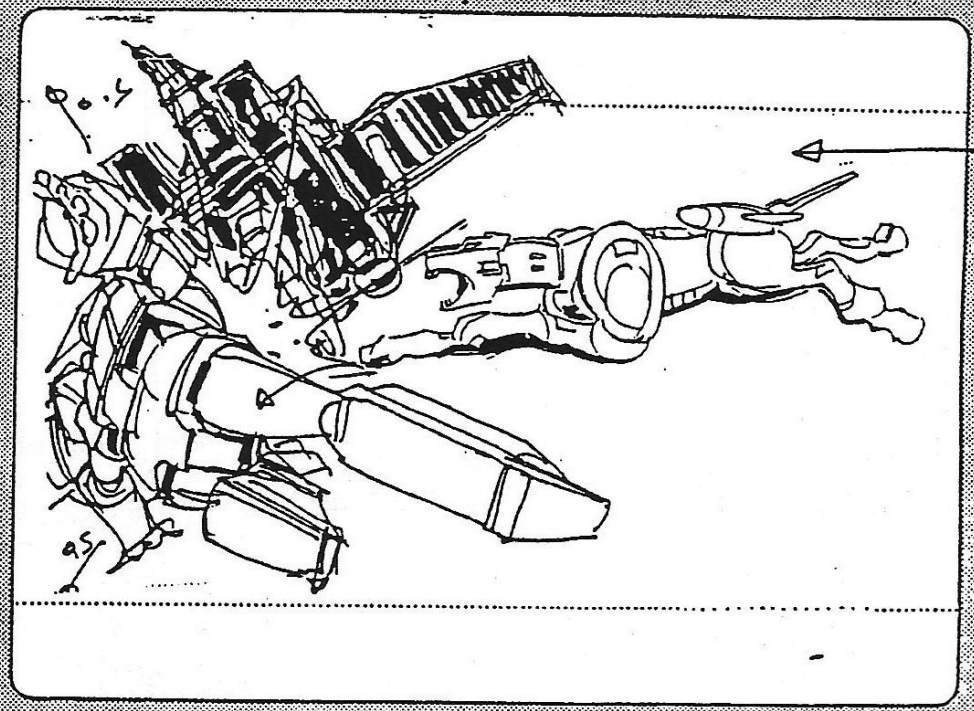
ACTION ...SOUNDWAVE, SOCKS HOOK ON THE CHIN AS...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





:TION ...BLITZWING JUMPS IN AND TACKLES SOUNDWAVE, BUT...

AL

JSIC/SFX

:MERA

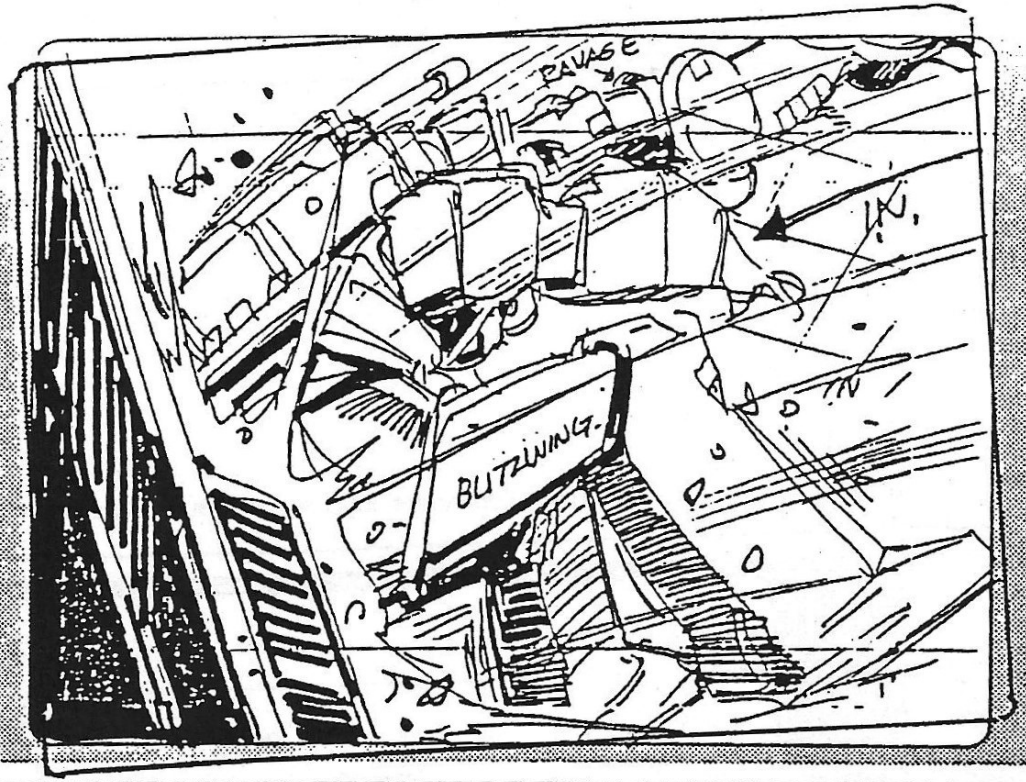
ACTION ...HE IS KNOCKED OUT OF THE WAY BY LAZERBEAK AND RAVAGE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. BLITZWING. HE COMES FLYING INTO THE SCENE AND SMASHES INTO THE SIDE OF THE SHUTTLE!

DIAL

MUSIC/SFX

CAMERA

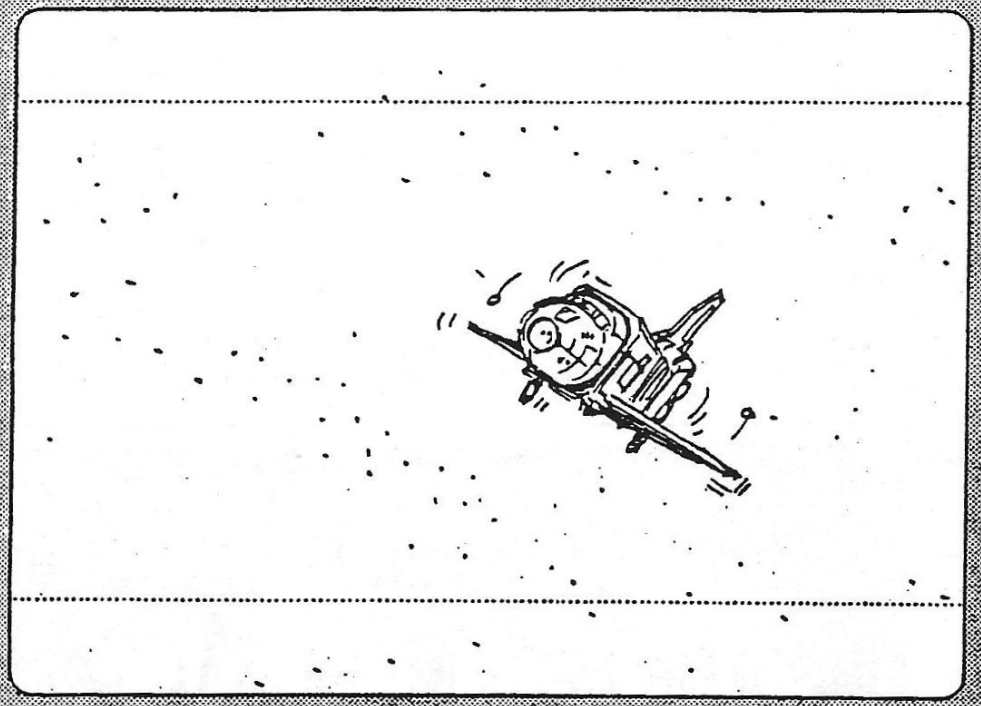
ACTION

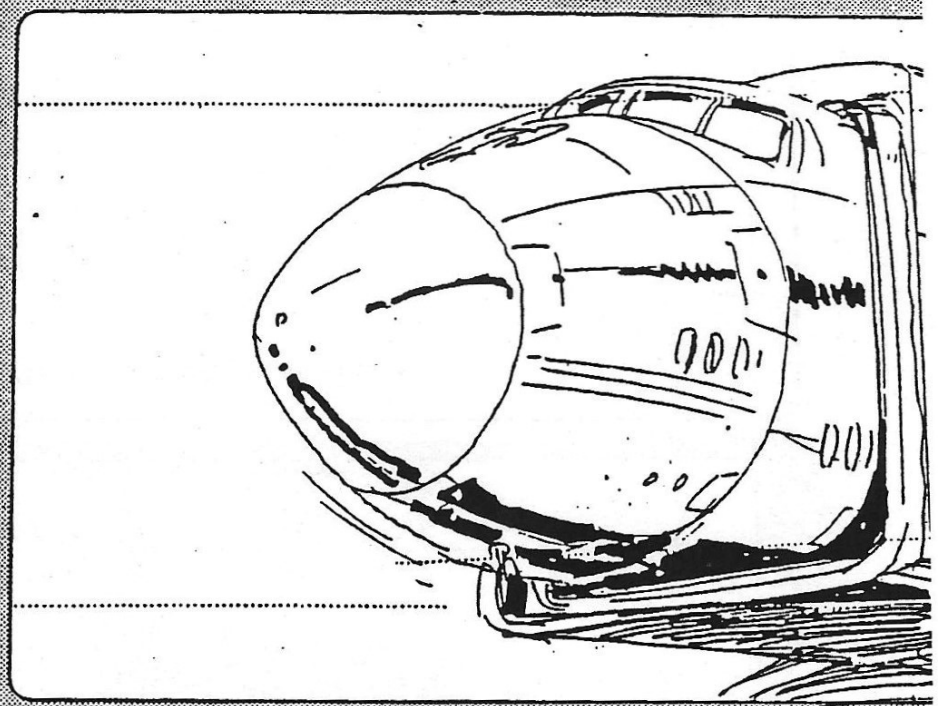
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. EXTERIOR ASTROTRAIN. HE FLIES ALONG SHAKING AND WOBBLING,

DIAL

MUSIC/SFX

CAMERA

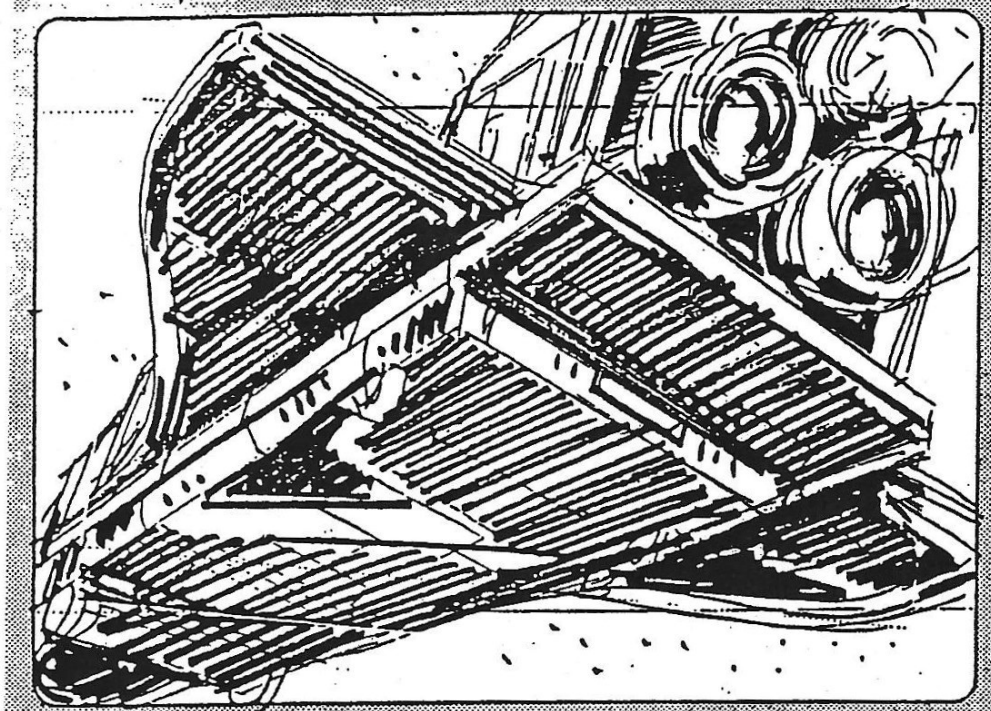
ACTION ...AS HE PASSES THE CAMERA WE PAN...

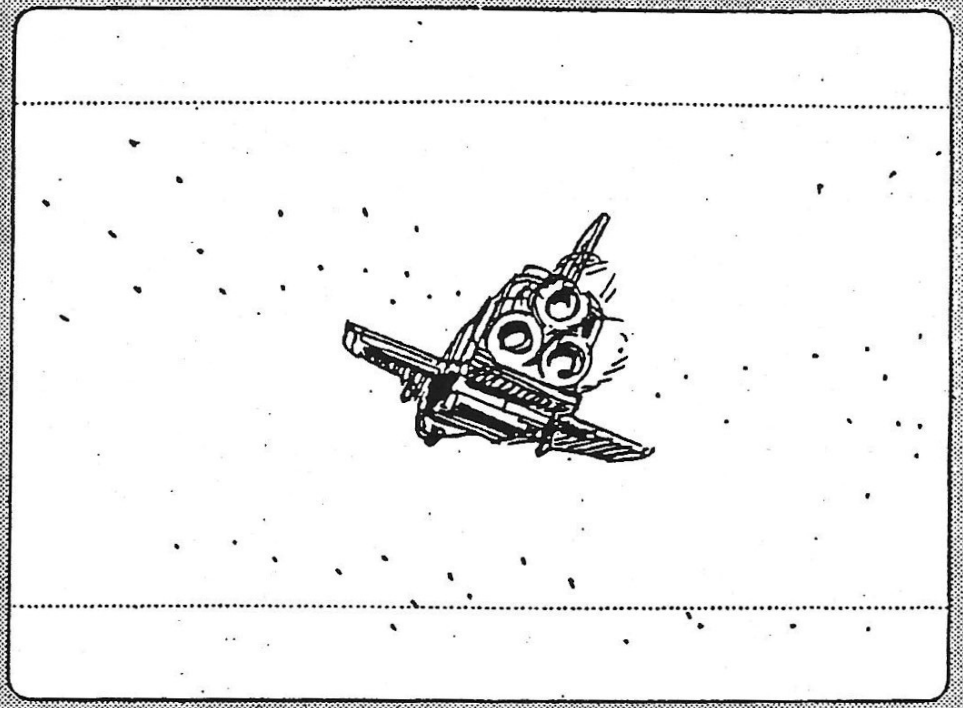
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...WITH HIM AND SEE HIM...

DIAL

MUSIC/SFX

ACTION ...HEAD AWAY ON A COURSE...

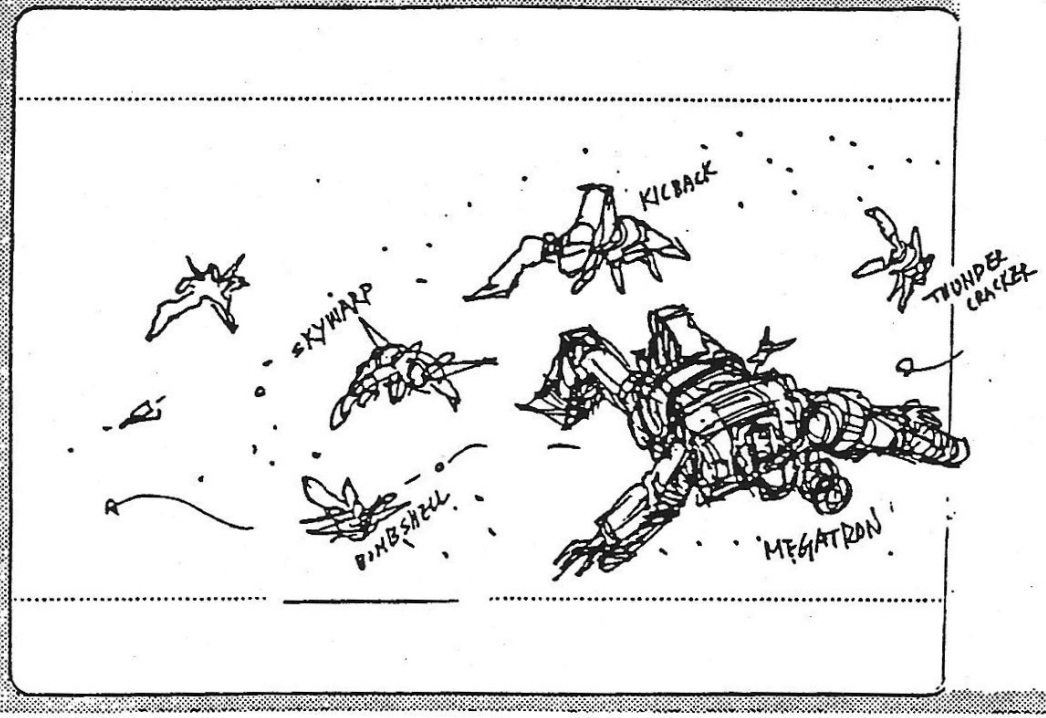
DIAL

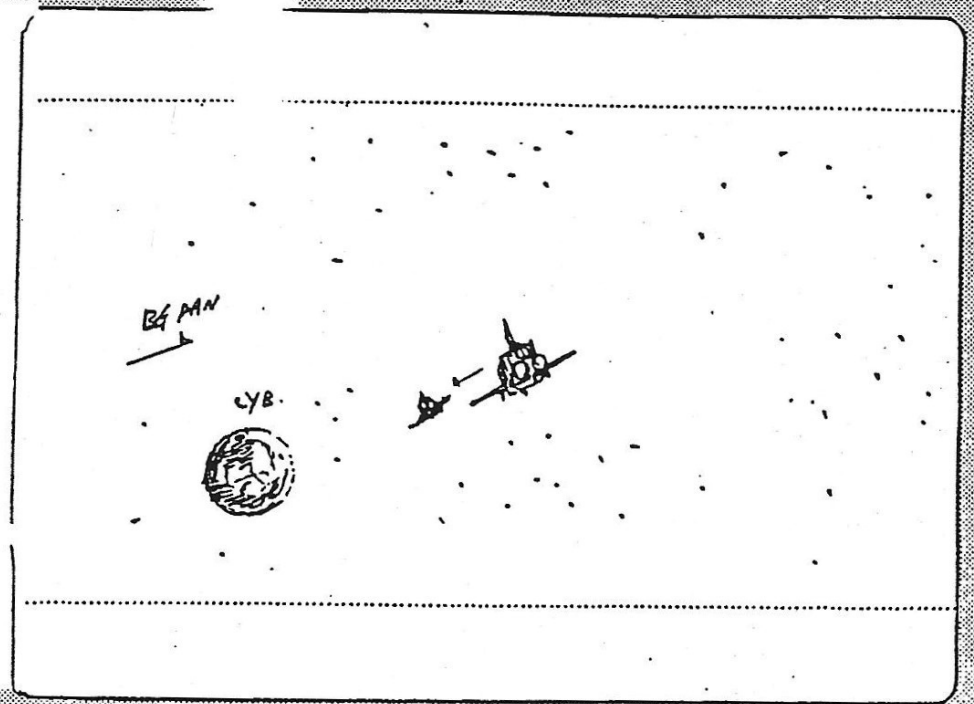
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.CONT 11-36 STOP PAN

SEQ. 11 Follow PAN STOP Page 42





ACTION ...THAT TAKES HIM TOWARD CYBERTRON, WHICH WE CAN SEE IN THE DISTANCE. WE PAN AWAY FROM ASTROTRAIN TO PICK UP MEGATRON AND THE OTHER WOUNDED DECEPTICONS FLOATING IN SPACE.

DIAL

MUSIC/SFX

CAMERA

ACTION

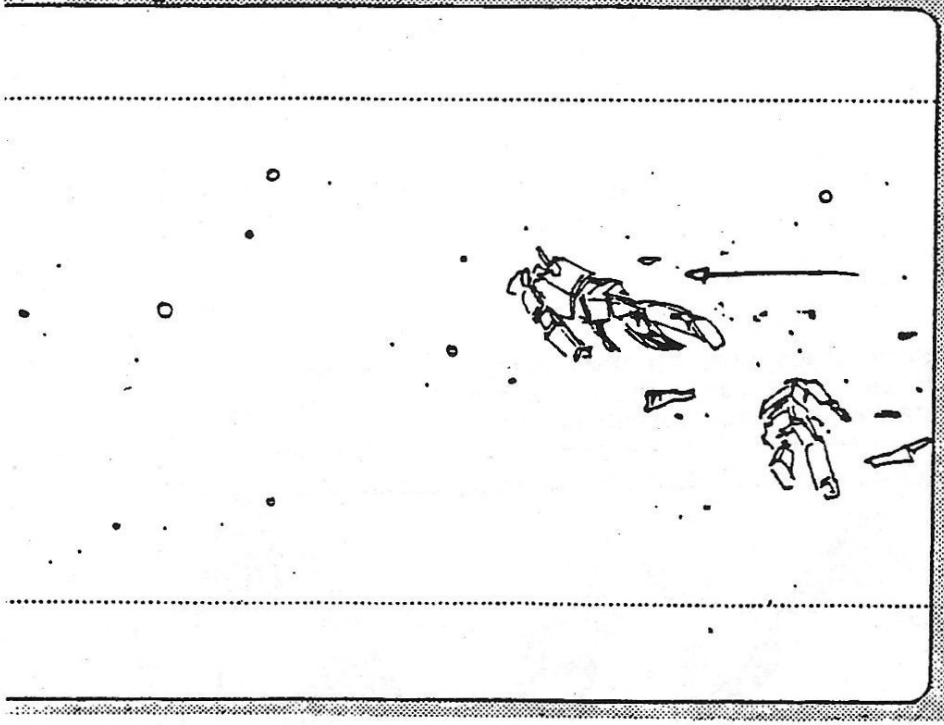
DIAL

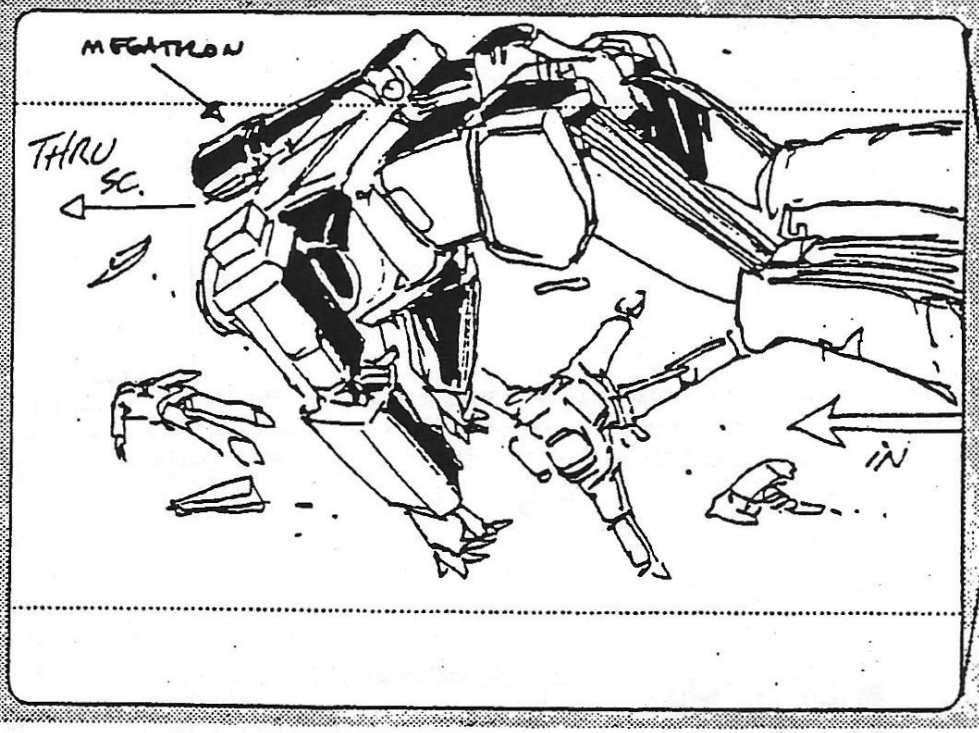
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-1 SC. CONT SEQ. 12 Page 1





TO SC. 2

X DISS

X.L.S. THE BODIES OF THE DEAD AND INJURED DECEPTICONS DRIFT THROUGH SPACE...

SFX

ACTION ...MEGATRON'S LIMP BODY DRIFTS THROUGH THE SCENE ALONG WITH THE OTHER DECEPTICONS.

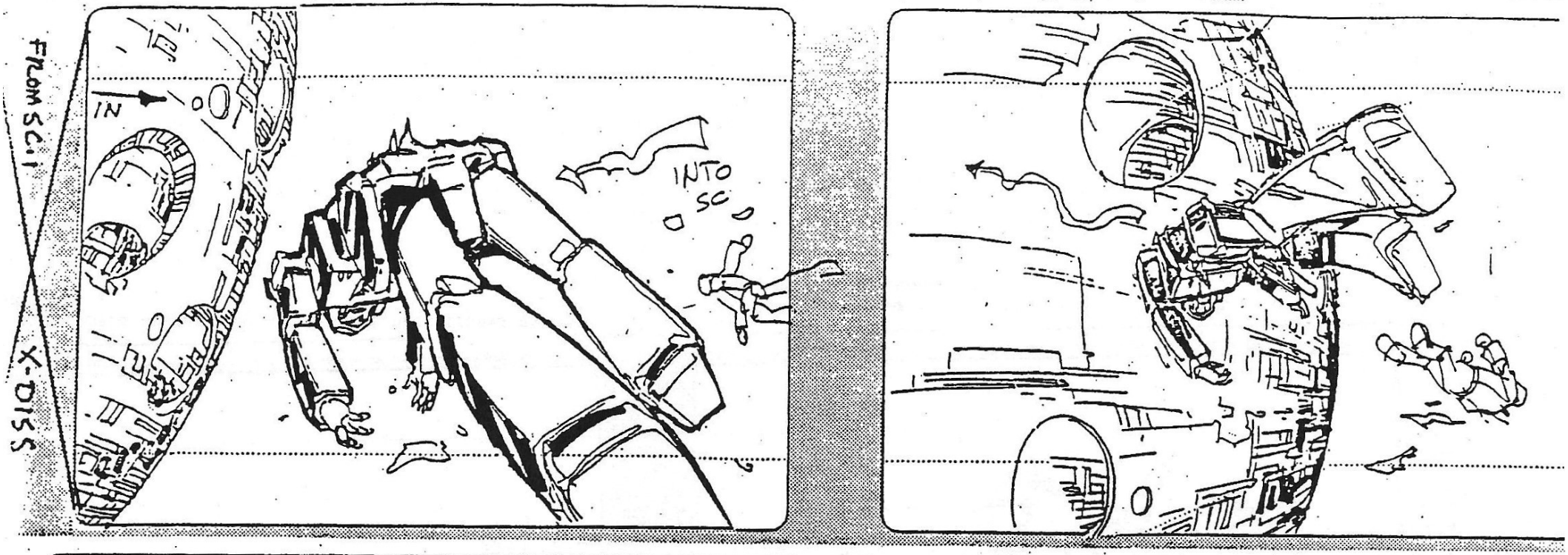
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-C SC. CONT SEQ. 12 Page 2.



ACTION X.L.S. A FEW DECEPTICONS DRIFTING IN SPACE. MEGATRON DRIFTS IN FROM THE RIGHT, IN THE FOREGROUND. HE SLOWLY TUMBLES, THEN ENTERING THE SCENE FROM THE LEFT COMES UNICRON...

DIAL

MUSIC/SFX

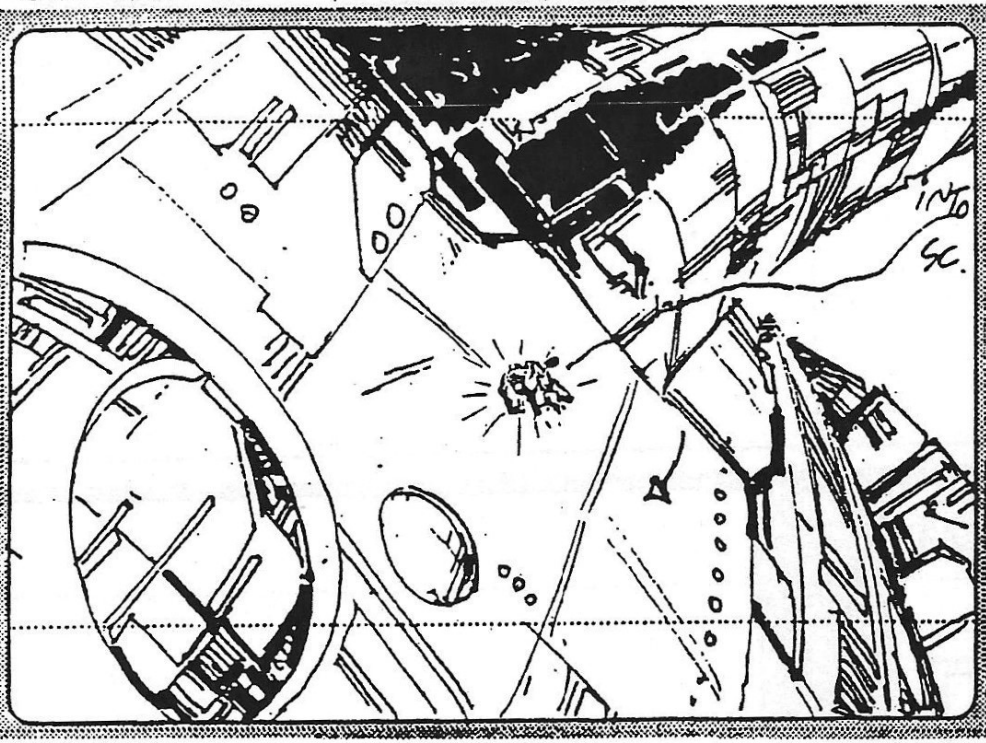
ACTION ...RELENTLESSLY MOVING FORWARD. MEGATRON DRIFTS TOWARD HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-3



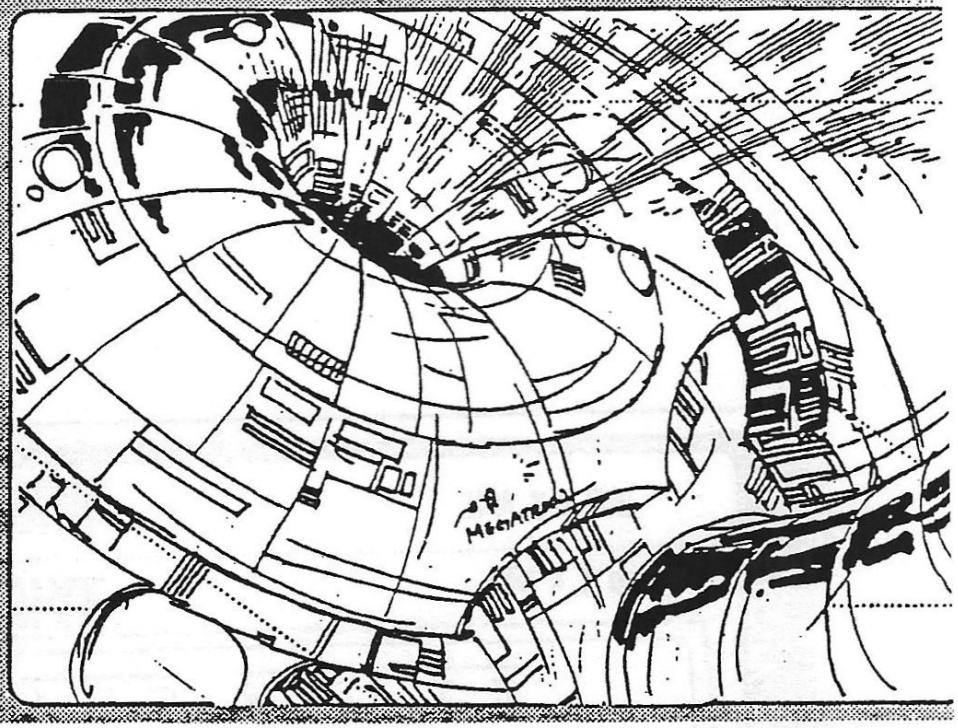
ACTION C.U. UNICRON MOVING THROUGH SPACE. MEGATRON DRIFTS INTO UNICRON AND FLOPS OVER ON HIS STOMACH.

DIAL

MUSIC/SFX

CAMERA

SC. 12-4 SEQ. 12 CAM. SHAKE Page 3



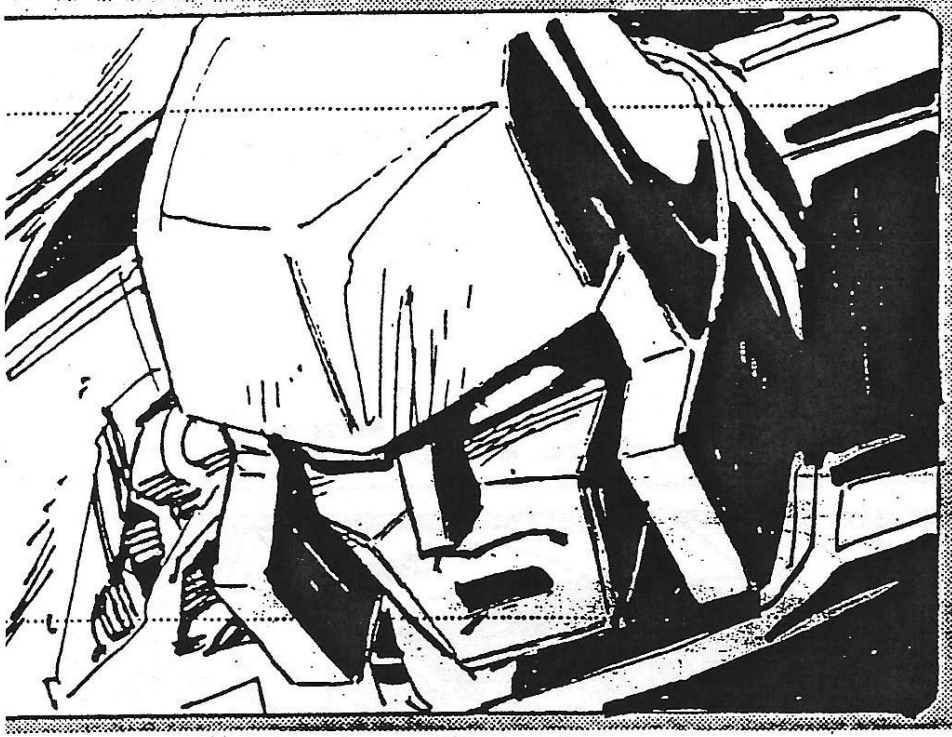
ACTION M.S. UNICRON AND MEGATRON. MEGATRON LIES ON UNICRON. REALIZIN THAT HE HAS LANDED ON SOMETHING, MEGATRON PUSHES HIS WEAK BODY UP TO SEE WHERE HE IS.

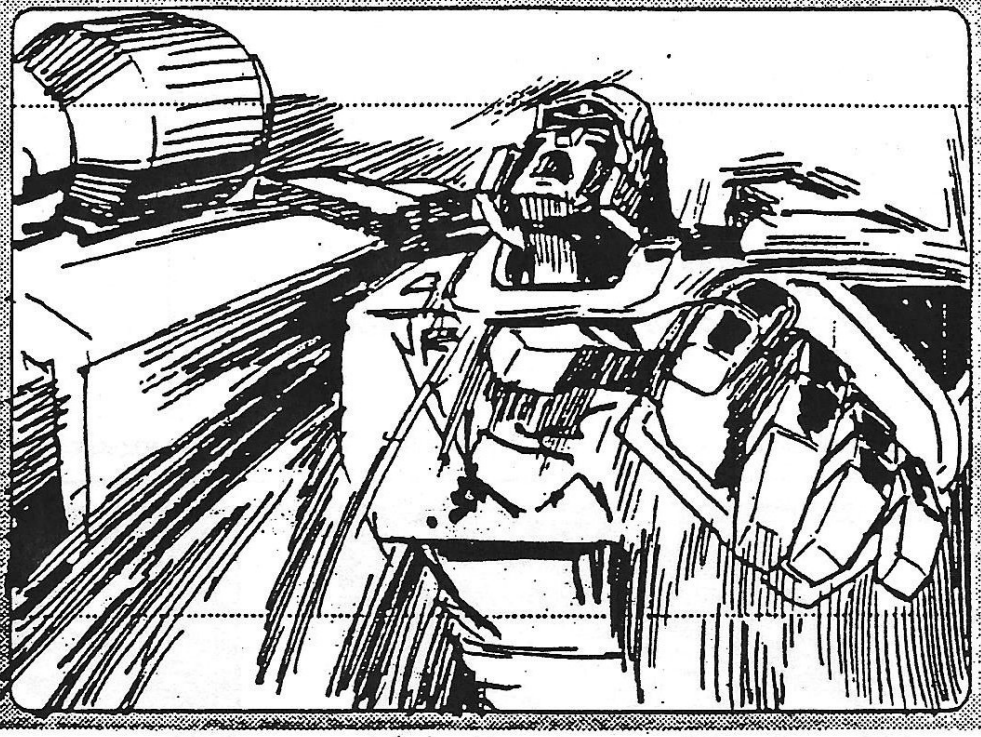
DIAL UNICRON Welcome,

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N X.C.U. MEGATRON'S FACE. UNICRON SPEAKS TO HIM. THE OVERWHELMING FORCE OF UNICRON'S VOICE...

CRON (CONT)
Megatron.

SFX

IA

ACTION ...THROWS MEGATRON BACK.

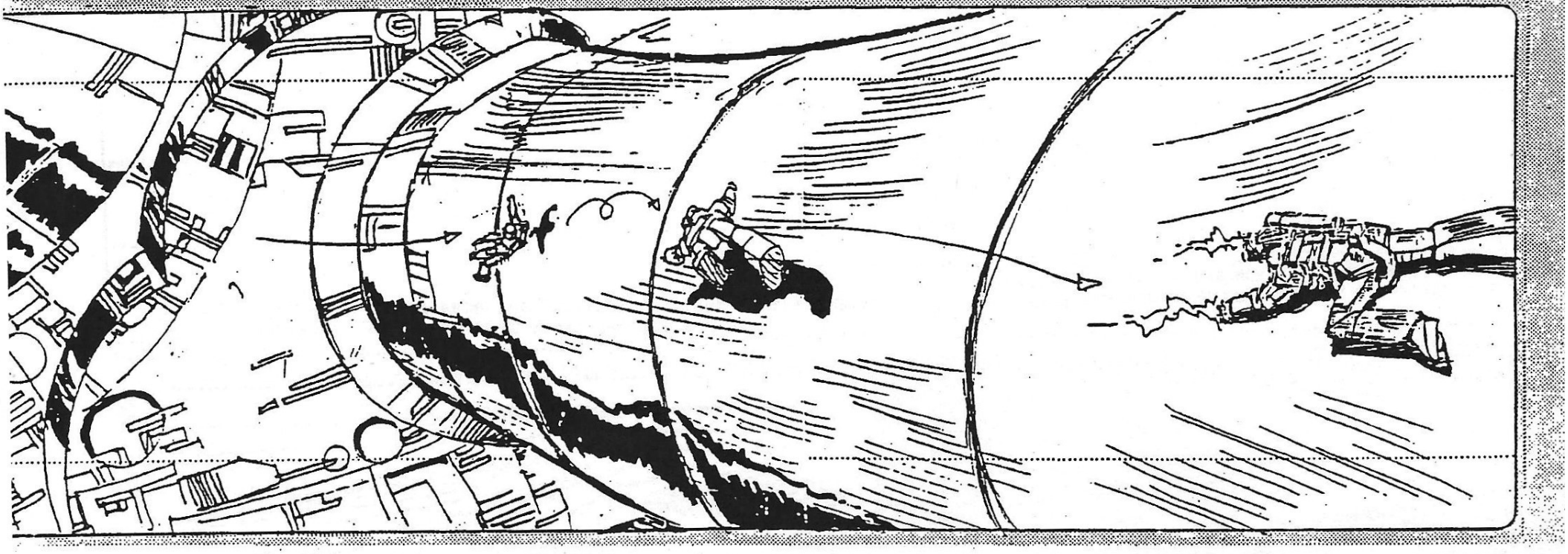
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12 -6 FOLLOW PAN ——————→ SC. SEQ. 12 Page 5



M.L.S. MEGATRON AND UNICRON. MEGATRON IS VIOLENTLY THROWN BACK. WE FOLLOW HIM AS HE TUMBLES...

FX

ACTION ...THROUGH SPACE AND OUT TO ONE OF UNICRON'S GIGANTIC HORNS. MEGATRON CLAWS AT THE HORN TO GET A GRIP ON IT. SPARKS FLY FROM HIS FINGERS.

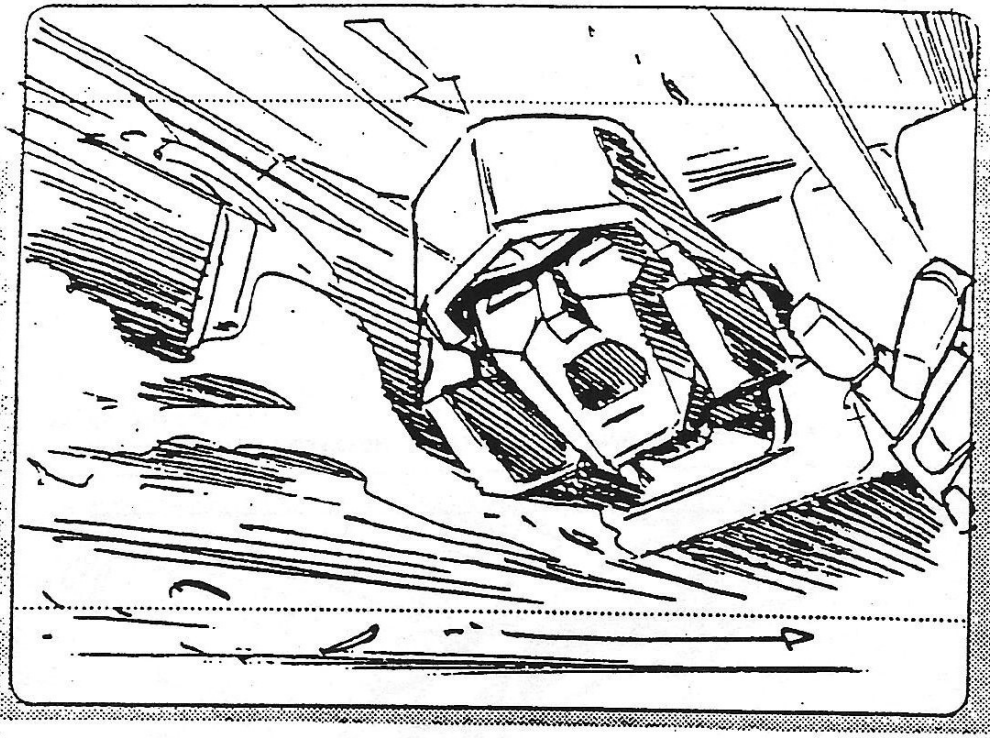
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 1-1



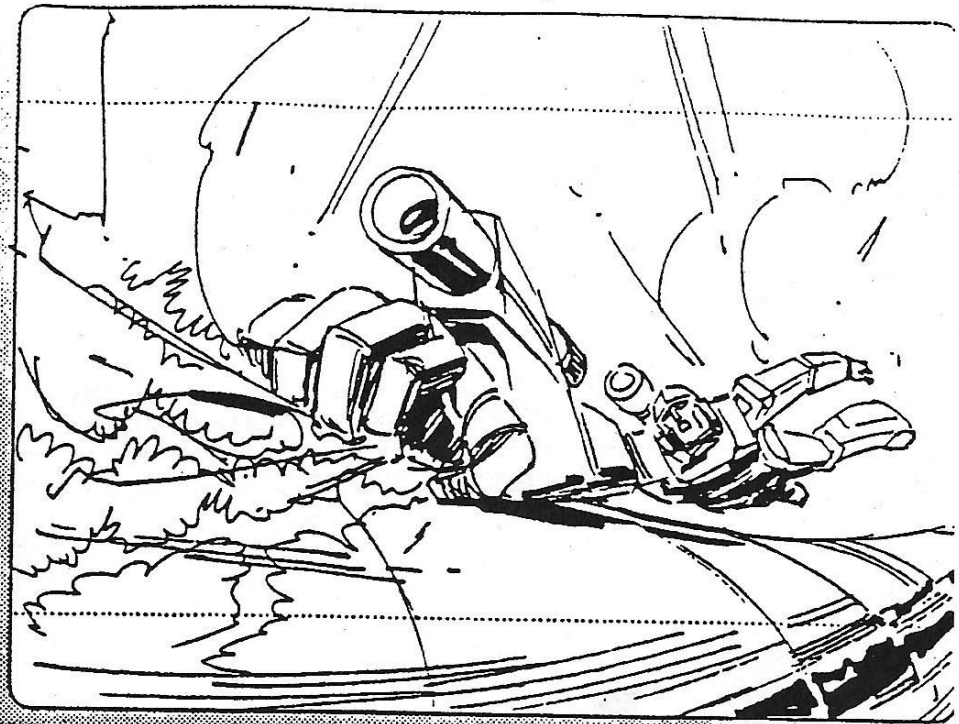
ACTION C.U. MEGATRON. HE SLIDES BACK ALONG THE SURFACE OF UNICRON'S HORN. SPARKS JUMP OUT FROM THE FRICTION OF METAL AGAINST METAL...

DIAL

MUSIC/SFX

SC. CONT.

SEQ. 1 PAGE 3



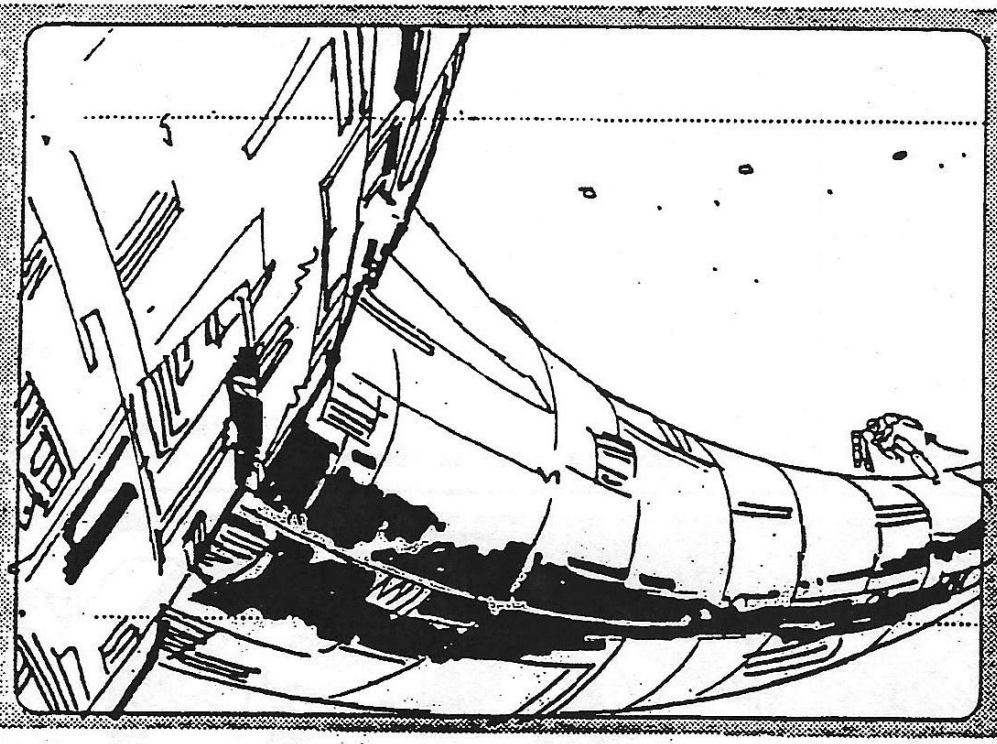
ACTION ...FROM HIS BODY AND HIS FINGERS AS MEGATRON TRIES DESPERATELY TO GAIN A GRIP ON THE HORN. HE FINALLY DOES. UNICRON'S VOICE WIND DIES AWAY.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-8



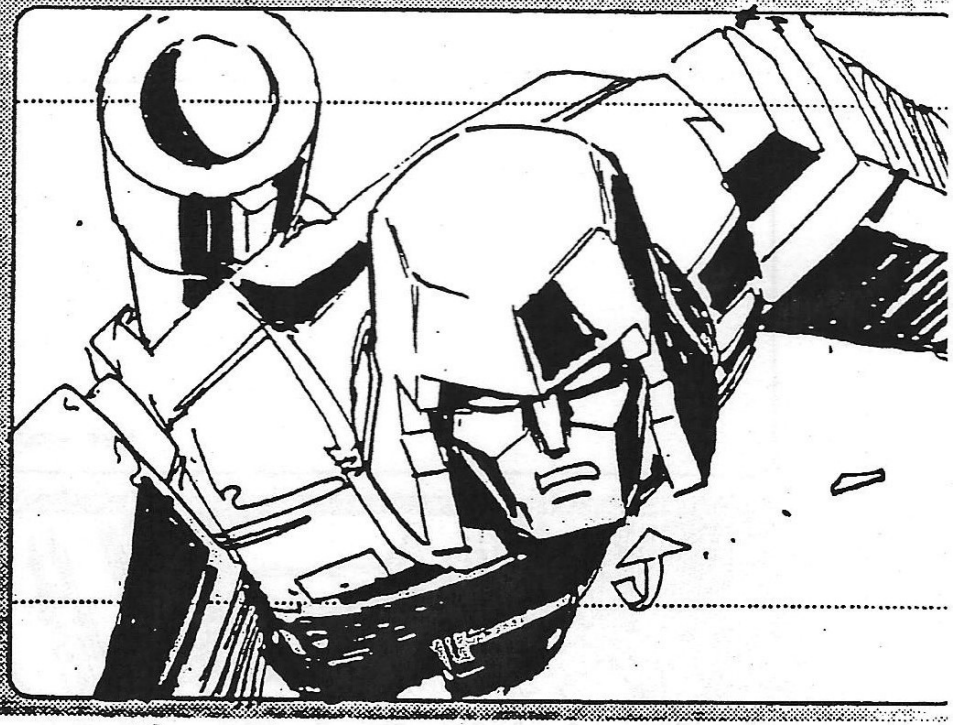
ACTION X.L.S. MEGATRON ON THE HORN OF UNICRON. HE REGAINS SOME STRENGTH AND FLIES OFF OF THE HORN.

DIAL

MUSIC/SFX

CAMERA

SC. 12-9



ACTION M.C.U. MEGATRON. HE FLIES IN TOWARD CAMERA.

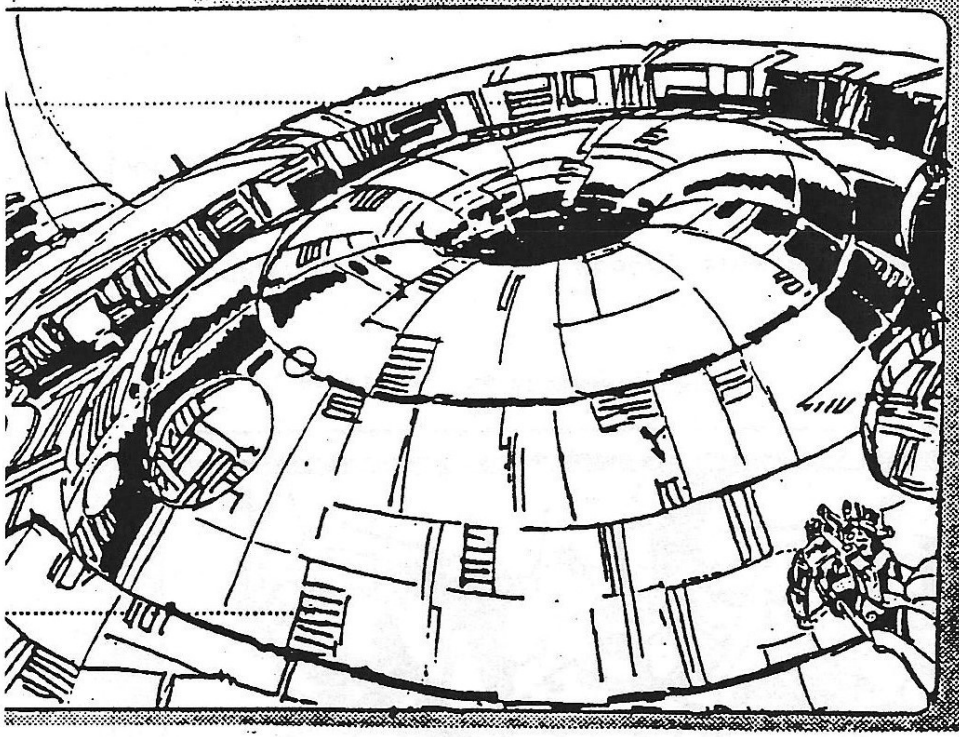
DIAL MEGATRON (LOOKING AROUND)

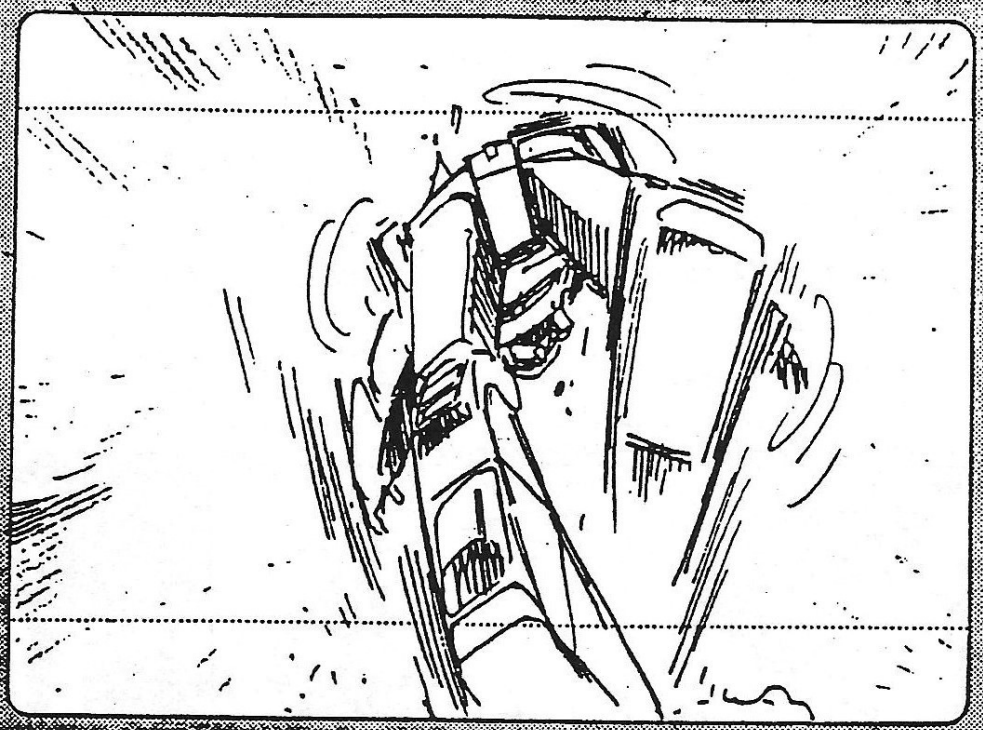
Who said that?

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





N M.S. UNICRON'S MOUTH. MEGATRON FLIES IN TO THE SCENE AND LANDS ON THE HORN CLOSER INTO THE PLANET.

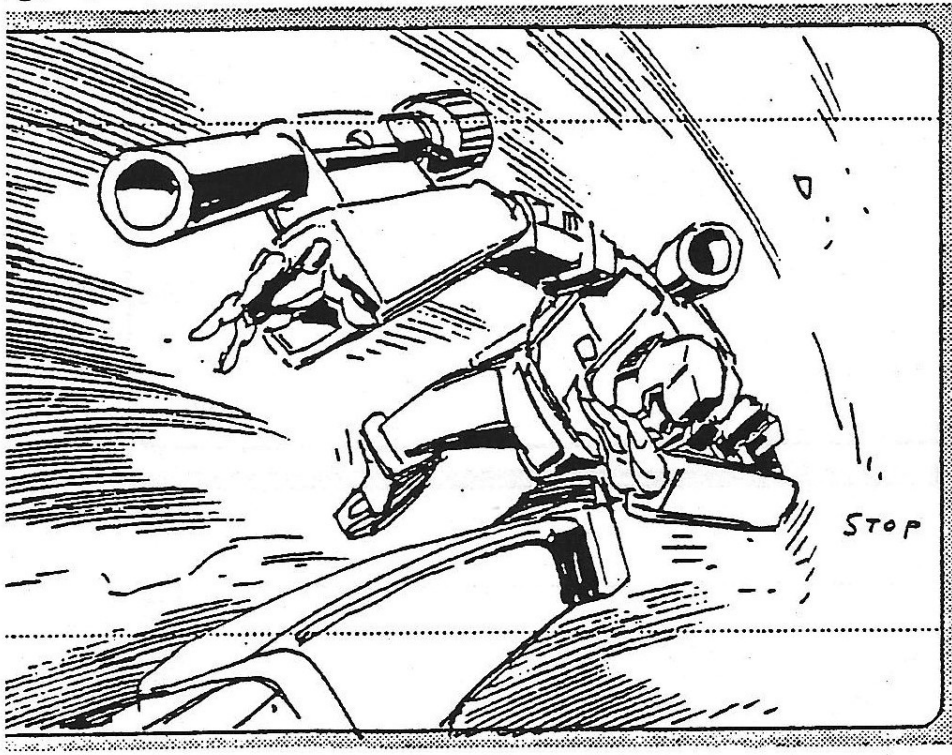
ACTION ...UNICRON SPEAKS AGAIN. HIS VOICE BLAST KNOCKS MEGATRON OFF OF THE HORN AND SENDS HIM TUMBLING TOWARD US.

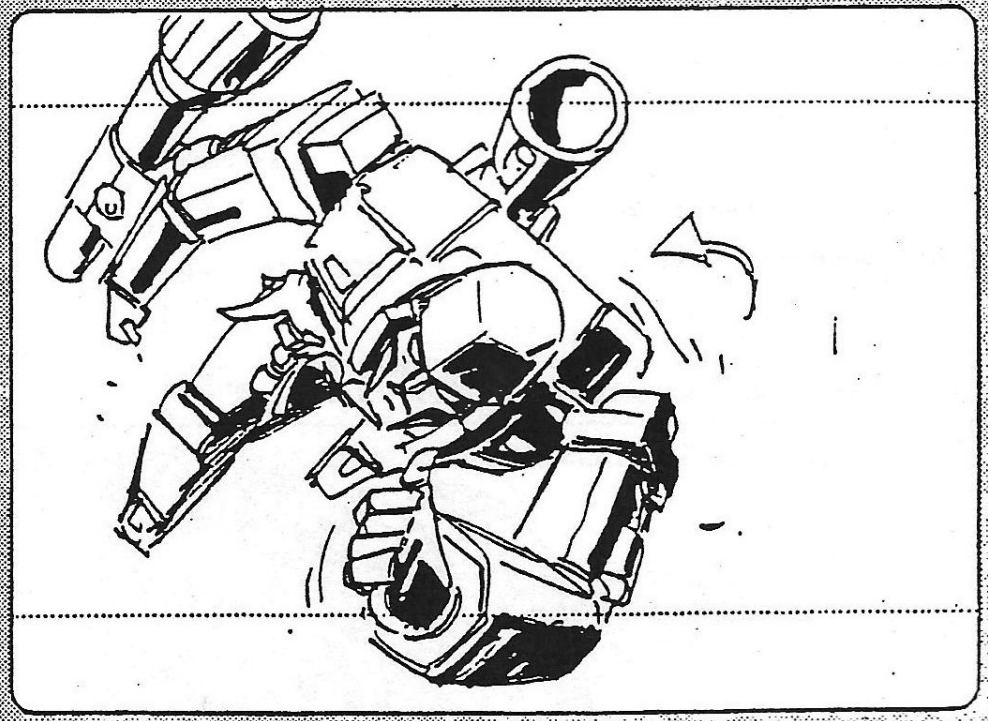
DIAL UNICRON I am Unicron.

MUSIC/SFX

SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N M.S. MEGATRON. HE FLIES AWAY FROM US, CARRIED AWAY BY THE FORCE OF UNICRON'S VOICE WIND. BUT WHEN THE WIND DIES AWAY...

.SFX

RA

ACTION ...MEGATRON TURNS BACK TO FACE UNICRON.

DIAL MEGATRON Show yourself.

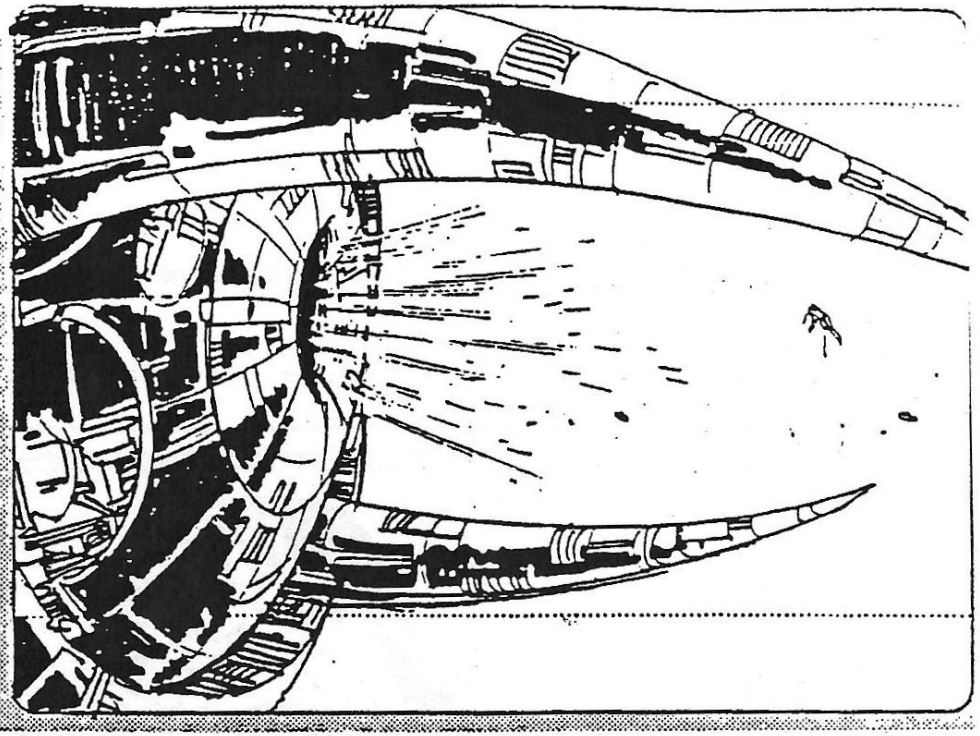
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. NO SC. 12-12

SC. 12-13 SEQ.



ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION X.L.S. MEGATRON HOVERING IN FRONT OF UNICRON, BETWEEN UNICRON' TWO HORNS.

DIAL UNICRON I have summoned you here for a purpose.

MUSIC/SFX

SC. 12-14

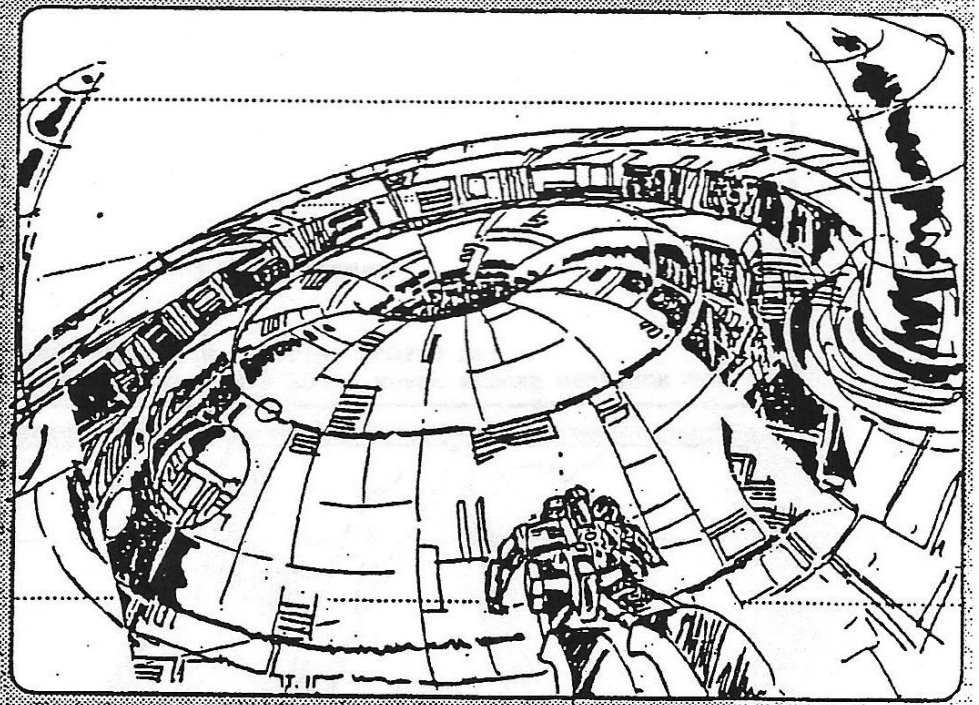
ACTION M.S. MEGATRON. HE ADDRESSES UNICRON.

DIAL MEGATRON Nobody summons Megatron!

MUSIC/SFX

CAMERA

SC. 12-15



ACTION M.S. MEGATRON IN FRONT OF UNICRON'S "MOUTH".

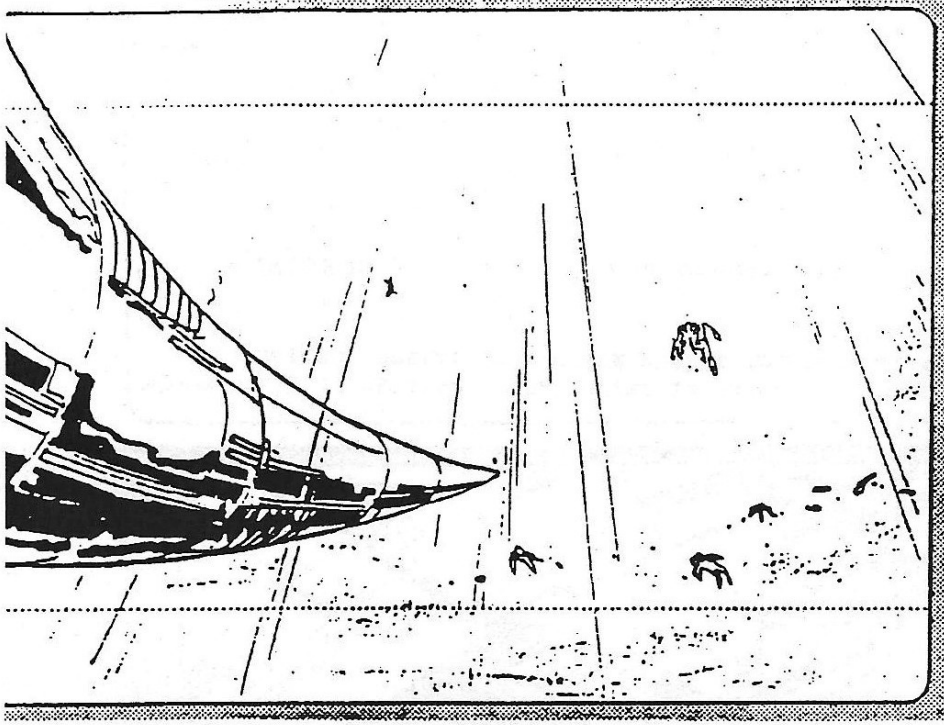
DIAL UNICRON Then it pleases me to be the first

MUSIC/SFX

CAMERA

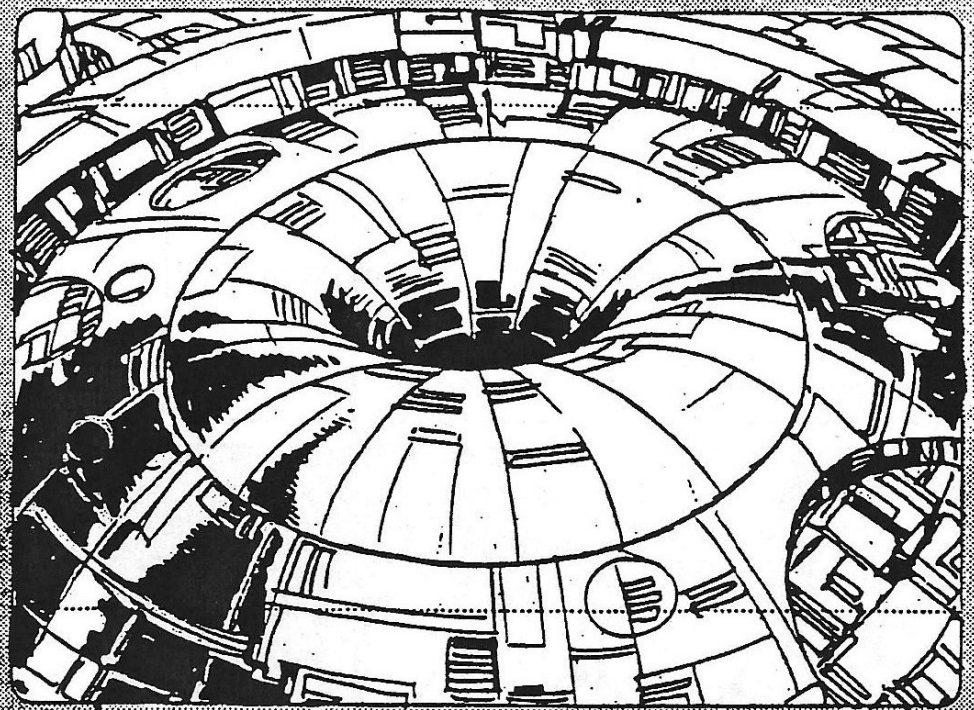
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-16



SC. 12-17

SEQ. 12 Page 12



NO PAGE 13

N X.L.S. MEGATRON FLOATING NEAR ONE OF UNICRON'S HORNS.
IN FAR DISTANCE OTHER DECEPTICONS SCATTERED IN SPACE.

MEGATRON State your business.

/SFX

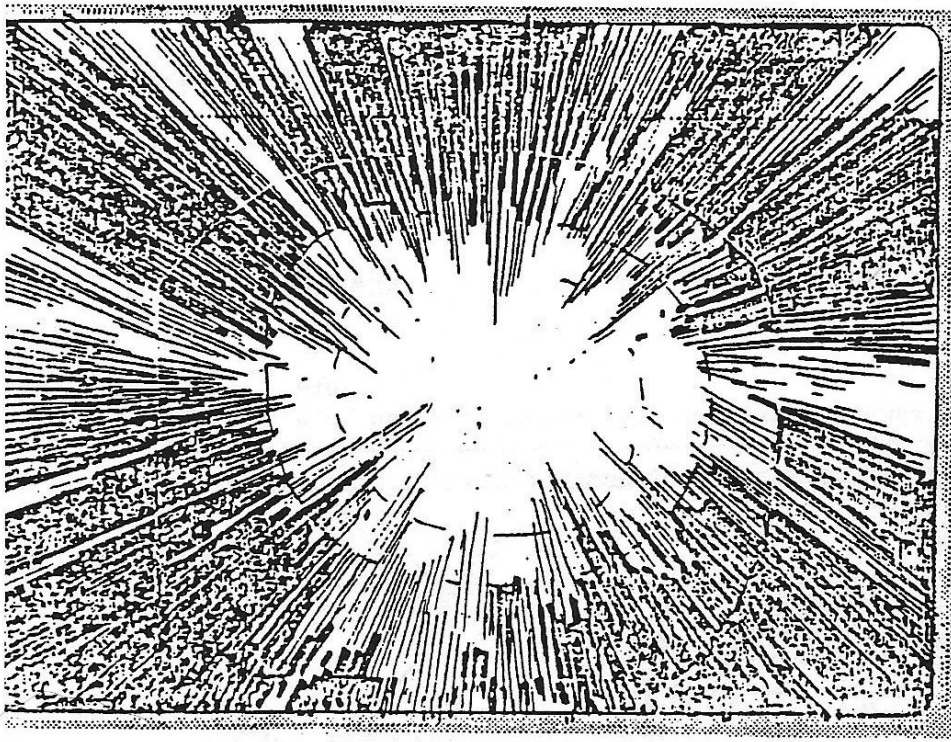
ACTION M.S. UNICRON'S "MOUTH".

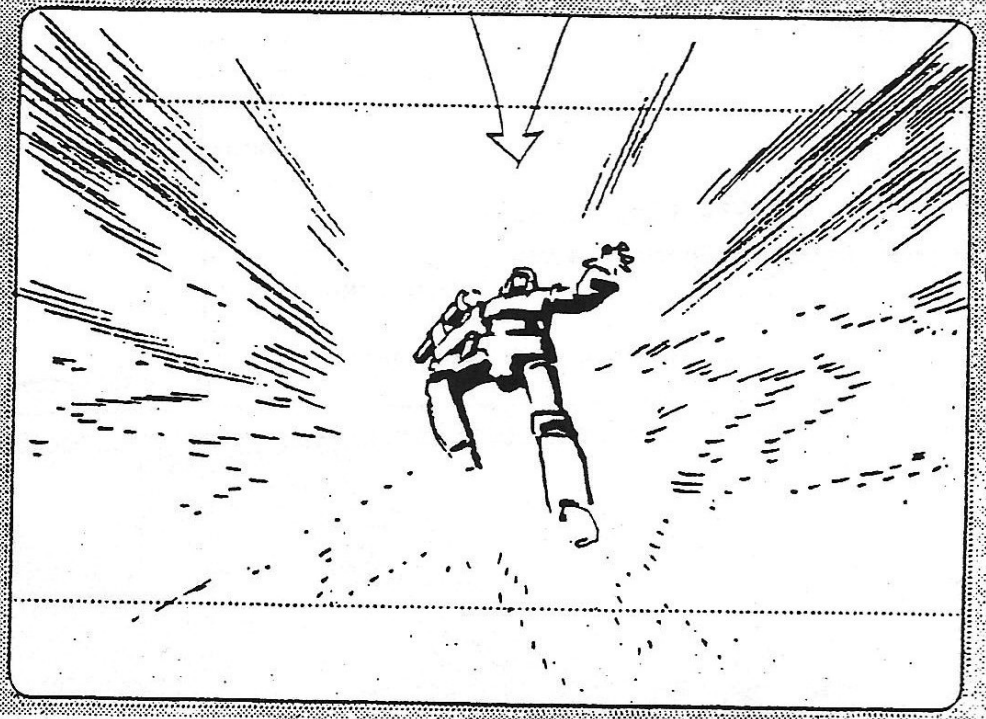
DIAL

MUSIC/SFX

CAMERA

TF RAW
Raw Generation 1 to Beast Hunters and Beyond!!!!





NO SC. 12-19

UNICRON SPEAKS, SENDING OUT A BLAST OF HIS VOICE WIND.

UNICRON — This is my command! Destroy the Autobot Matrix of leadership. It is the one thing, the only thing...

SFX

ACTION — L.S. MEGATRON IS PROPELLED INTO SCENE BY THE BLAST FROM UNICRON.

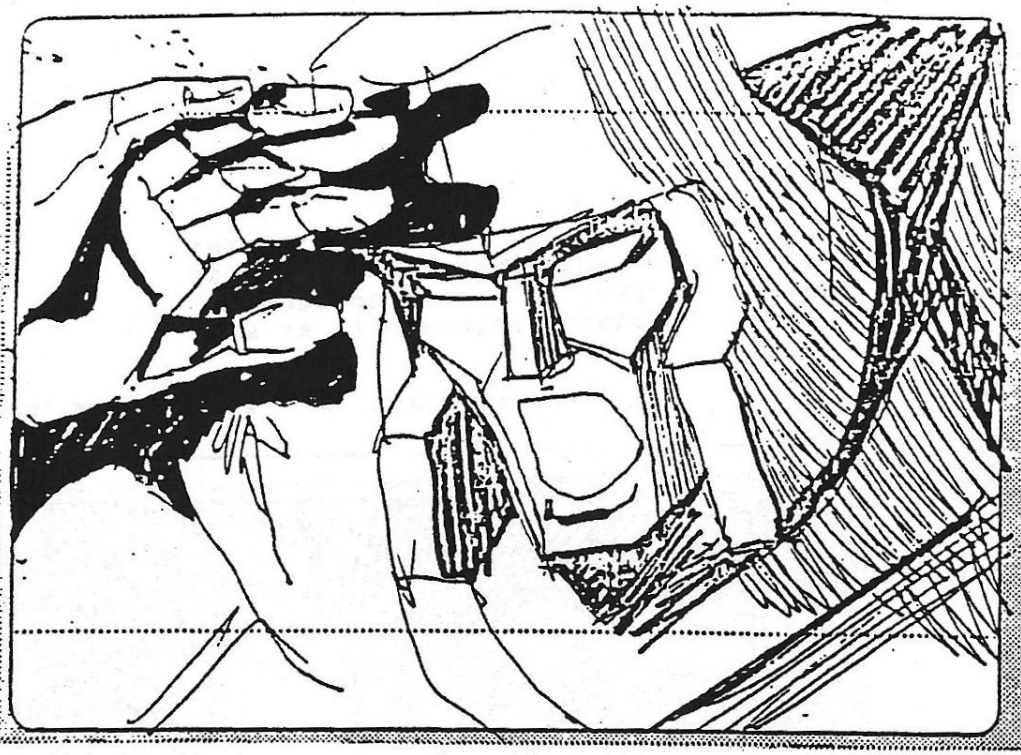
DIAL — UNICRON (CONT) that can stand in my way.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-23



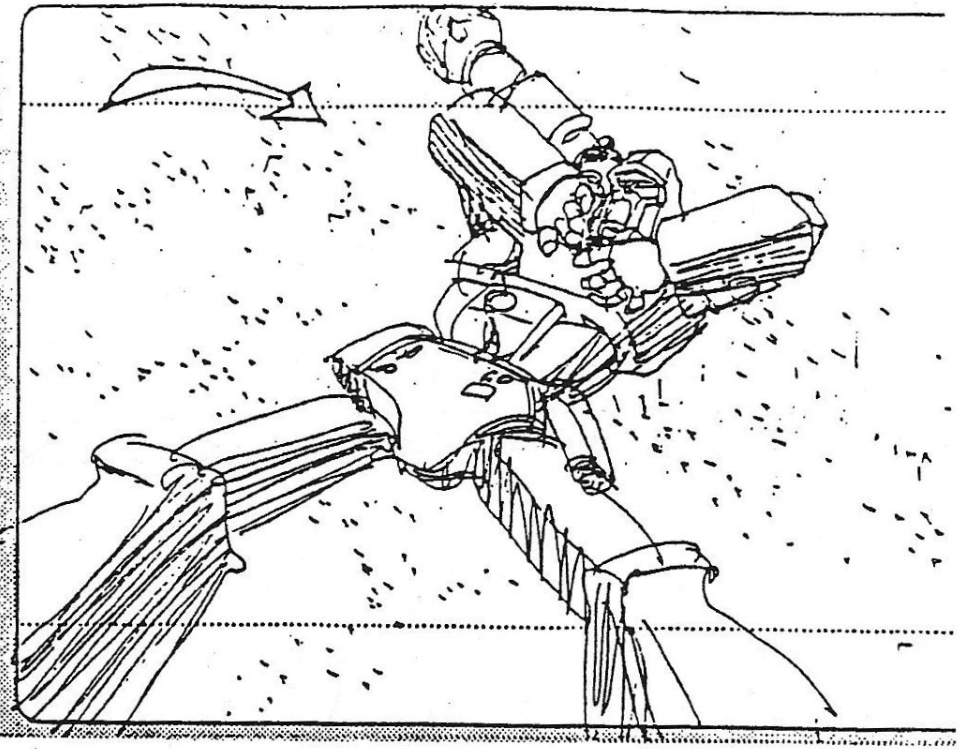
ACTION C.U. MEGATRON FACING INTO UNICRON'S INTENSE LIGHT. ADDRESSES HIM.

DIAL MEGATRON You have nothing to fear.

MUSIC/SFX

CAMERA

SC. CONT SEQ. / 15



ACTION ...HE MOVES BACK AWAY FROM US.

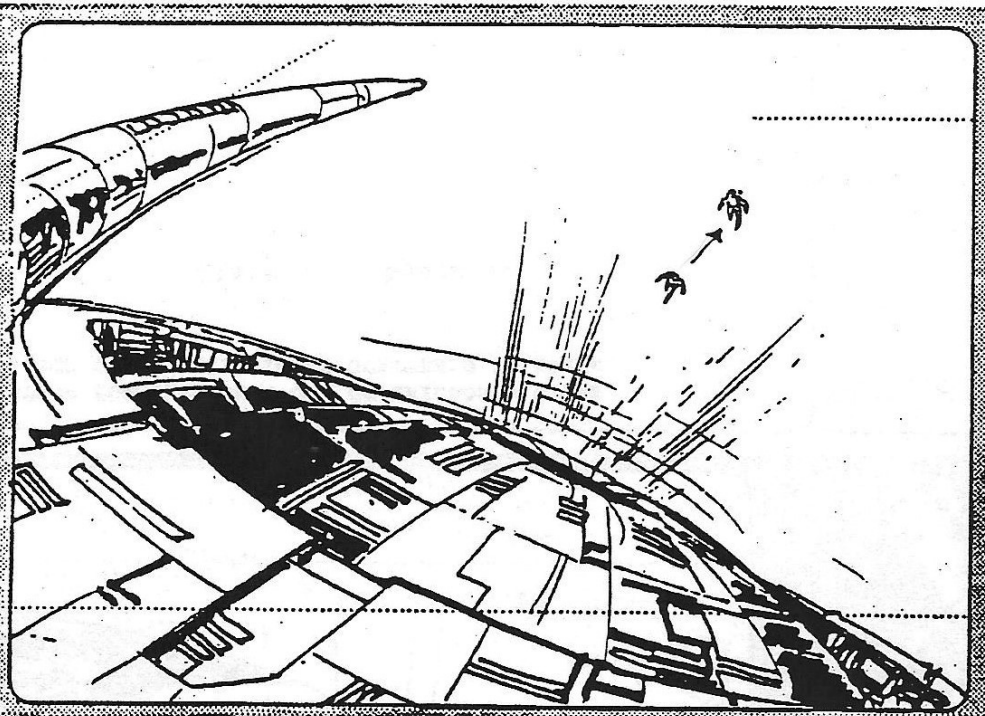
MEGATRON (CONT)

DIAL I have already crushed Optimus Prime with my bare hands.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-21



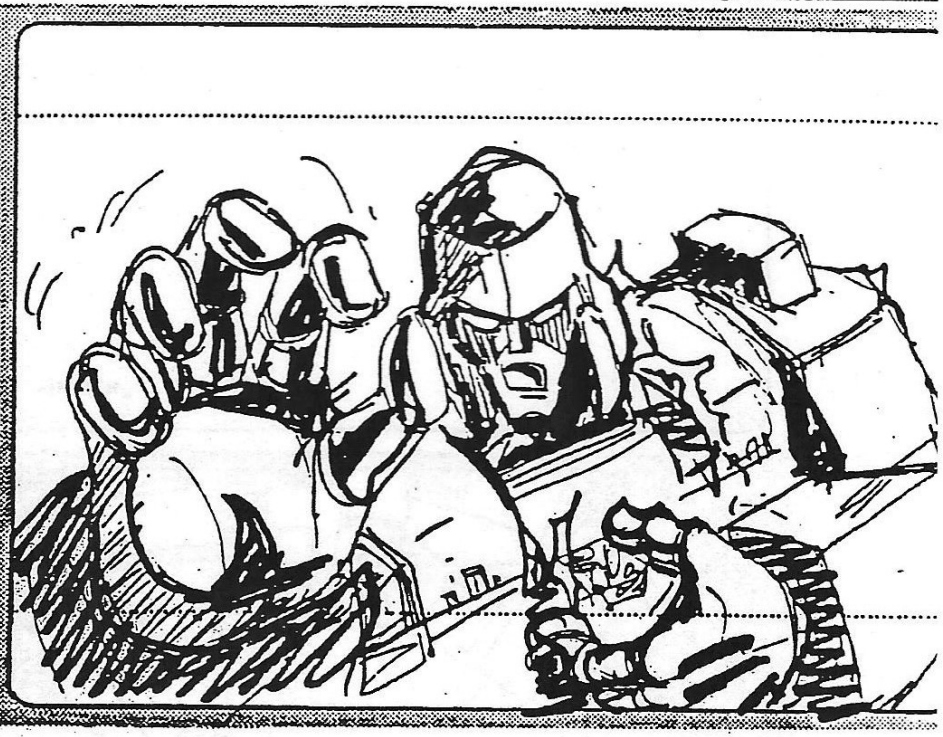
ACTION X.L.S. MEGATRON. HE HOVERS IN FRONT OF UNICRON'S "MOUTH" UNICRON SPEAKS, THE FORCE PUSHES MEGATRON BACK.

DIAL UNICRON You exaggerate.

MUSIC/SFX

CAMERA

SC. 12-22



ACTION M.C.U. MEGATRON. HE GESTURES, AND REPLIES TO UNICRON.

DIAL MEGATRON The point is, he's dead

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 12-22 TRUCK-IN SC. SEQ. 12 Page 17

ON WE TRUCK IN TO A C.U. OF HIS FACE.

MEGATRON (CONT)
and the Matrix died with him.

SFX

RA

ACTION

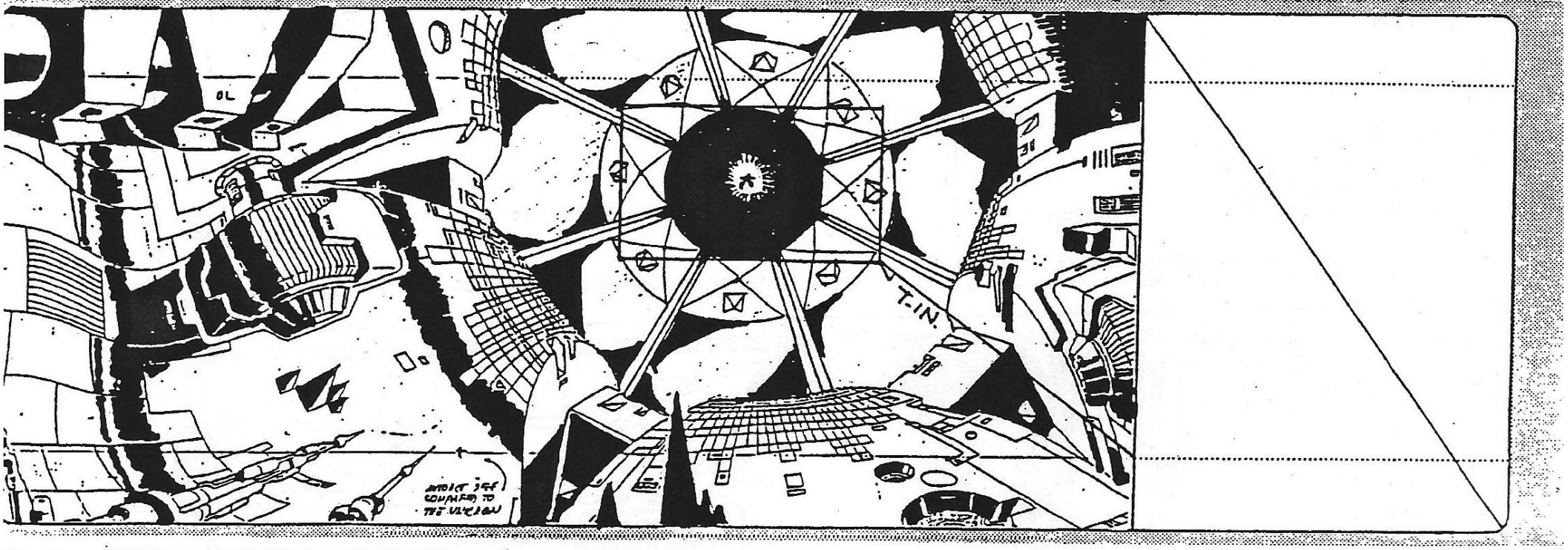
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-23 START PAN. STOP TRUCK IN. SEQ. 12 Page 18



ON C.U. UNICRON'S "MOUTH". UNICRON SPEAKS, WE PAN OVER AND TRUCK IN ON MEGATRON.

UNICRON No, the point is you are a fool. The Matrix has been passed to their new leader, Ultra Magnus.

C/SFX

ACTION

DIAL UNICRON (CONT) Destroy it for me.

MEGATRON Why should I?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

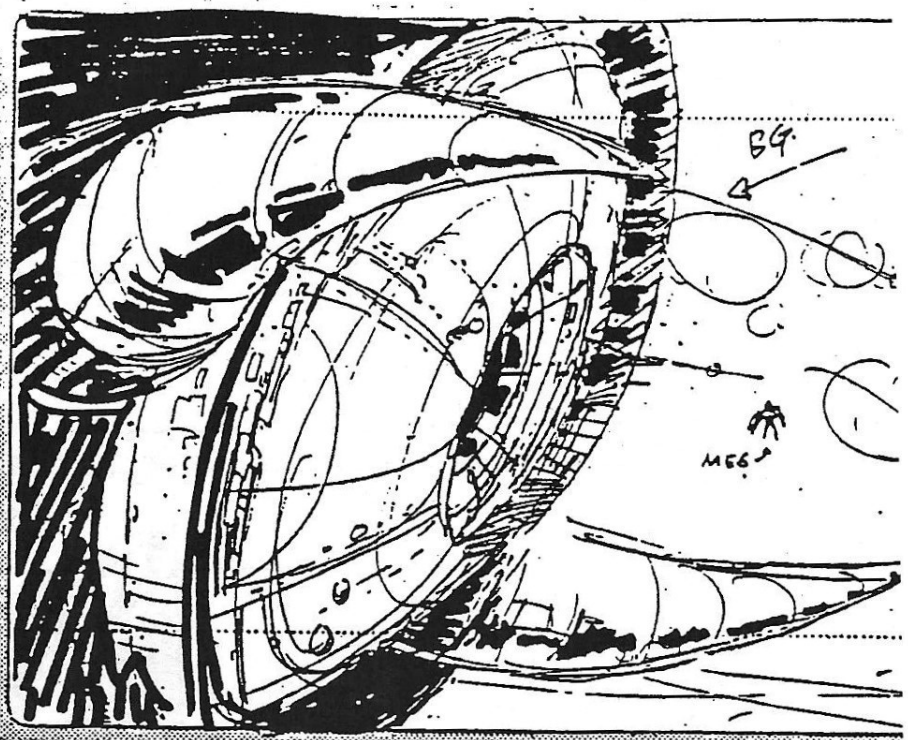
SC.

ACTION C.U. MEGATRON. HE QUESTIONS UNICRON'S AUTHORITY.

DIAL MEGATRON (CONT) What's in it for me?

MUSIC/SFX

SC.



ACTION X.L.S. MEGATRON. HE LANDS ON ONE OF THE HORNS OF UNICRO
FRONT OF HIS HUGE "MOUTH".

DIAL UNICRON Your bargaining posture is highly dubious, but very well, I will provide you with a new body, and new troops to command.

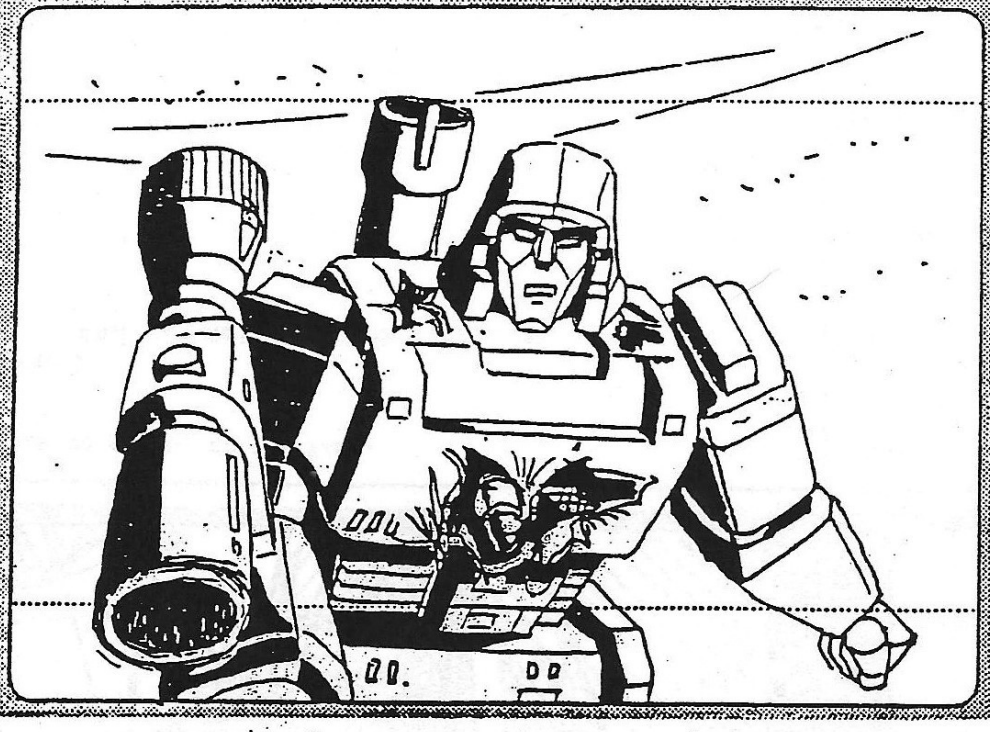
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-25A

SC.

SEQ. 12 Page 19A



ACTION M.S. GALVATRON. HE FLOATS IN SPACE IN FRONT OF UNICRON.

DIAL MEGATRON And...

MUSIC/SFX

CAMERA

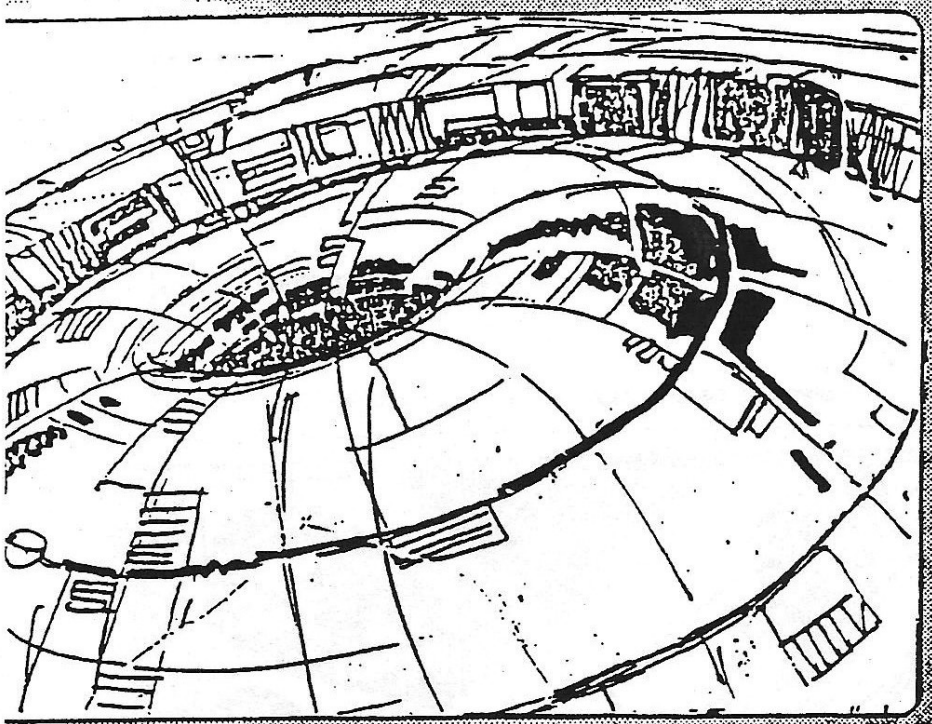
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



UP SHOT. MEGATRON LOOKING UP AT UNICRON'S "MOUTH" AREA.

UNICRON — And nothing.
You belong to me now!

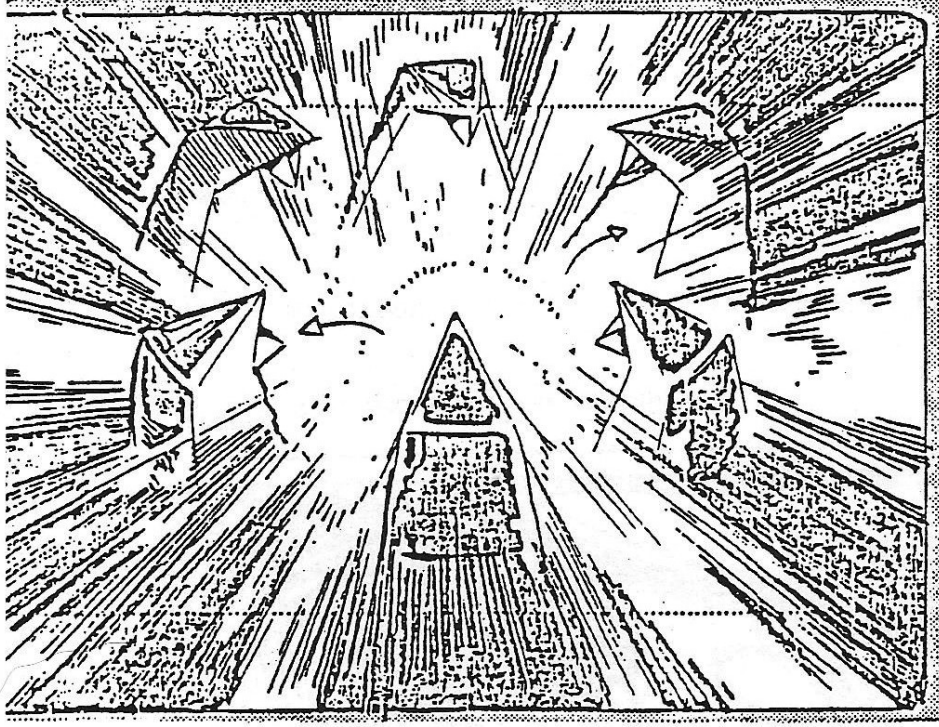
FX

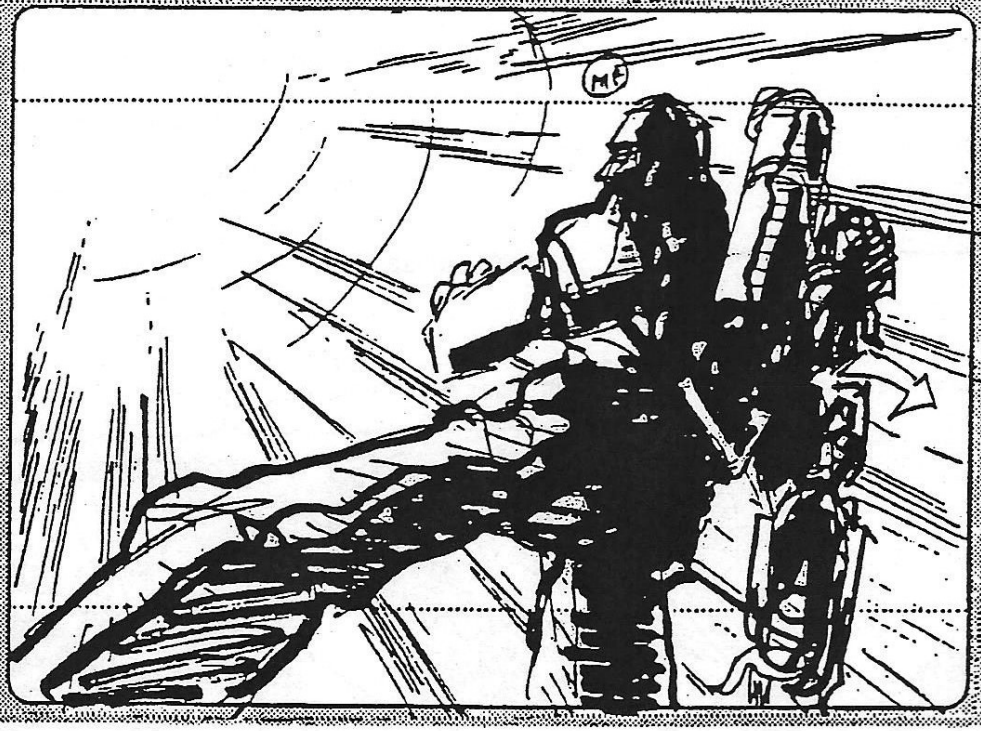
ACTION C.U. DOWN SHOT MEGATRON LOOKING UP AT UNICRON O.S.

DIAL MEGATRON — I belong to nobody.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





C.U. UNICRON'S "MOUTH". THE BEAKS OF UNICRON'S "MOUTH" OPEN. A BLAZE OF ENERGY MIST SPILLS OUT.

UNICRON — Perhaps I misjudged you. Proceed on your way to oblivion.

FX

ACTION — M.S. MEGATRON. HE MOVES BACK AS THE MIST FLOODS OUT TOWARD HIM.

DIAL

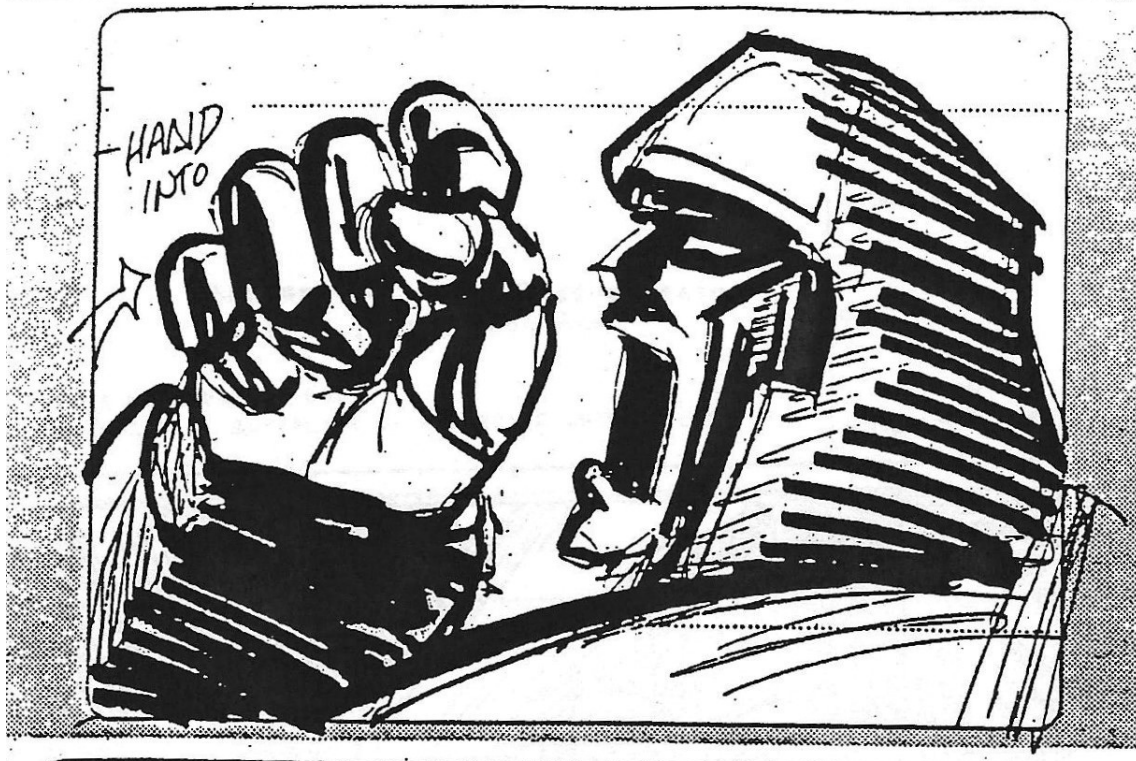
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-50

SC. CONT. PT2 TRUCK-UP SEQ. 12 PAGE



ACTION C.U. MEGATRON. HE SCREAMS.

DIAL MEGATRON (PLEADING) No,

MUSIC/SFX

CAMERA

ACTION M.S. MEGATRON ENGULFED IN THE MIST WHICH STARTS TO DISSOLVE HIM.

DIAL MEGATRON (CONT) no.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 12-30

ACTION ...HE GROWS WEAK AND STARTS TO COLLAPSE.

DIAL MEGATRON (CONT) No.....

MUSIC/SFX

CAMERA

SC. 12-31

SEQ. 12 Page 23

ACTION C.U. MEGATRON. HE COLLAPSES DOWN. SEEING THE END, HE ACCEPT UNICRON'S OFFER.

DIAL MEGATRON (CONT) I accept your terms.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 12-31

SC. CONT.

N ...SUDDENLY A REVERSAL STARTS TO TAKE PLACE. THE MIST CHANGES AND SO DOES MEGATRON.

ACTION HE GROWS STRONGER AND STARTS TO CHANGE FORM.

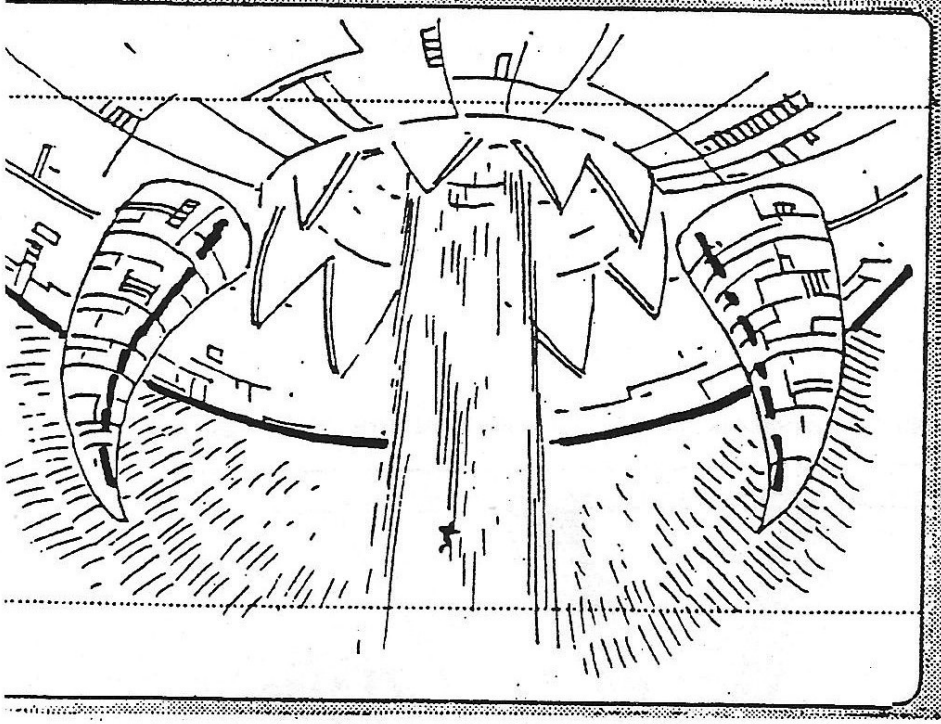
MEGATRON (CONT) I accept!!

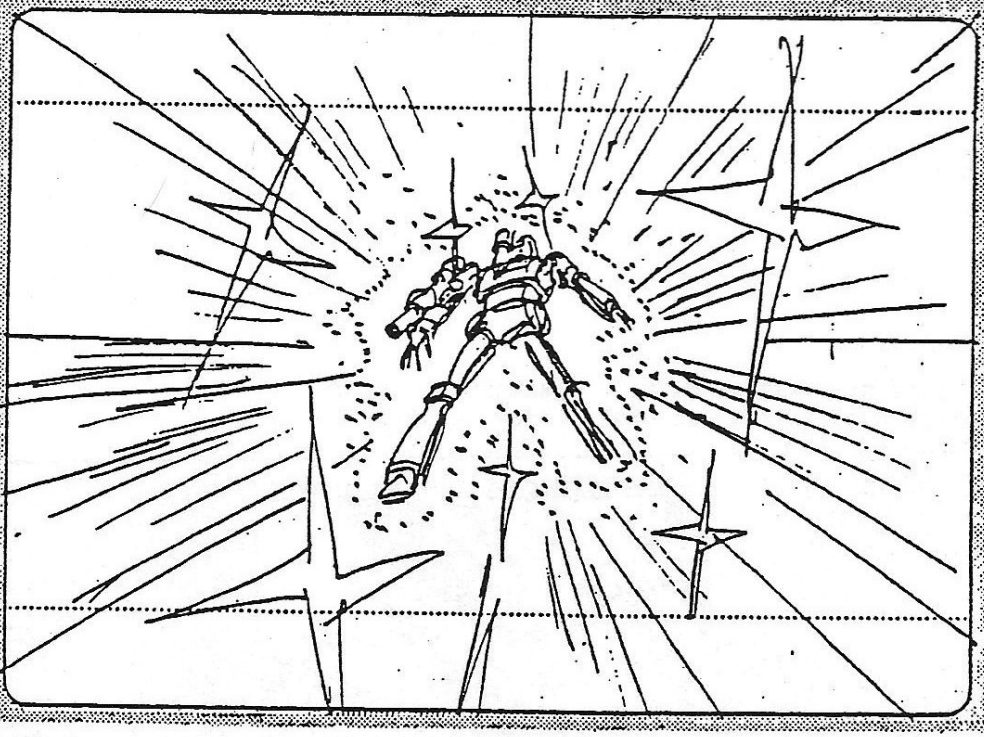
DIAL

SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





X.L.S. MEGATRON BATHED IN UNICRON'S TRANSFORMATION BEAM.

FX

ACTION L.S. MEGATRON RECHARGED AND ALTERED IN UNICRON'S TRANSFORMATION GEAM.

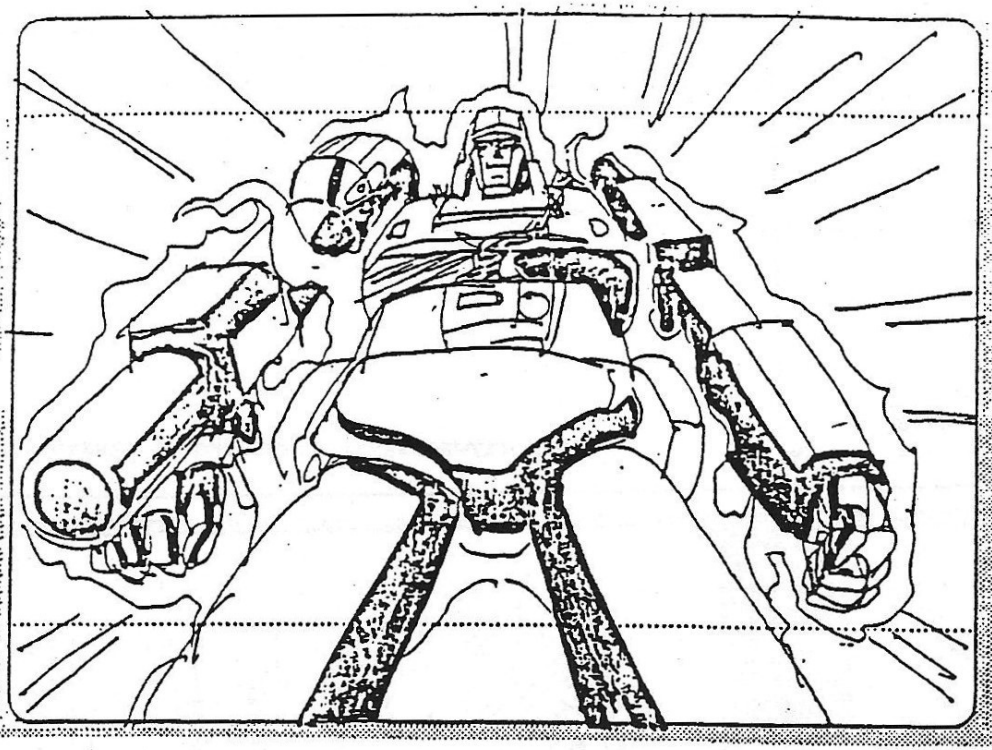
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-37

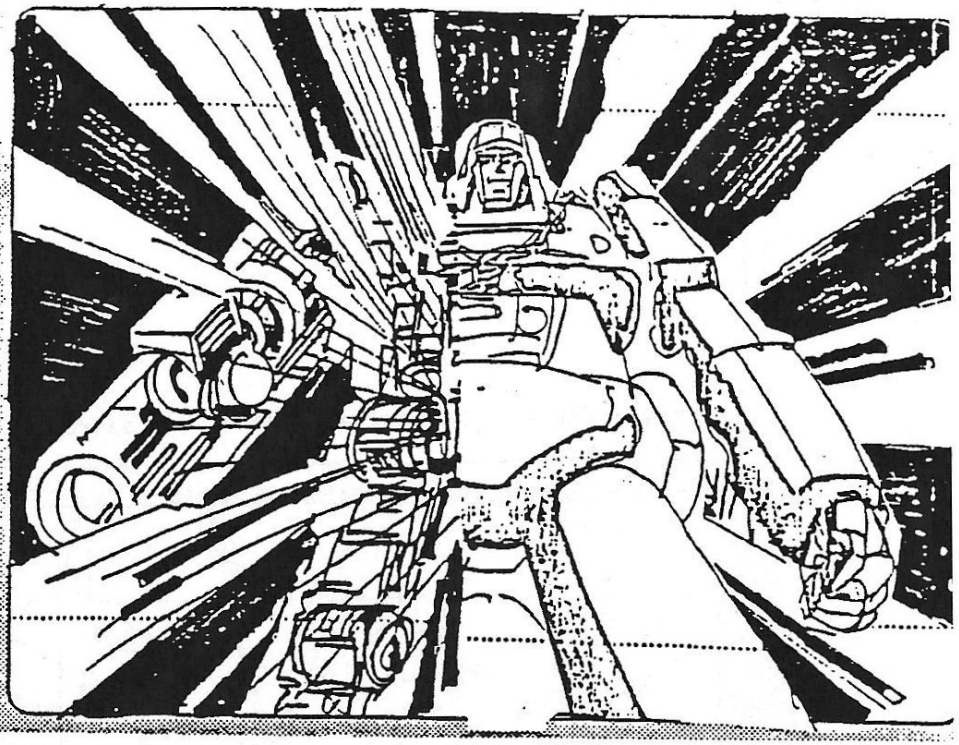


ACTION M.S. MEGATRON IN UNCRON'S TRANSFORMATION BEAM...

DIAL

MUSIC/SFX

SC. CONT. SEQ. PAGE



ACTION ..LIKE AN X-RAY WE CAN SEE THE TRANSFORMATION TAKING PLACE INSIDE OF MEGATRON. IT MOVES OVER HIS BODY.

DIAL

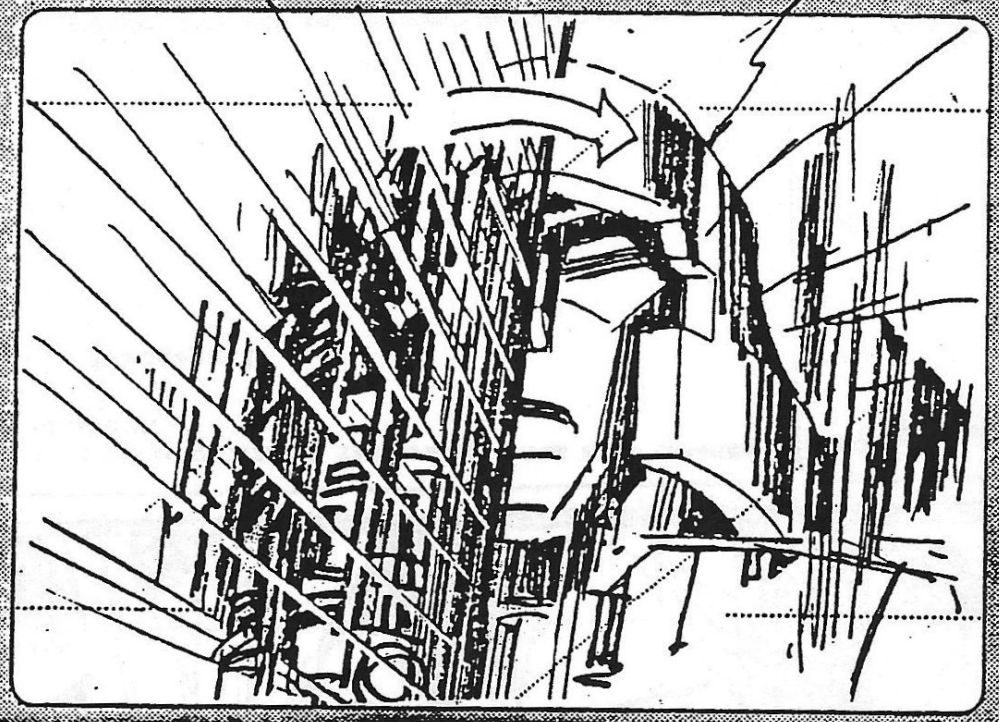
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-35

SC. CONT.

SEQ./ Page 27



ACTION C.U. MEGATRON. THE TRANSFORMATION MOVES ACROSS HIS FACE...

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

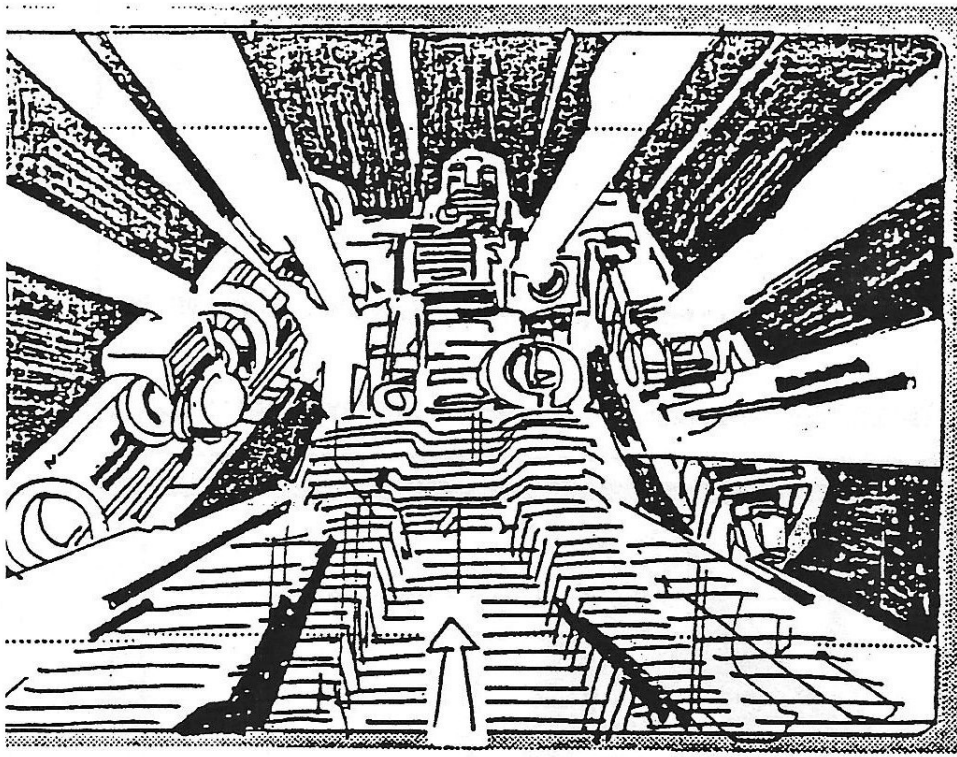
CAMERA

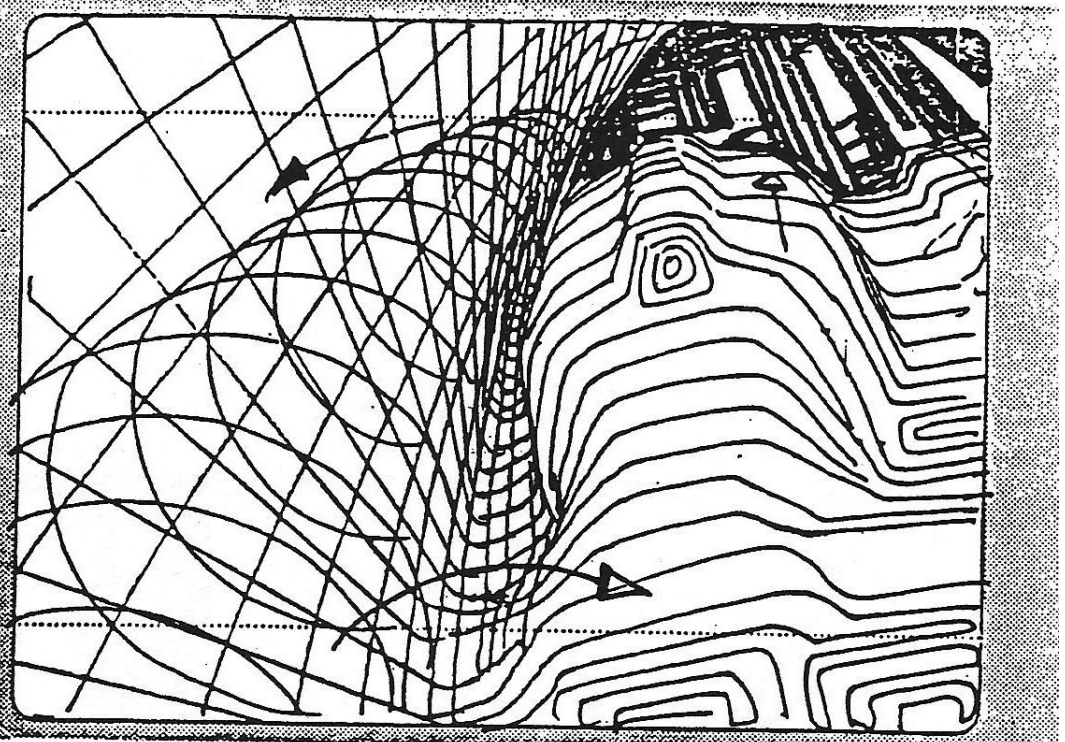
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 12-36

SC. 12-37

SEQ. 12 Page 28





M.S. MEGATRON. STRANGE PIERCING SEARCHLIGHT BEAMS WORK ACROSS MEGATRON'S BODY, AS A GRID-LIKE WAVE ENVELOPES HIM.

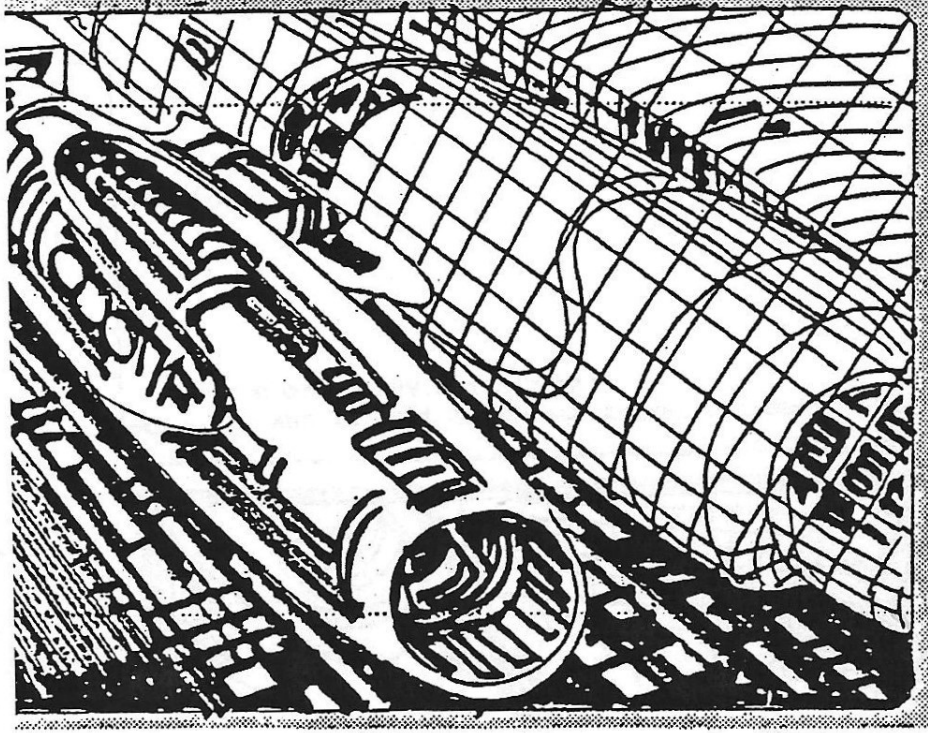
SFX

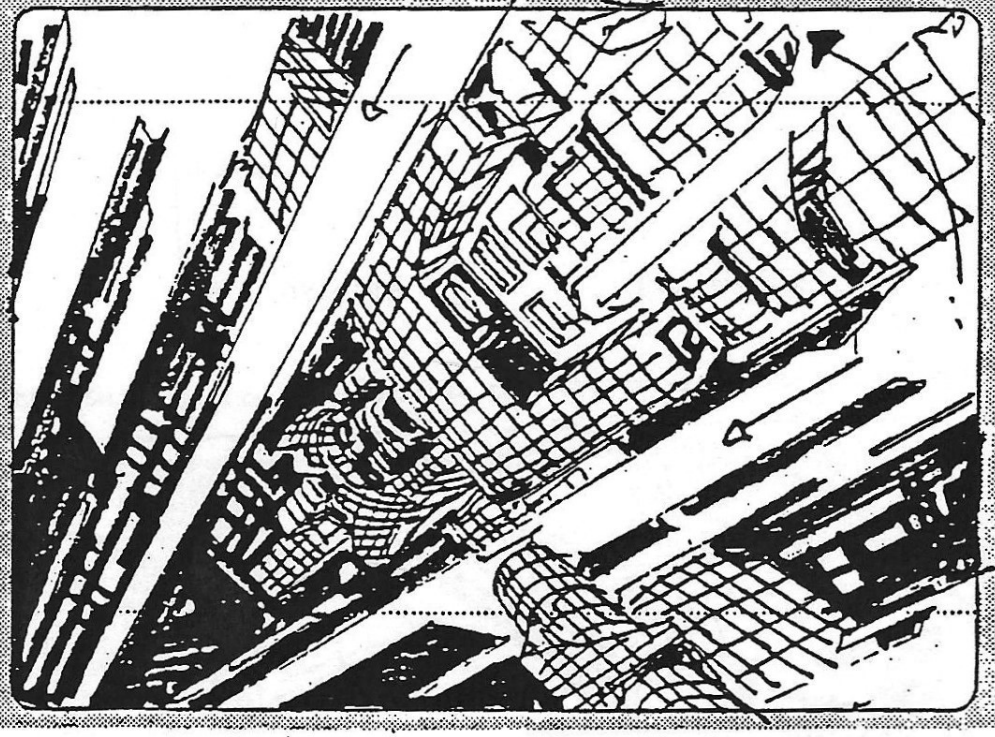
ACTION C.U. MEGATRON THE GRID COVERS HIM, REMOLDING HIS FORM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...SEARCHING OUT EVERY PART OF HIM, SHAPING, SCULPTING...

ACTION ...CREATING A NEW BEING...

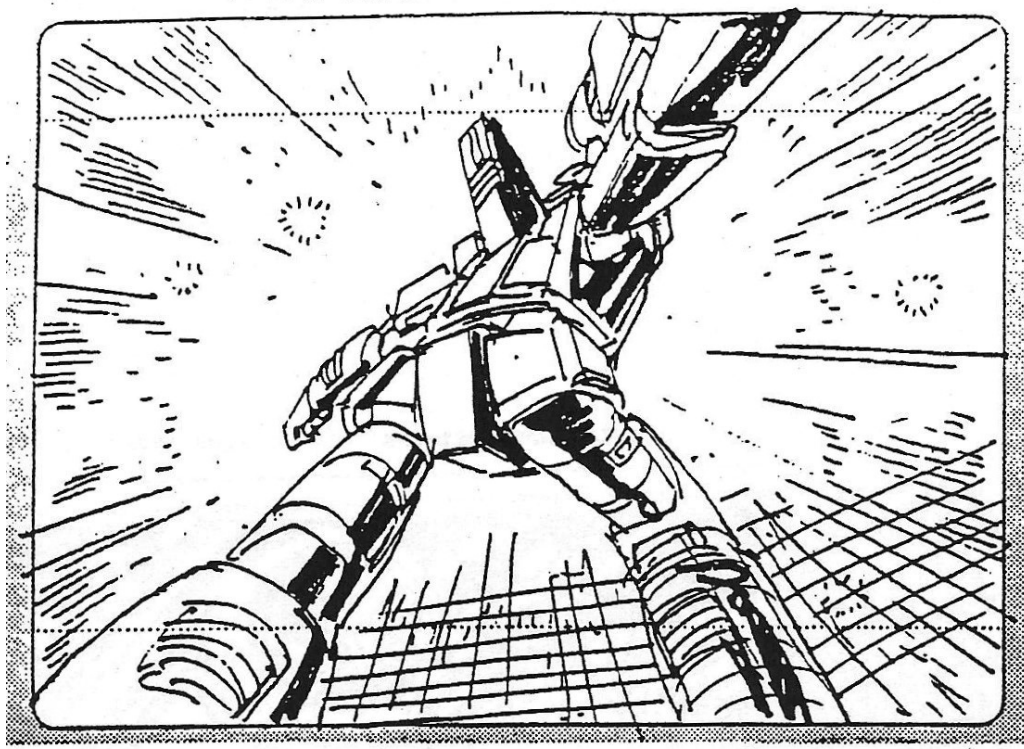
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 1-35

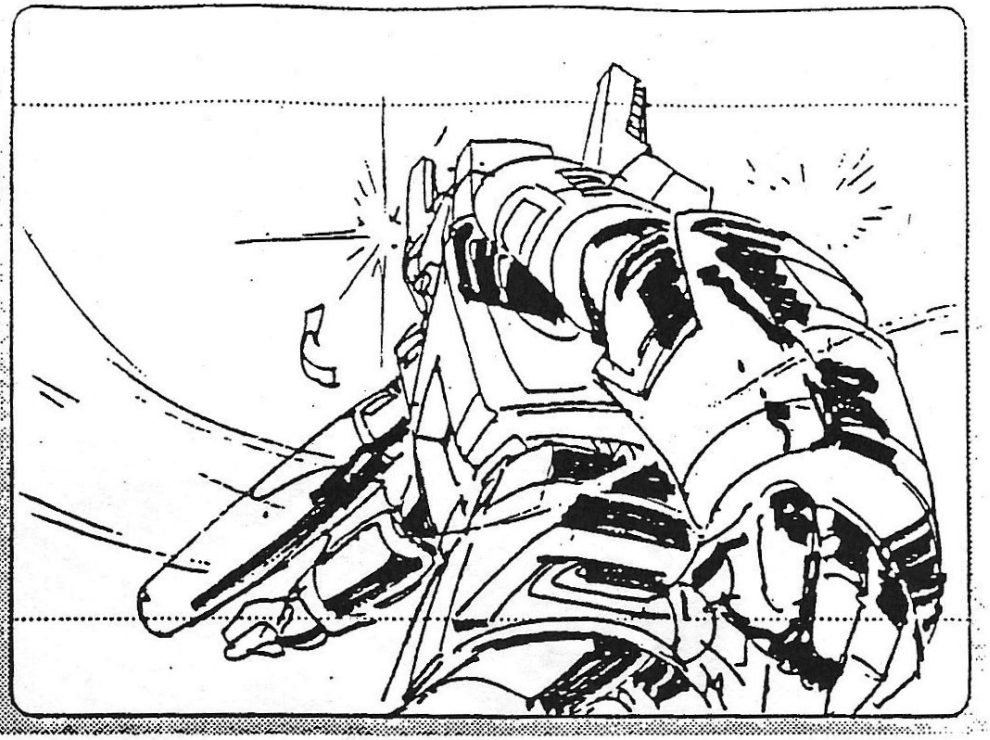


ACTION ...WHO IS FULL OF MIGHTY ENERGY AND POWER. HE IS COMPLETE NOW. THE GRID BEAM MOVES AWAY.

DIAL

MUSIC/SFX

SC. CONT. SEQ. 36

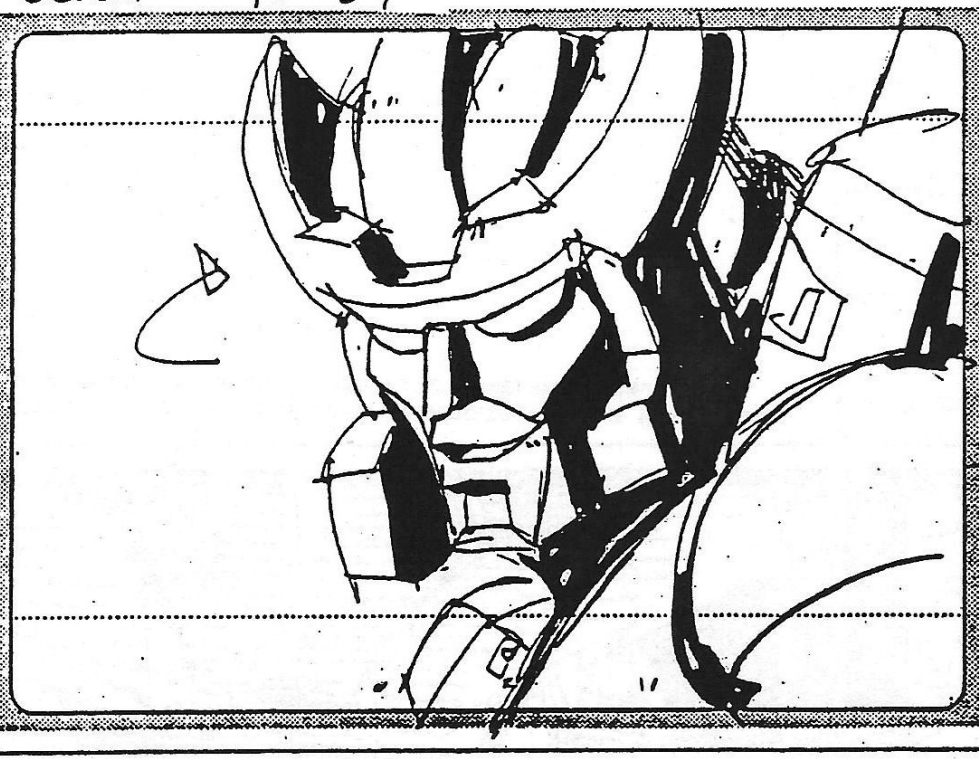


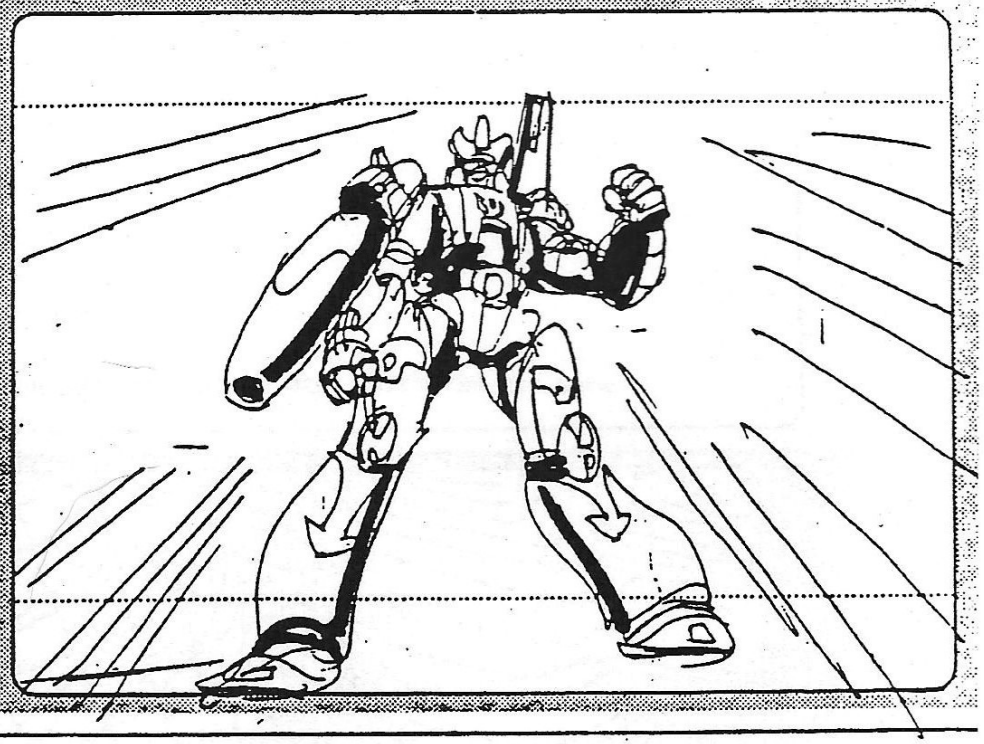
ACTION ...THE NEW CREATURE TURNS TOWARD US, WE TRUCK IN TO SEE...

DIAL UNICRON Excellent!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...THE FACE OF UNICRON'S NEW CREATION, GALVATRON!

DIAL UNICRON (CONT) Behold... Galvatron!

MUSIC/SFX

CAMERA

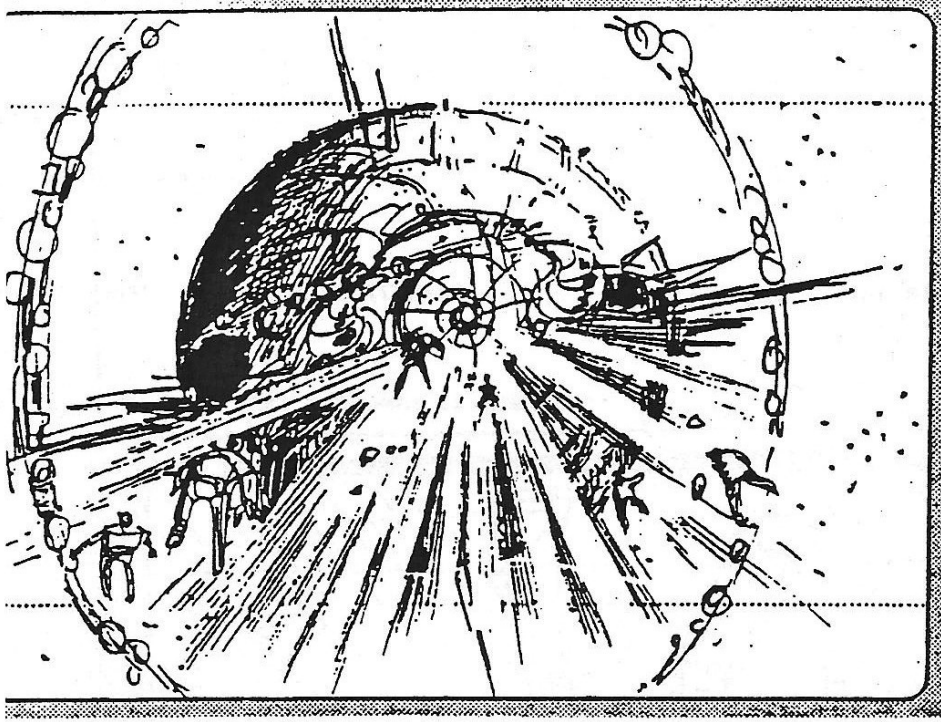
ACTION WE TRUCK BACK TO SEE THE LOOK OF HIS ENTIRE BODY BATHED IN UNICRON'S BRIGHT TRANSFORMATION BEAM.

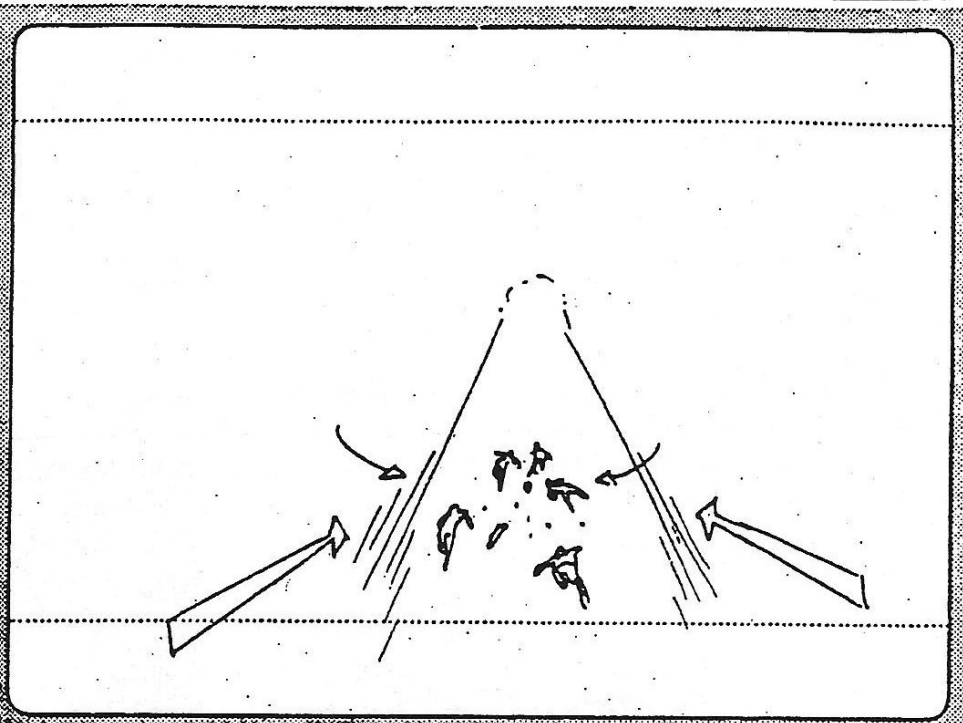
DIAL GALVATRON Long live Galvatron!

MUSIC/SFX.

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON L.S. UNICRON. HE DRAWS IN THE BODIES OF THE OTHER DECEPTICONS.

UNICRON And these shall be your minions...

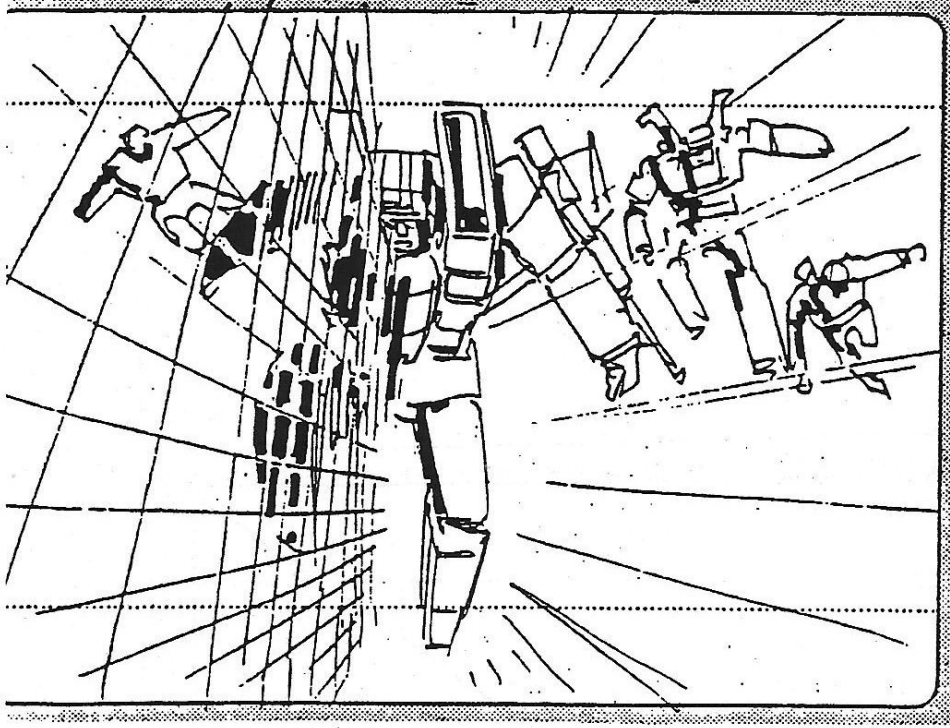
/SFX

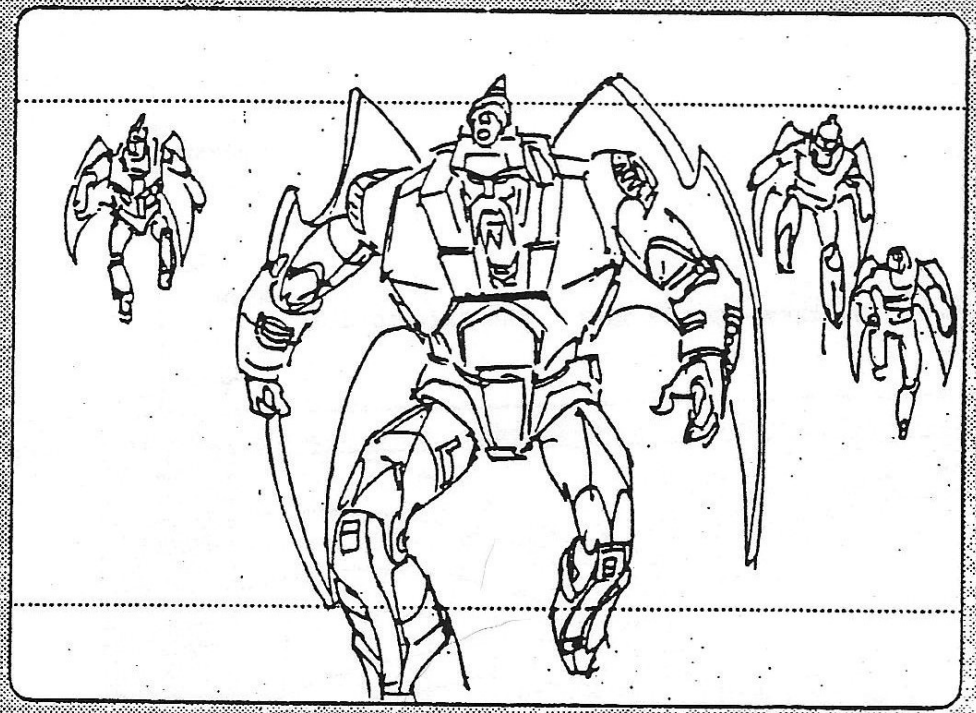
ACTION THEY ARE GATHERED INTO HIS BLINDING TRANSFORMATION BEAM. AS THE BEAM NARROWS IN, THEY ARE DRAWN IN CLOSER TOGETHER.

DIAL

MUSIC/SFX

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ON M.S. A DEAD DECEPTICON. OUT OF THIS DECEPTICON, UNICRON CREATES...

SFX

SA

ACTION ...THE VISCIOUS SCOURGE!

DIAL UNICRON (CONT) Scourge, the tracker...and his huntsmen...the Sweeps.....

MUSIC/SFX

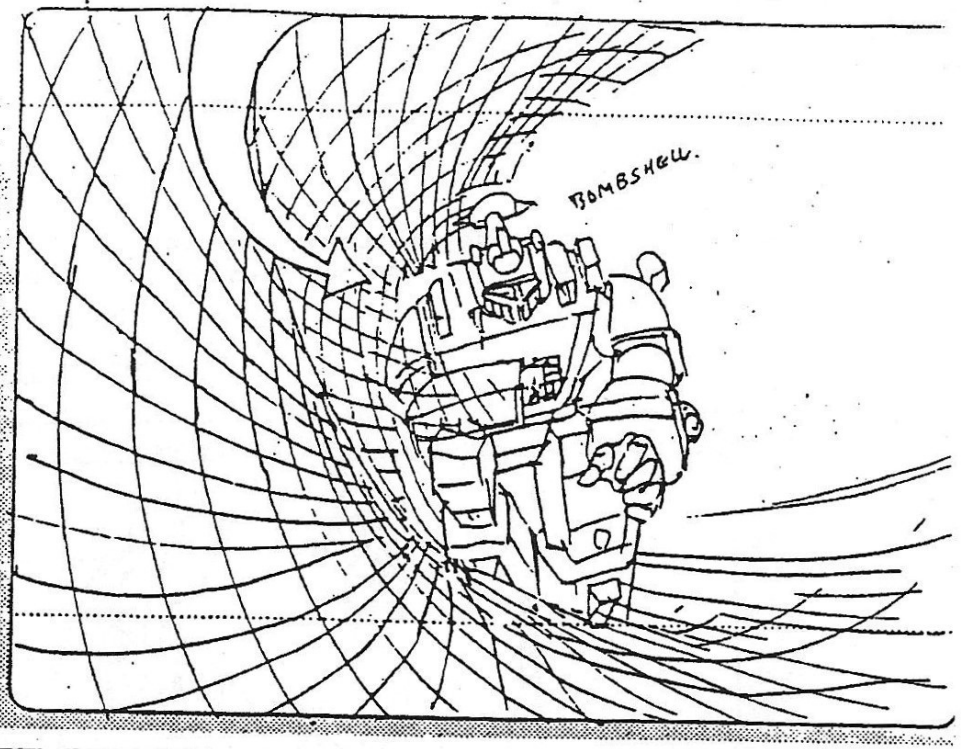
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 12-13

SEQ. 2 PAGE 5



ACTION

DIAL

MUSIC/SFX

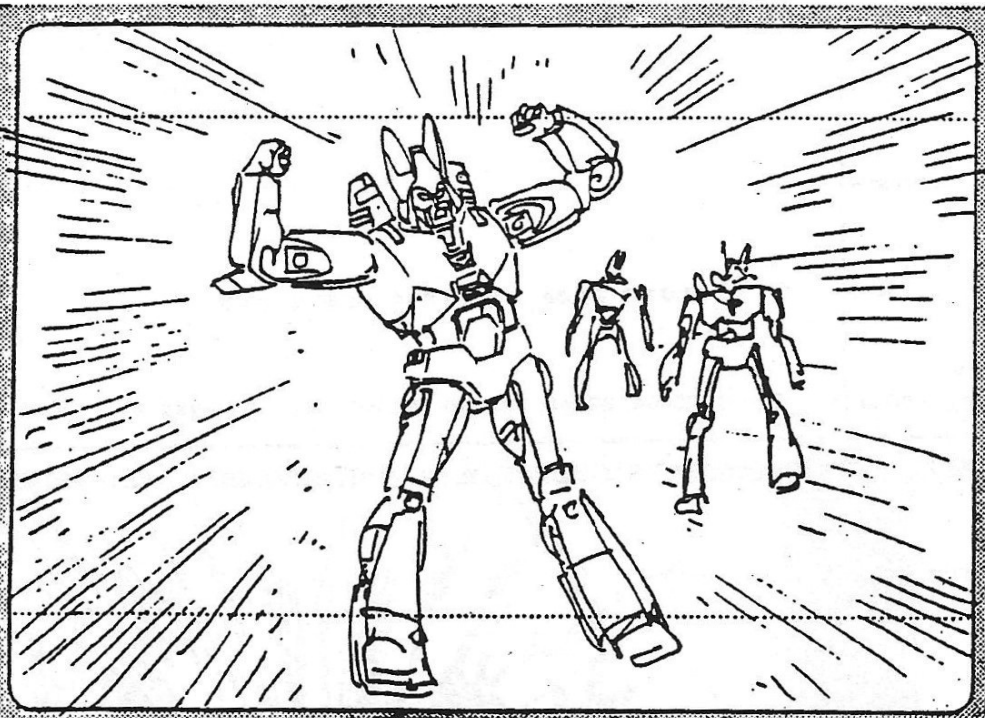
ACTION

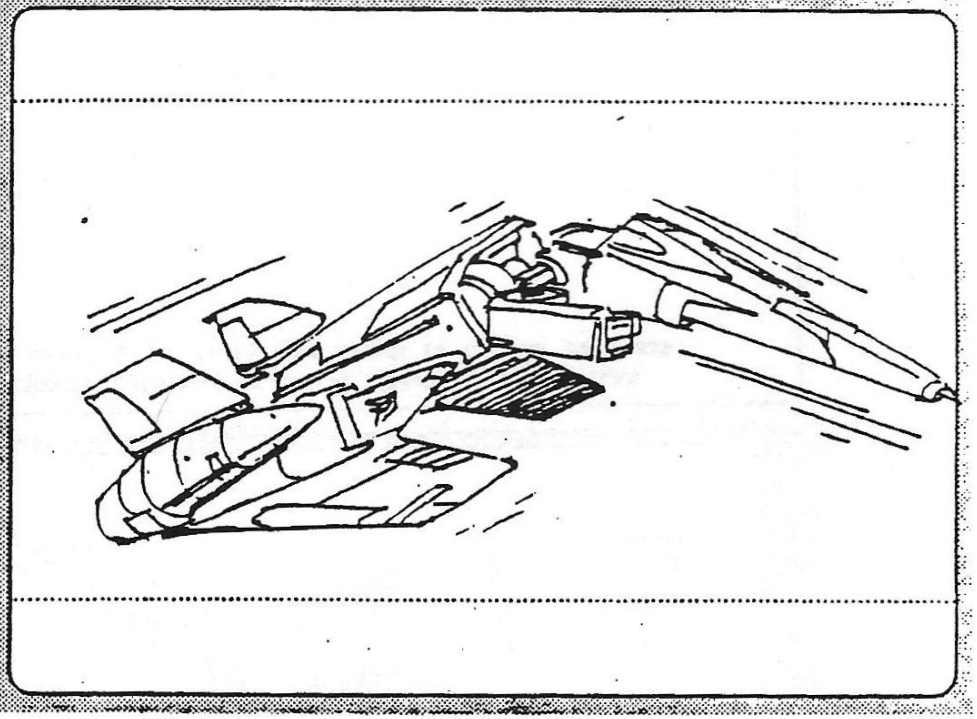
L.S. OTHER DECEPTICONS. THEY ARE RE-FASHIONED IN THE TRANSFORMATIC BEAM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. CYCLONUS IS FORMED...

DIAL UNICRON (CONT) Cyclonus, the warrior...

MUSIC/SFX

CAMERA

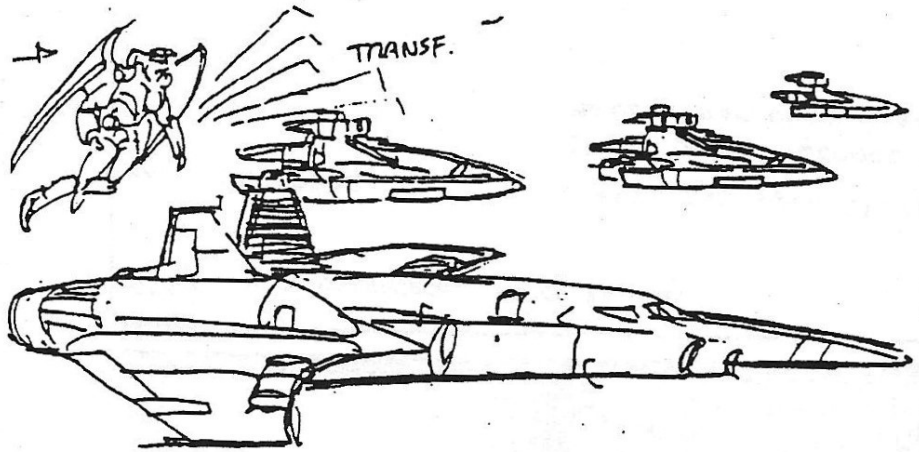
ACTION ...HE TRANSFORMS INTO JET MODE...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



...AND FLIES ALONG WITH THE SWEEPS AND SCOURGE.

UNICRON (CONT)

and this

SFX

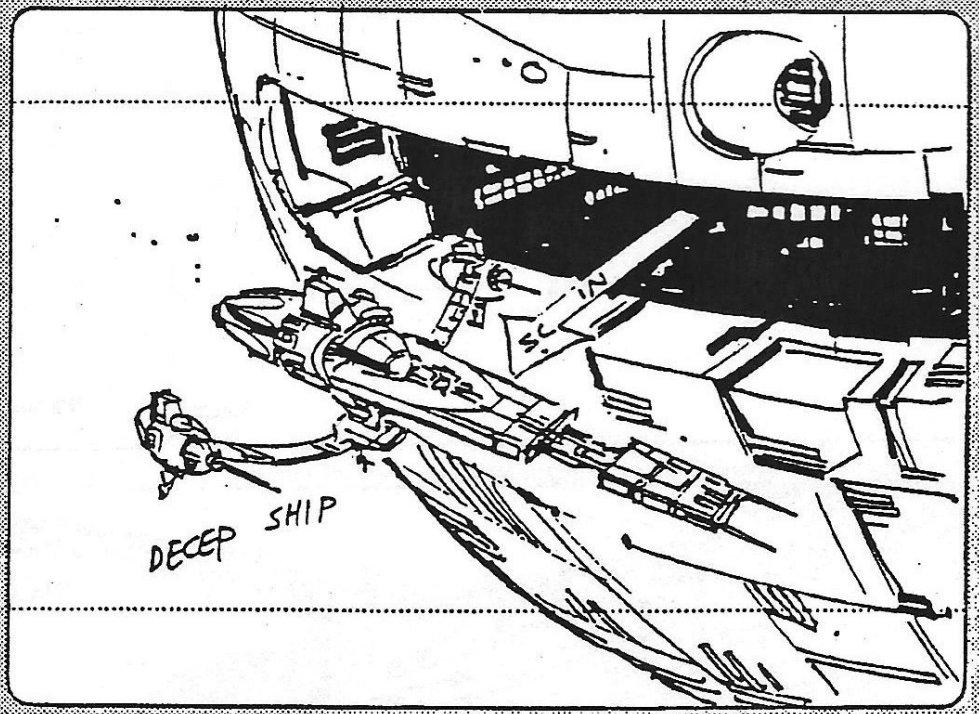
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.S. GALVATRON. HE TURNS TO LOOK...

UNICRON (CONT) will be your ship.

FX

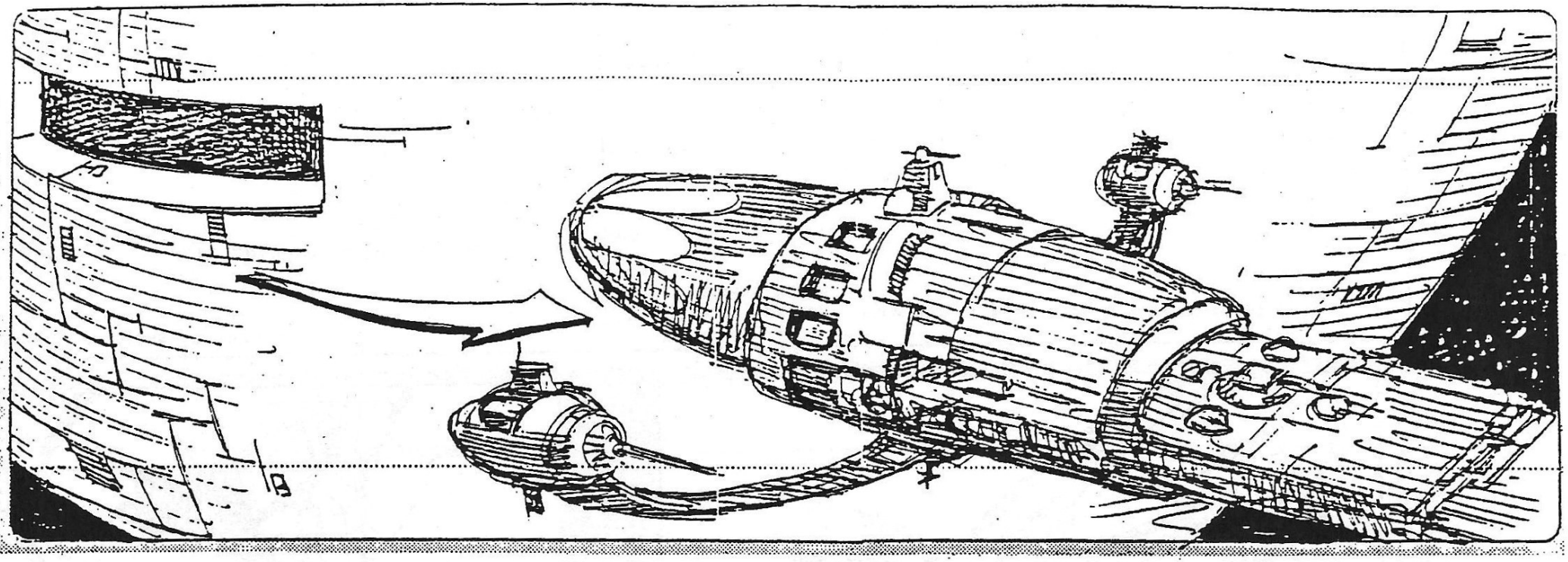
ACTION M.S. UNICRON. FROM OUT OF HIS SIDE A GIGANTIC SPACE SHIP SLIDES FORTH.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION THE DECEPTICON SHIP MOVES AWAY FROM UNICRON AND GLIDES TOWARD US.

DIAL UNICRON Now go destroy

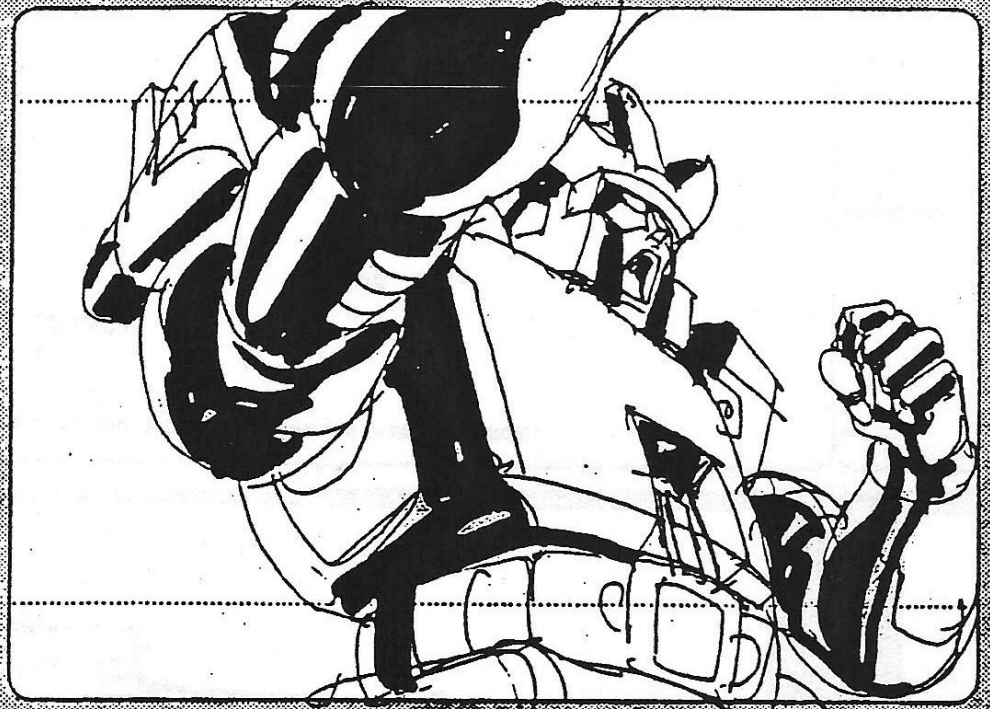
MUSIC/SFX

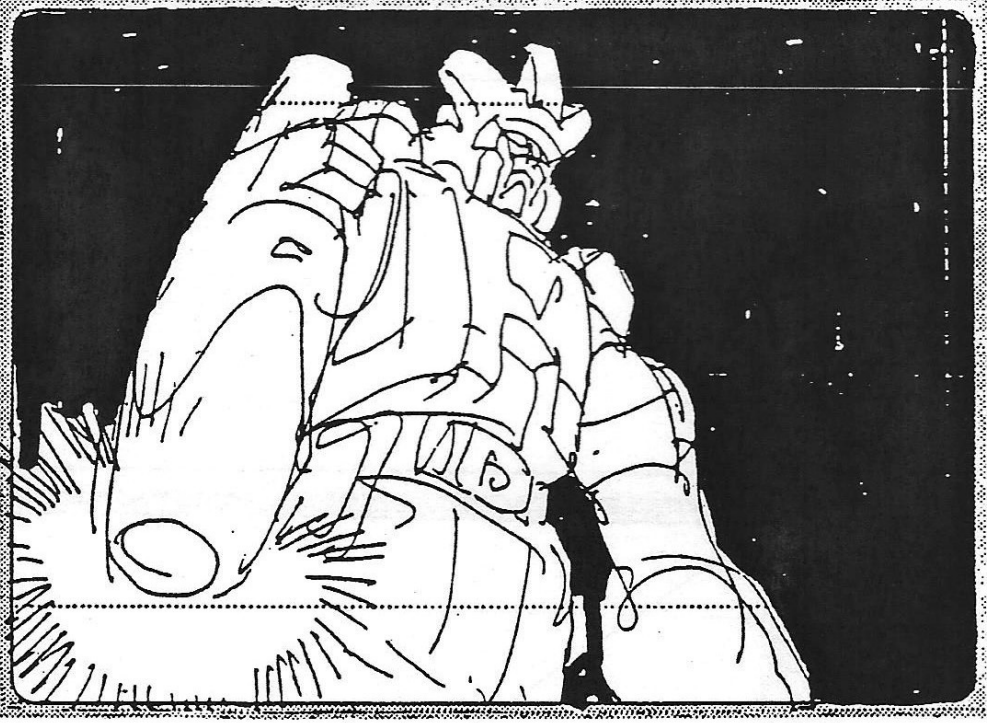
ACTION

DIAL UNICRON (CONT) the Autobot matrix.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. GALVATRON. HE CRIES OUT...

DIAL GALVATRON I will rip open Ultra Magnus. Every other Autobot until the Matrix has been destroyed!

MUSIC/SFX

CAMERA

ACTION ...THEN IGNITING HIS CANNON AND USING IT LIKE A ROCKET...

DIAL

MUSIC/SFX

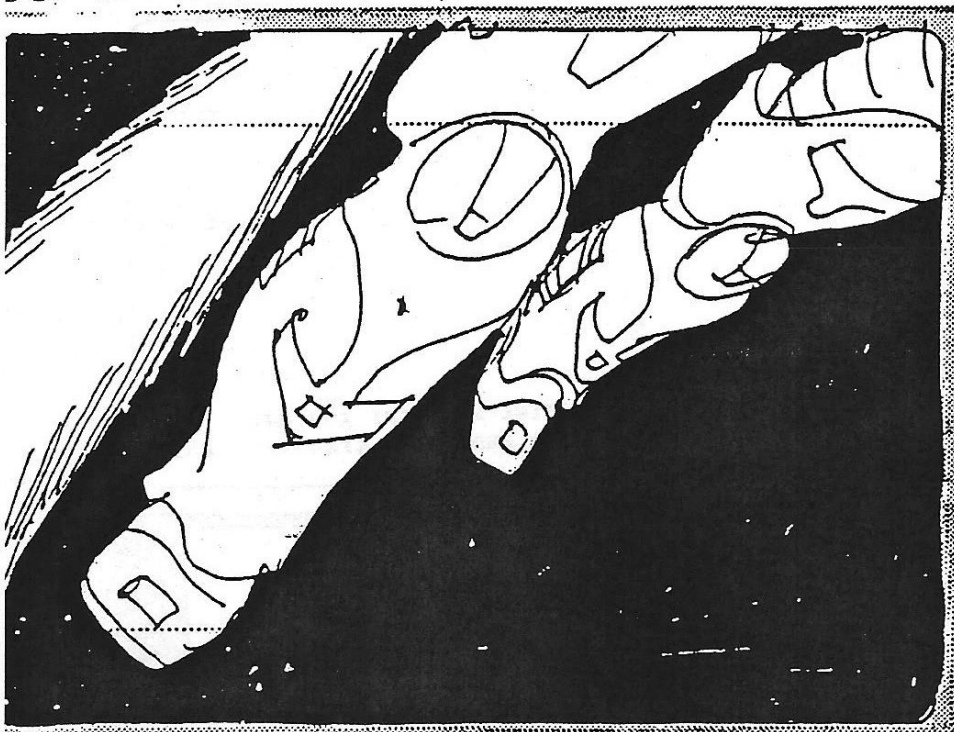
CAMERA

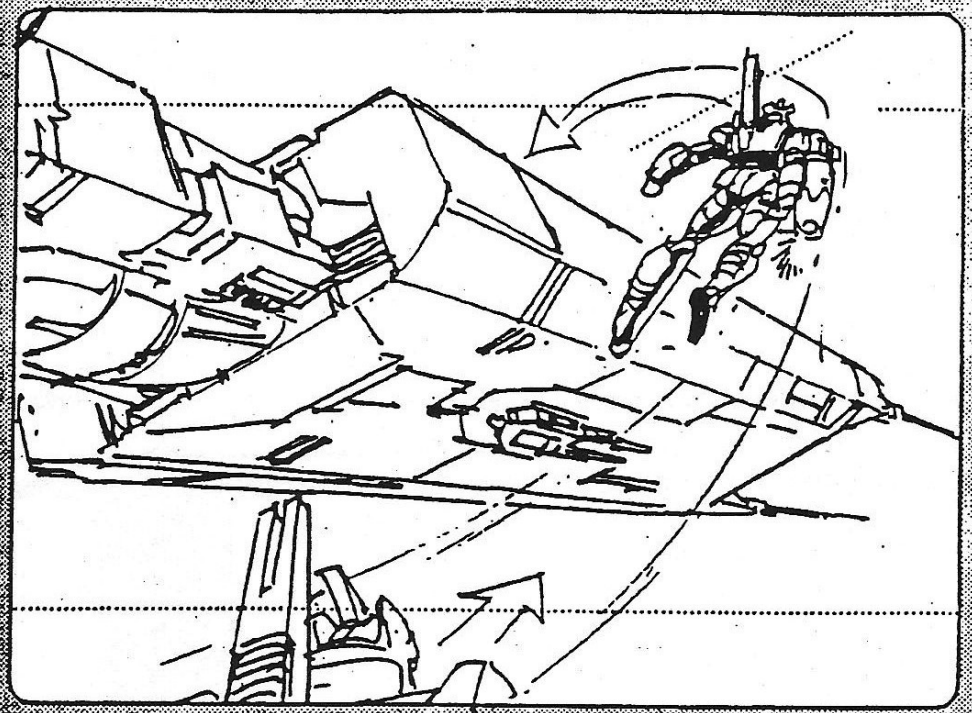
TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 12-43

SC. 12-44

SEQ. 12 Page 40





ON ...PROPELS HIMSELF UP AND O.S.

/SFX

BA

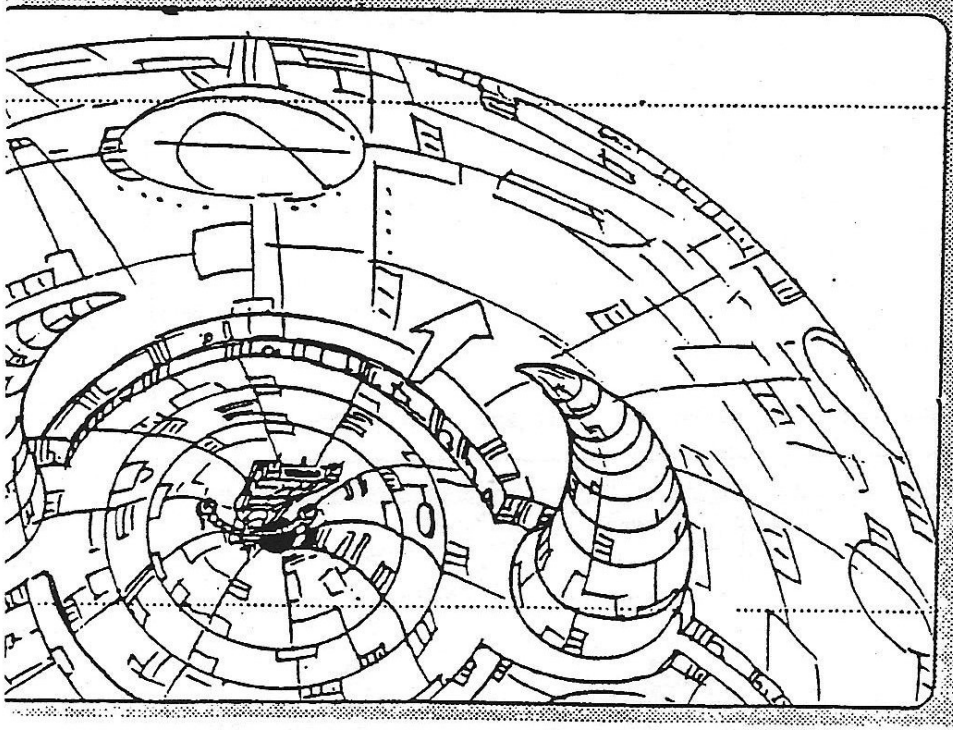
ACTION L.S. GALVATRON. HE FLIES UP AND BANKS TOWARD THE DECEPTICON SPACE SHIP IN THE BACKGROUND.

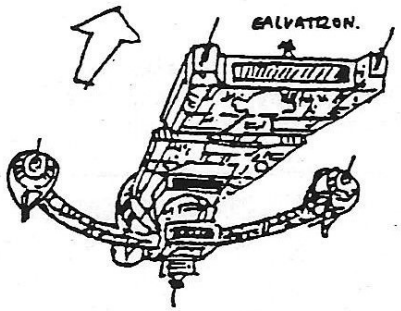
DIAL GALVATRON To Cybertron!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N X.L.S. THE DECEPTICON SPACE SHIP. WITH GALVATRON STANDING ON TOP IT GLIDES...

SFX

ACTION AWAY FROM UNICRON AS IT DOES...

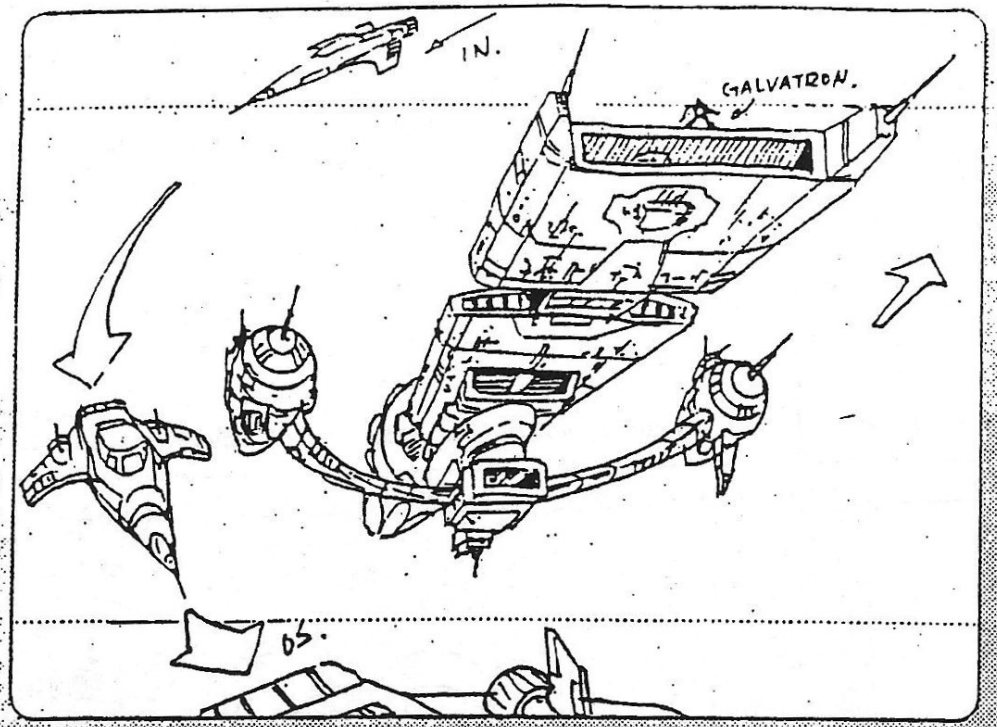
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 2-+5



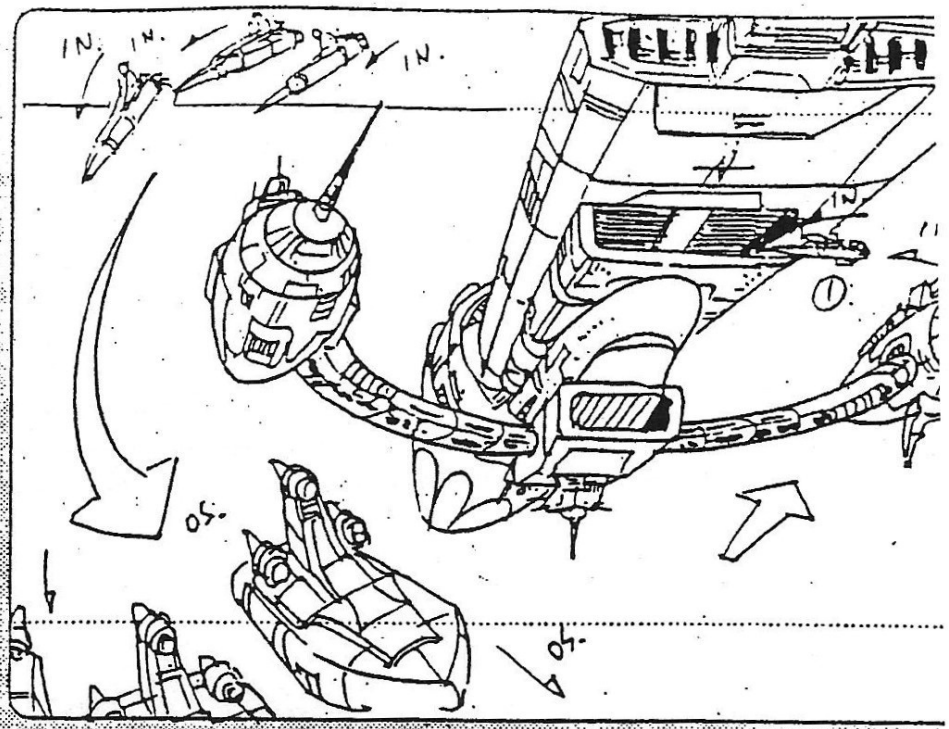
ACTION ...CYCLONUS FLIES INTO THE SCENE AND BANKS DOWN AND O.S...

DIAL

MUSIC/SFX

SC. CONT

SEQ. C PAGE 42

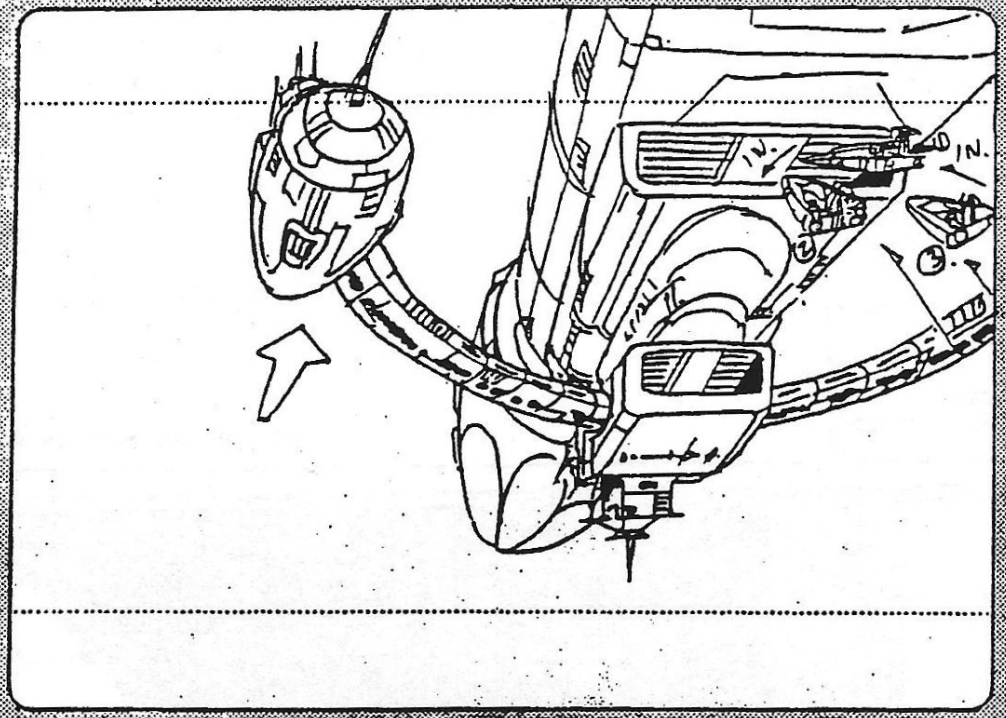


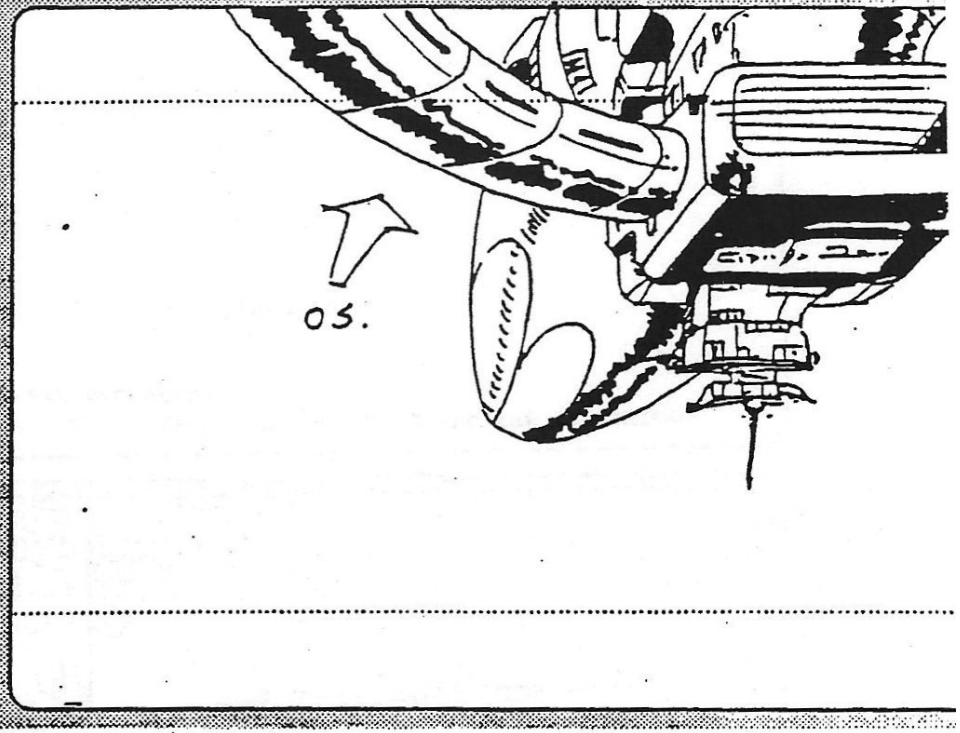
ACTION ...THE SWEEPS THEN ENTER THE SCENE AND BANK DOWN AND FLY O.S. AS CYCLONUS RE-ENTERS THE SCENE AND FLIES INTO THE SHIP.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THE SHIP CONTINUES ON ITS WAY. THE SWEEPS RE-ENTER THE SCENE AND FLY INTO THE SHIP...

DIAL

MUSIC/SFX

CAMERA

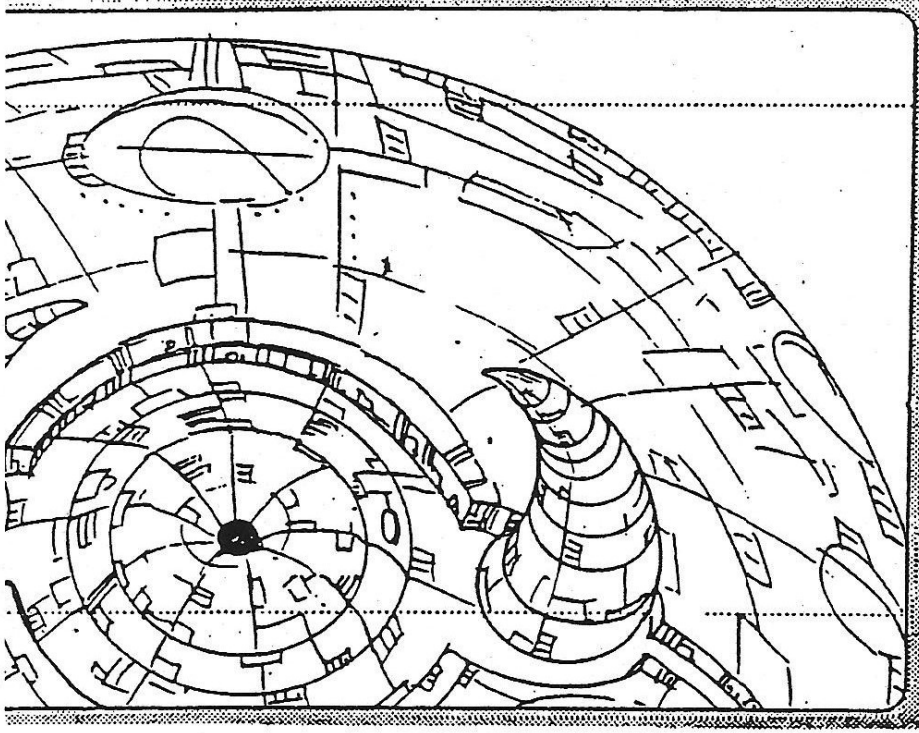
ACTION ...WHICH CONTINUES HEADING AWAY FROM UNICRON AND O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



UNICRON'S VOICE RUMBLES OUT ORDERS TO GALVATRON O.S.

UNICRON Destroy the Matrix!

ACTION

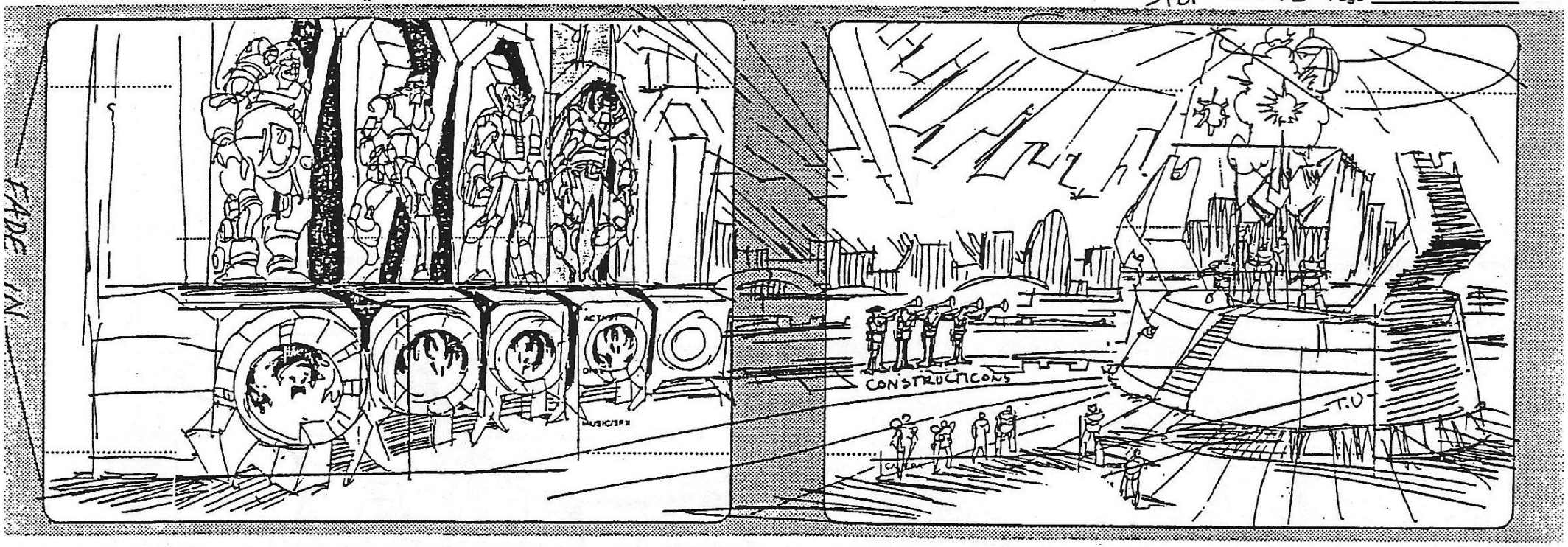
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-1 START PAN STOP SEQ. 13 Page 1



ACTION X.L.S. THE DECEPTICON HALL OF HEROES. ON CYBERTRON WE PAN ACROSS THE HALL TO SEE...

DIAL

MUSIC/SFX

CAMERA

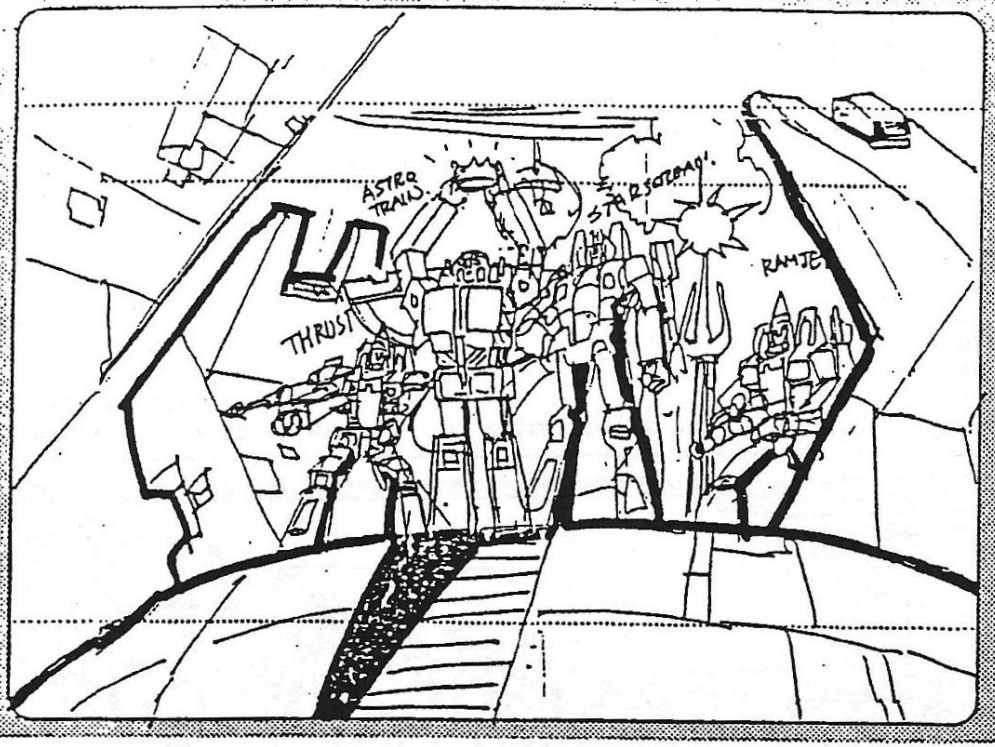
ACTION ...THE DECEPTICONS ASSEMBLED FOR THE CORONATION CEREMONY OF STARSCREAM. THE CONSTRUCTICONS TRUMPET A FANFARE. OTHER DECEPTICONS ARE GATHERED AT THE BASE OF A TALL PLATFORM ON TOP OF WHICH STANDS STARSCREAM, ASTROTRAIN, THRUST AND RAMJET.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. THRUST, ASTROTRAIN, STARSCREAM, RAMJET. THEY ARE ALL STANDING ON TOP OF THE PLATFORM. ASTROTRAIN IS HOLDING A CROWN HIGH ABOVE HIS HEAD. STARSCREAM IS WEARING A ROYAL ROBE.

DIAL

MUSIC/SFX

ACTION M.S. STARSCREAM AND ASTROTRAIN. ASTROTRAIN HOLDS THE CROWN HIGH IN THE AIR. STARSCREAM IS RELISHING THE MOMENT.

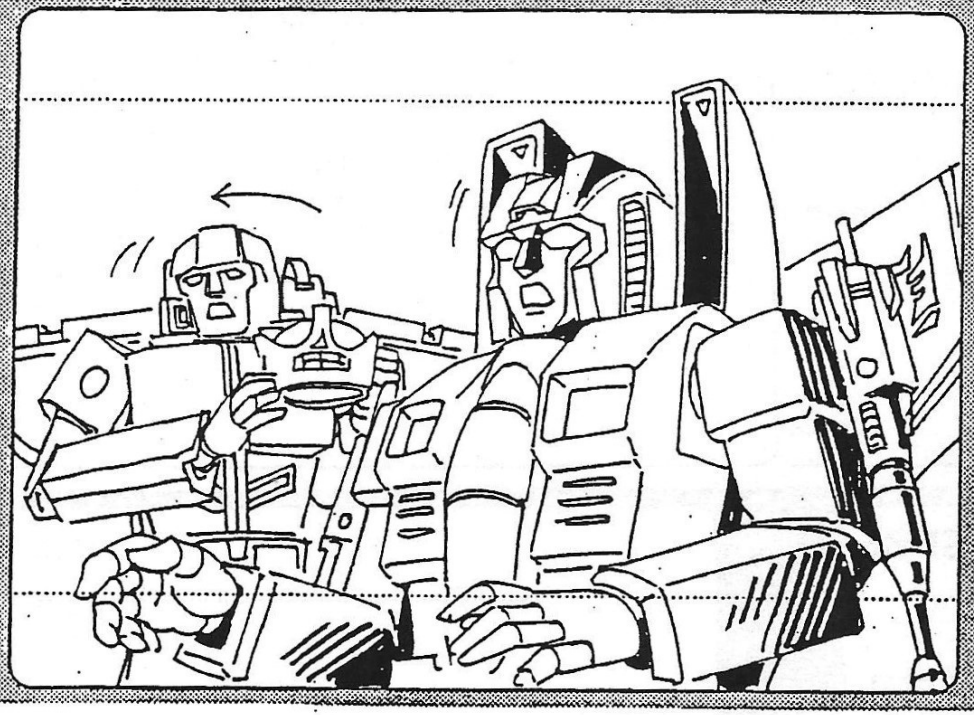
DIAL

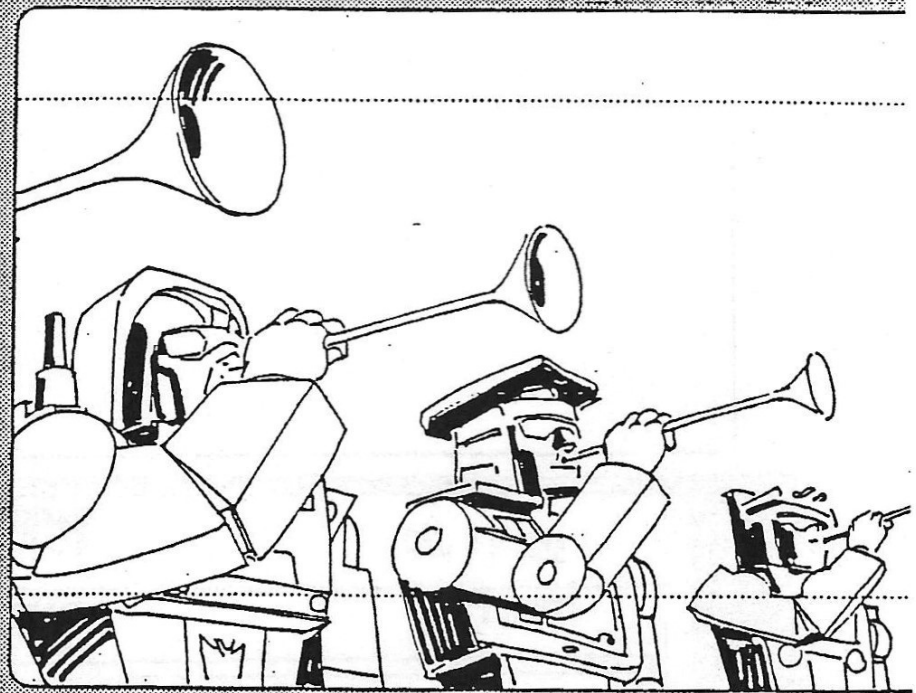
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT 13-3

SC. 13-3A. SEQ. 13 Page 2A





ACTION STARSCREAM AND ASTROTRAIN ARE STARTLED WHEN THE TRUMPETS START UP AGAIN.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. THE CONSTRUCTICONS. THEY BLOW AWAY ON THEIR TRUMPETS

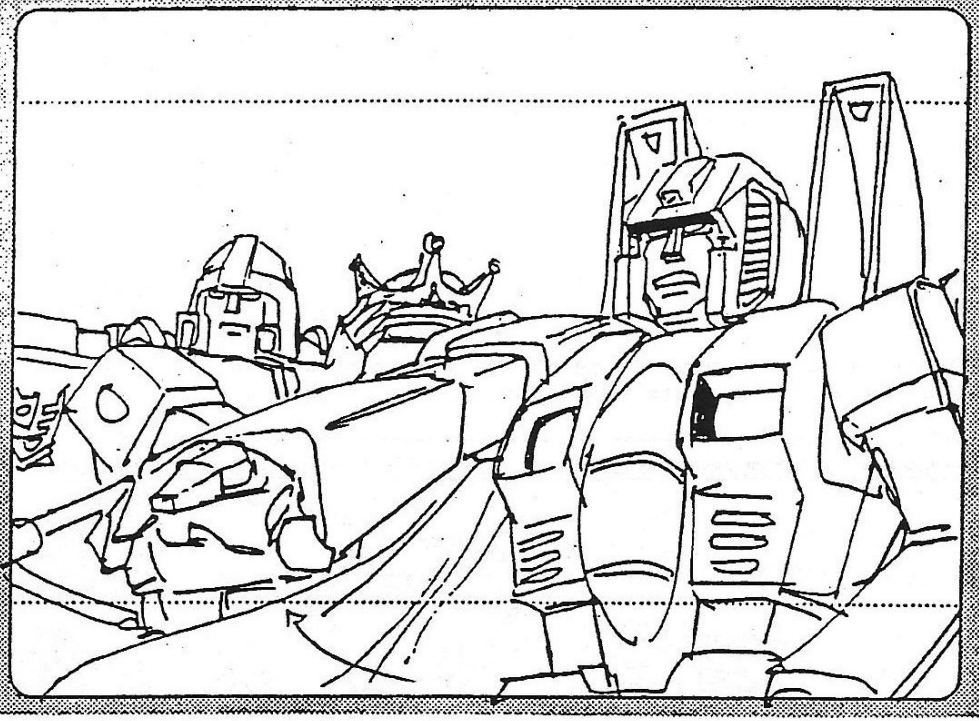
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-3B



ACTION M.S. ASTROTRAIN AND STARSCREAM. STARSCREAM POINTS AND REBUKES THE CONSTRUCTICONS.

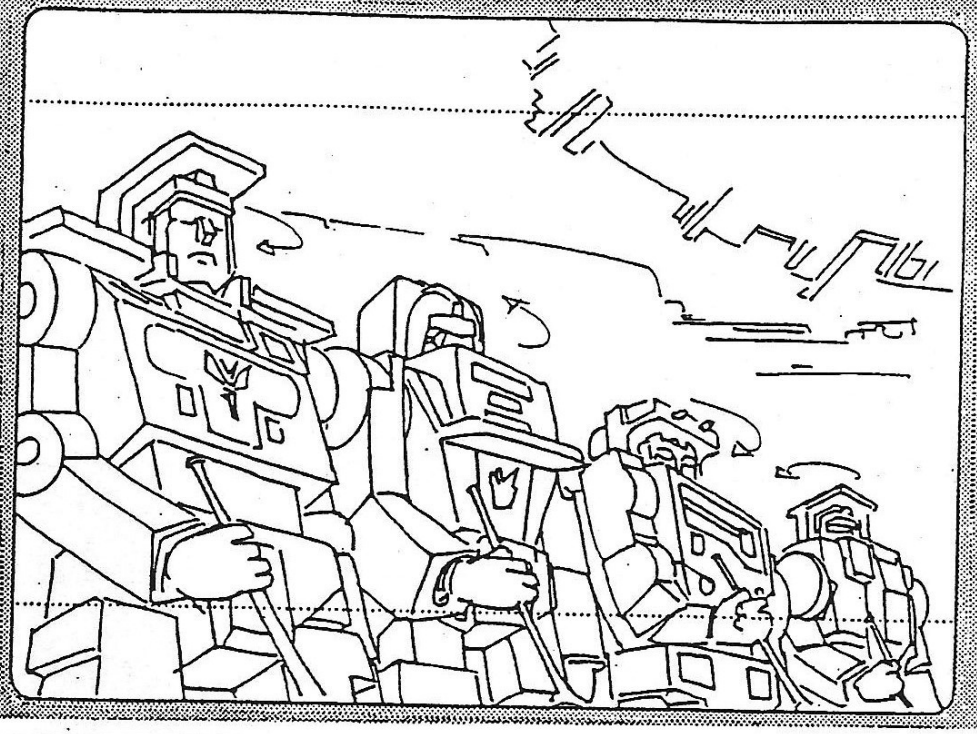
DIAL

STARSCREAM Get on with the ceremony.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

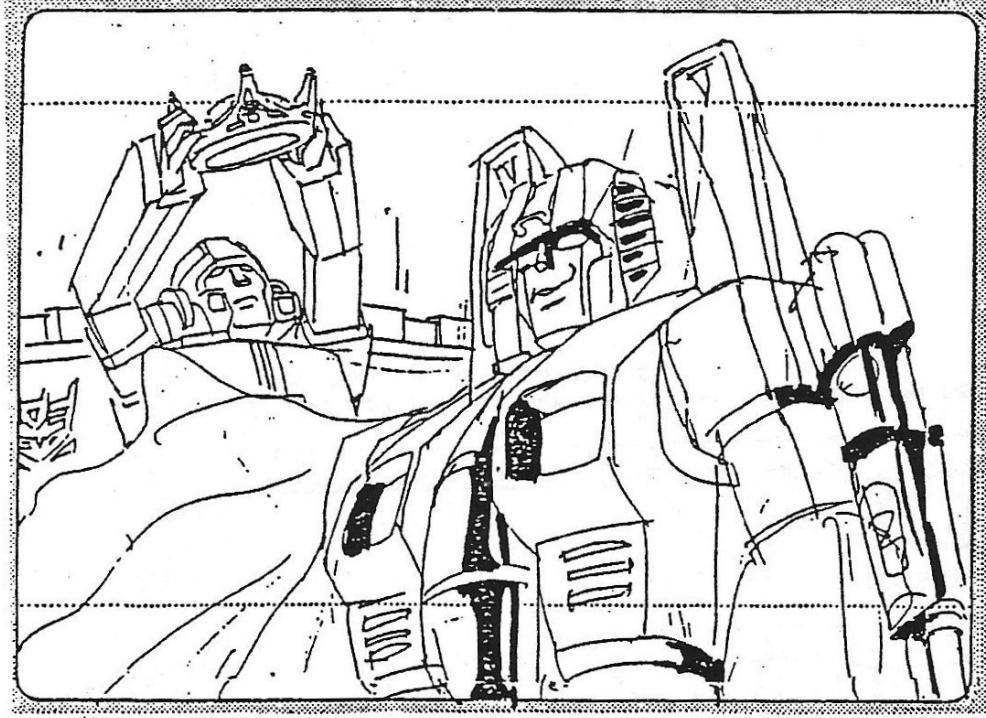
SC. 13-4



ACTION M.L.S. THE CONSTRUCTICONS. THEY LOOK AROUND AT EACH OTHER IN CONFUSION.

DIAL

MUSIC/SFX



NEXT PAGE 3B

TION M.S. ASTROTRAIN AND STARSCREAM. FOR A SECOND TIME, ASTROTRAIN LIFTS THE CROWN OVER STARSCREAM'S HEAD.

IL

SIC/SFX

MERA

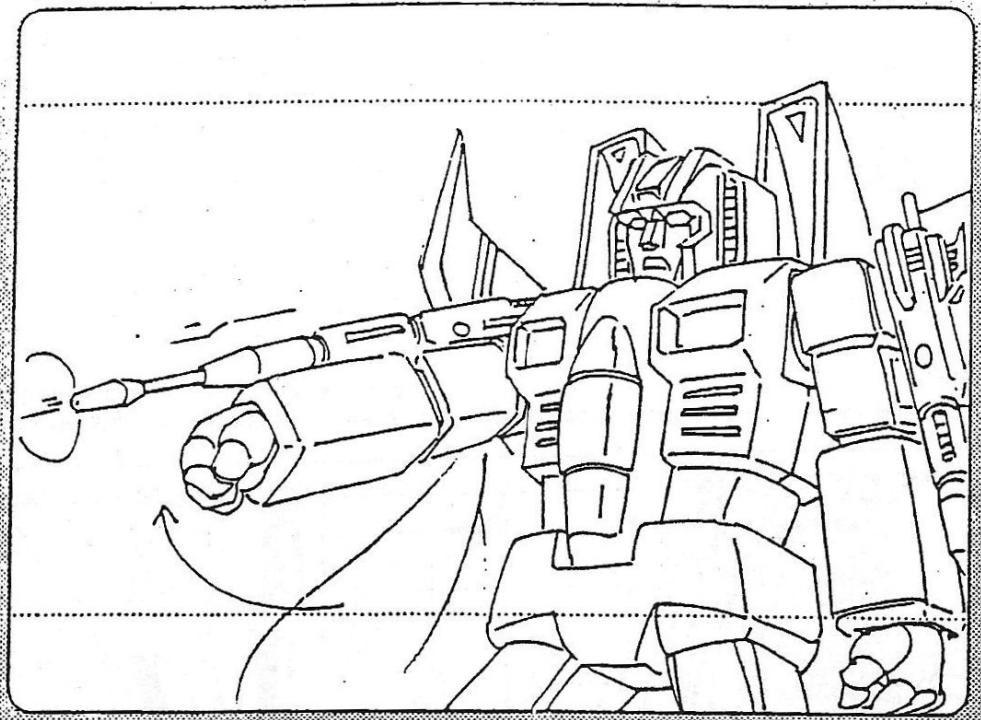
ACTION ...BUT THE TRUMPETS START TO BLARE OUT AGAIN, STARTLING THE TWO DECEPTICONS.

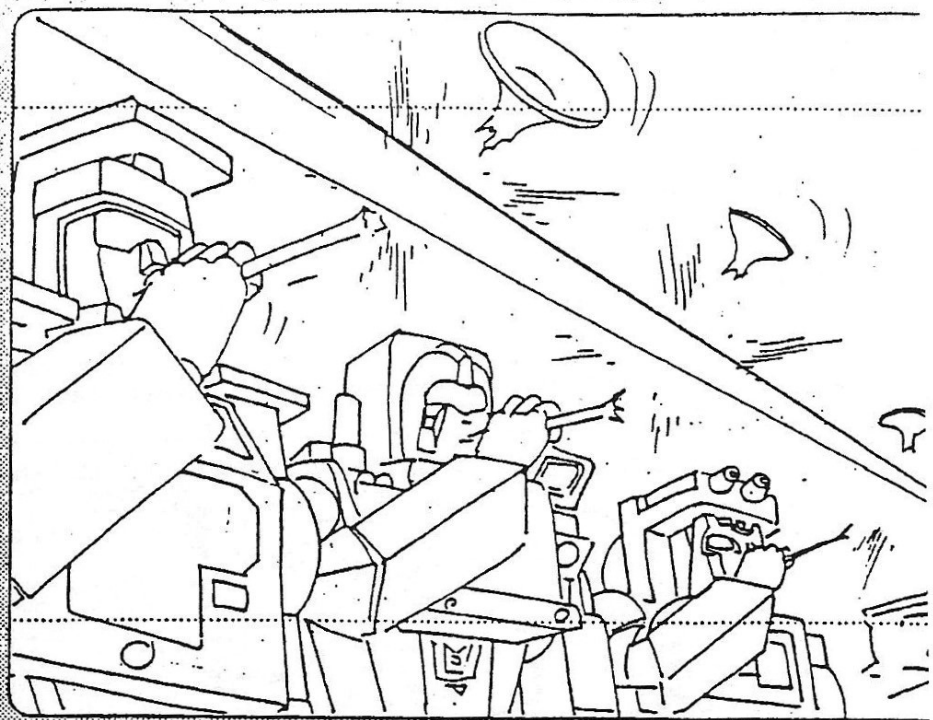
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION STARSCREAM, IN ANGER RAISES HIS LASER GUN AND FIRES IT AT THE O.S. CONSTRUCTICONS.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. THE CONSTRUCTICONS. STARSCREAM'S LASER RAY RIPS THROUGH THE SCENE, BLASTING THE ENDS OFF OF ALL OF THE TRUMPETS, LEAVING THE CONSTRUCTICONS HOLDING ONLY SHORT STUMPS IN THEIR MOUTHS.

DIAL

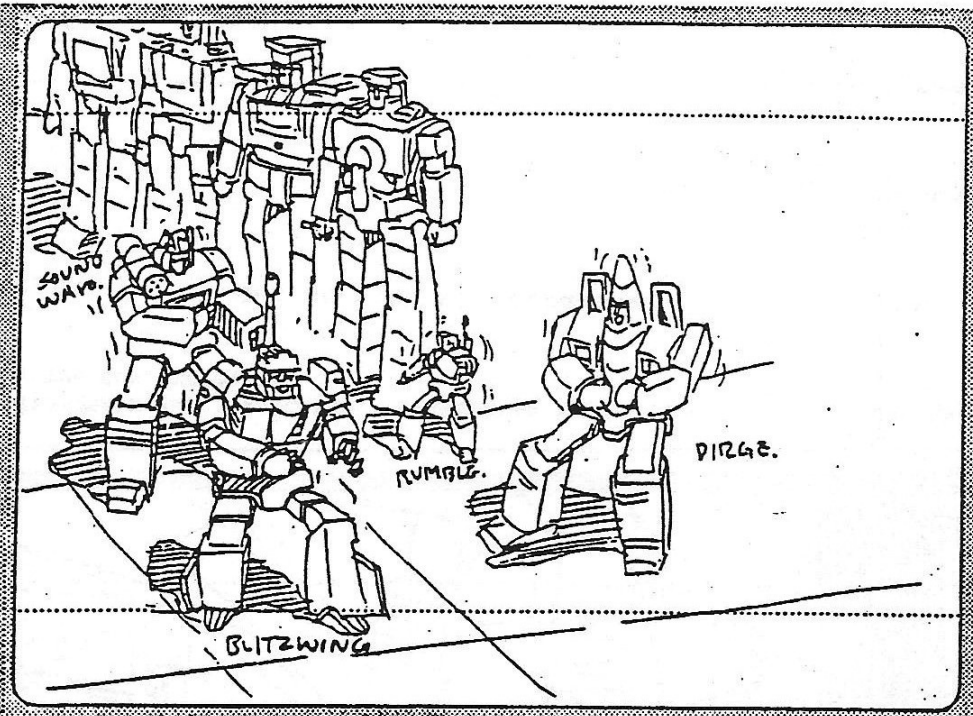
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13 – 4C

SC.

SEQ. 13 Page 3C



ACTION L.S. THE GROUP OF DECEPTICONS STANDING BELOW THE PLATFORM. (BLITZWING SOUNDWAVE, RUMBLE, DIRGE, AND THE CONSTRUCTICONS) THEY ARE ALL LAUGHING.

DIAL

MUSIC/SFX

CAMERA

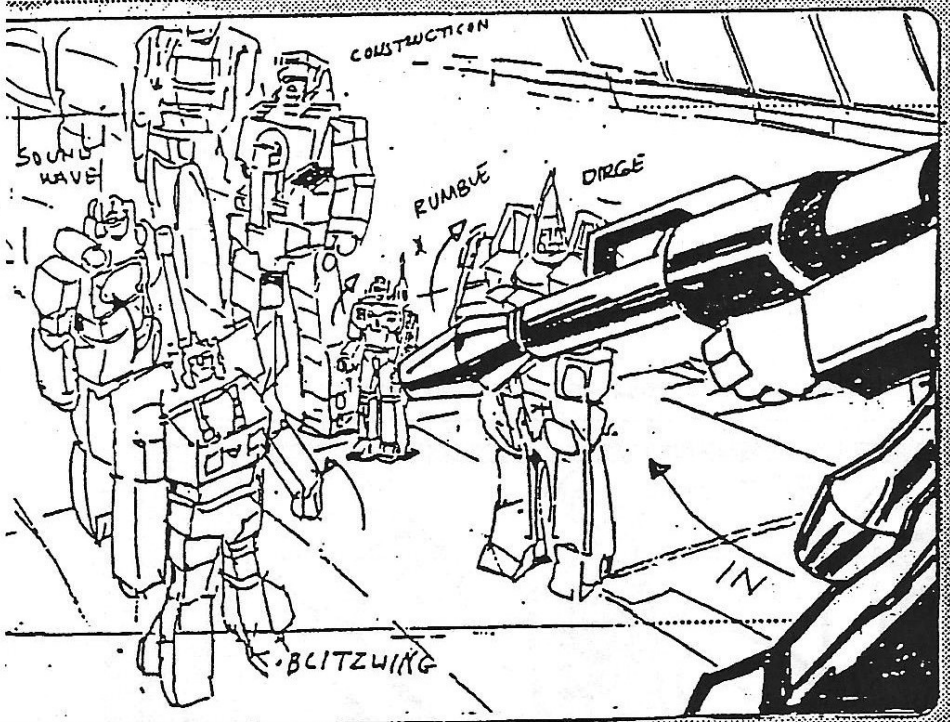
ACTION

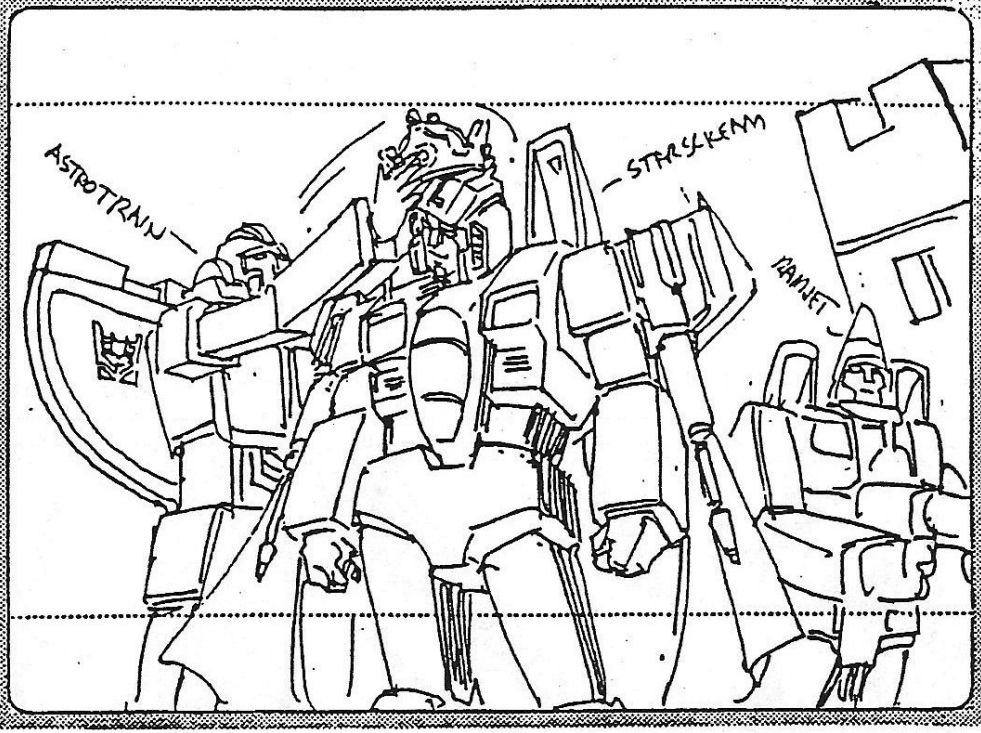
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N ..AS RAMJET MOVES INTO SCENE AND AIMS HIS LASER GUN AT THEM.

'SFX

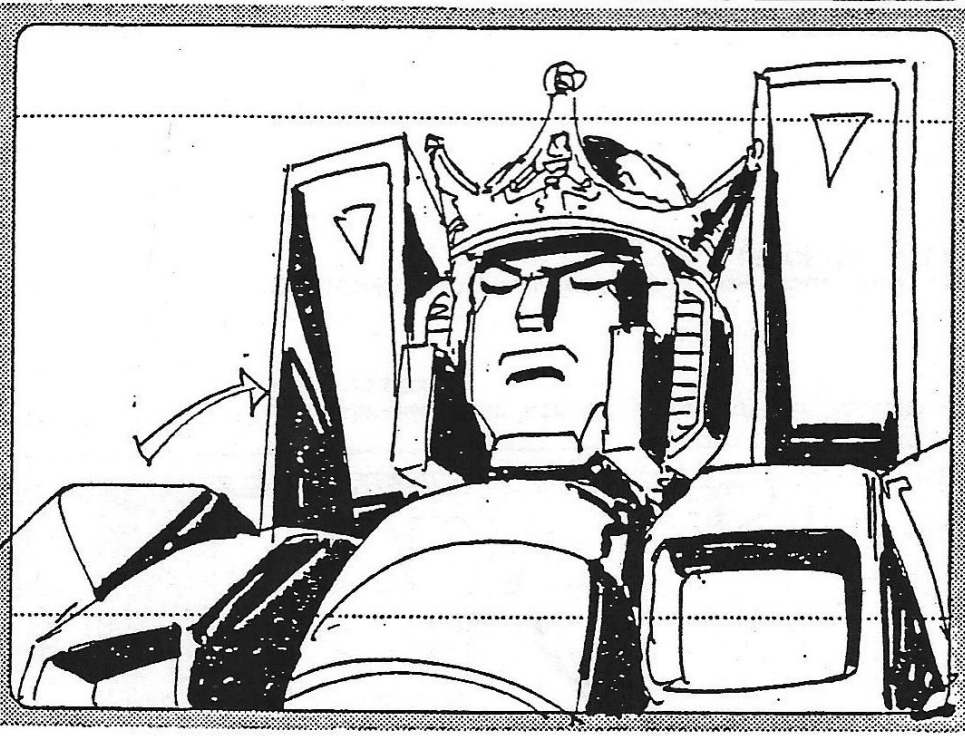
ACTION M.L.S. ASTROTRAIN, STARSCREAM, RAMJET. THEY PROCEED WITH THE CORONATION. ASTROTRAIN PLACES THE CROWN ON STARSCREAM'S HEAD.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-6 SC. CONT SEQ. 13 Page 5



ACTION C.U. STARSCREAM AND ASTROTRAIN, ASTROTRAIN FINISHES PLACING THE CROWN AND MOVES O.S. A SERIES OF COMPUTER LIGHTS FLASH AND BLINK ON THE CROWN.

DIAL

MUSIC/SFX

CAMERA

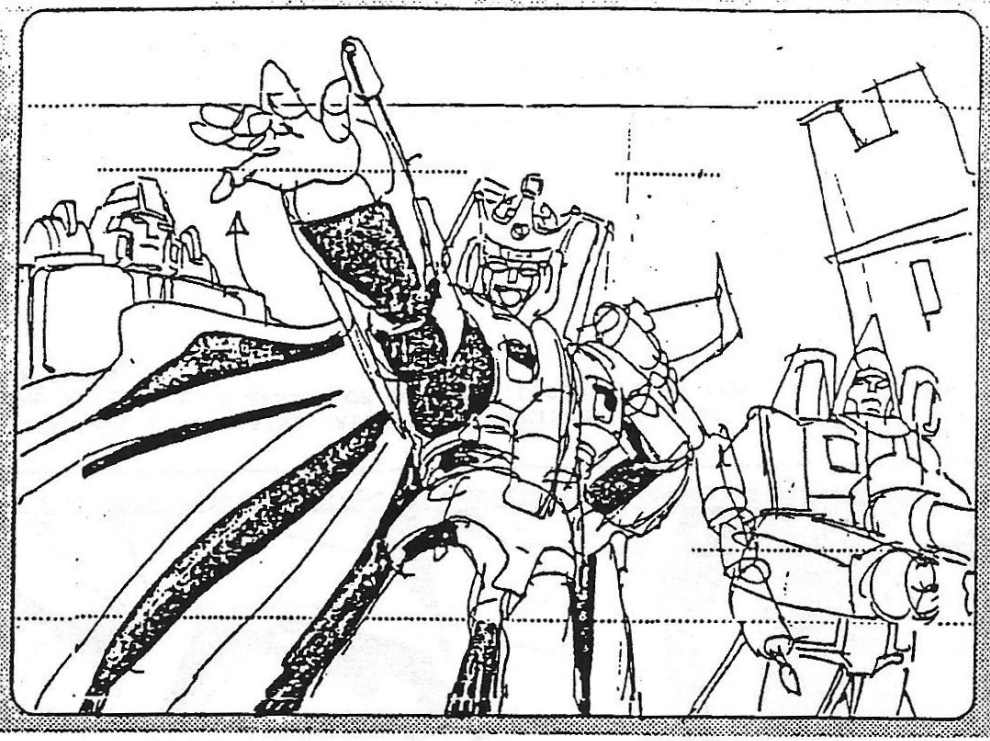
ACTION ...STARSCREAM STRAIGHTENS UP AND STANDS POMPOUSLY, AS THE NEW LEADER OF THE DECEPTICONS.

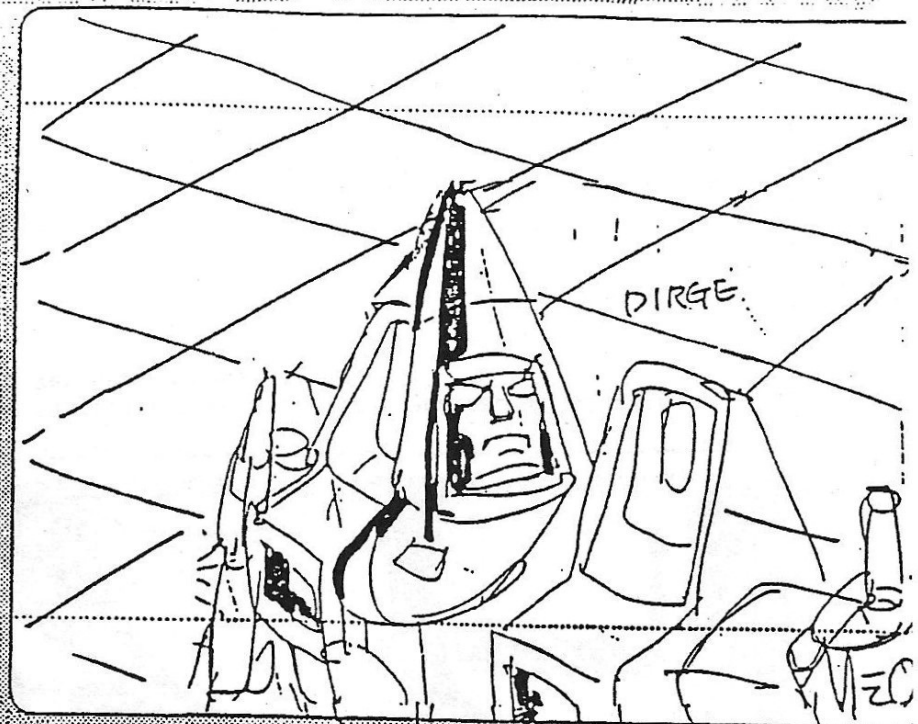
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. ASTROTRAIN, STARSCREAM, AND RAMJET. STARSCREAM REACHES OUT TOWARDS HIS SUBJECTS AND GIVES HIS FIRST COMMAND.

DIAL STARSCREAM My fellow Decepticons...
(PICK UP LINE)

MUSIC/SFX

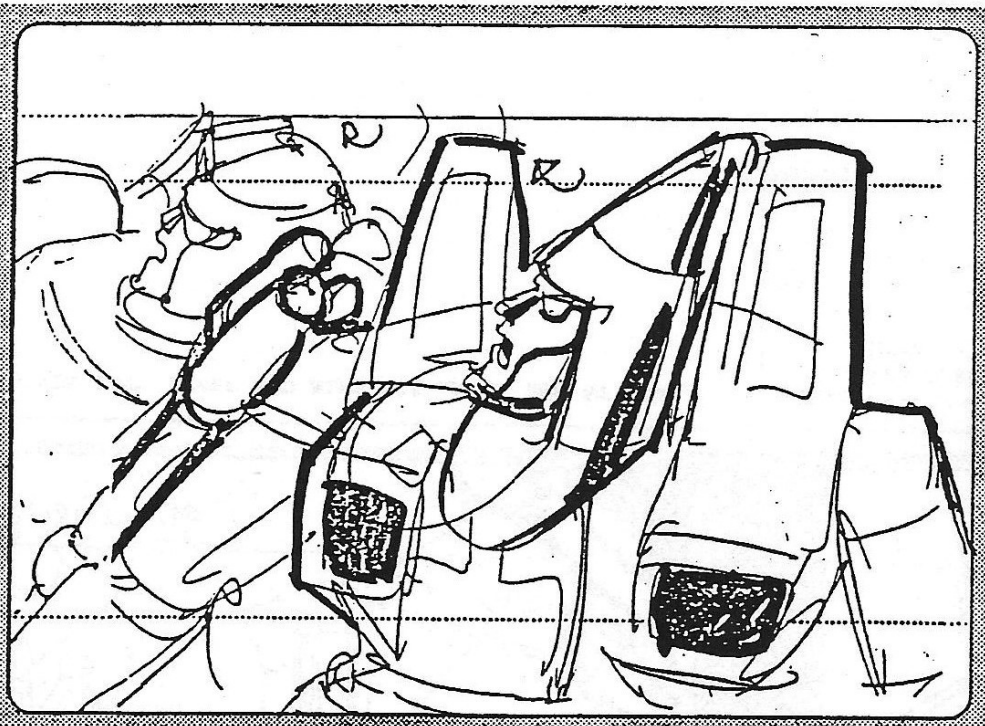
ACTION M.S. SHRAPNEL AND DIRGE. THEY ARE NOT PLEASED WITH STARSC
NEW POSIITON...

DIAL STARSCREAM (V.O.) (CONT) As your new leader.
(PICK UP LINE)

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 13-8



ACTION ...SUDDENLY A NOISE FROM O.S. ATTRACTS THEIR ATTENTION. THEY LOOK UP.

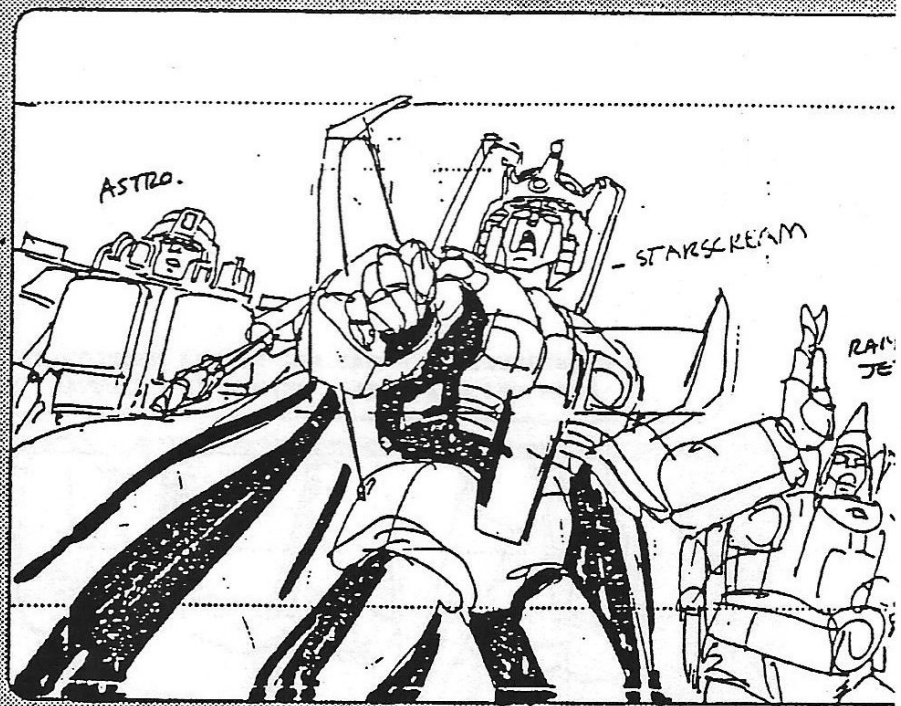
DIAL

MUSIC/SFX

CAMERA

SC. 13-9

SEQ. 13 Page 7



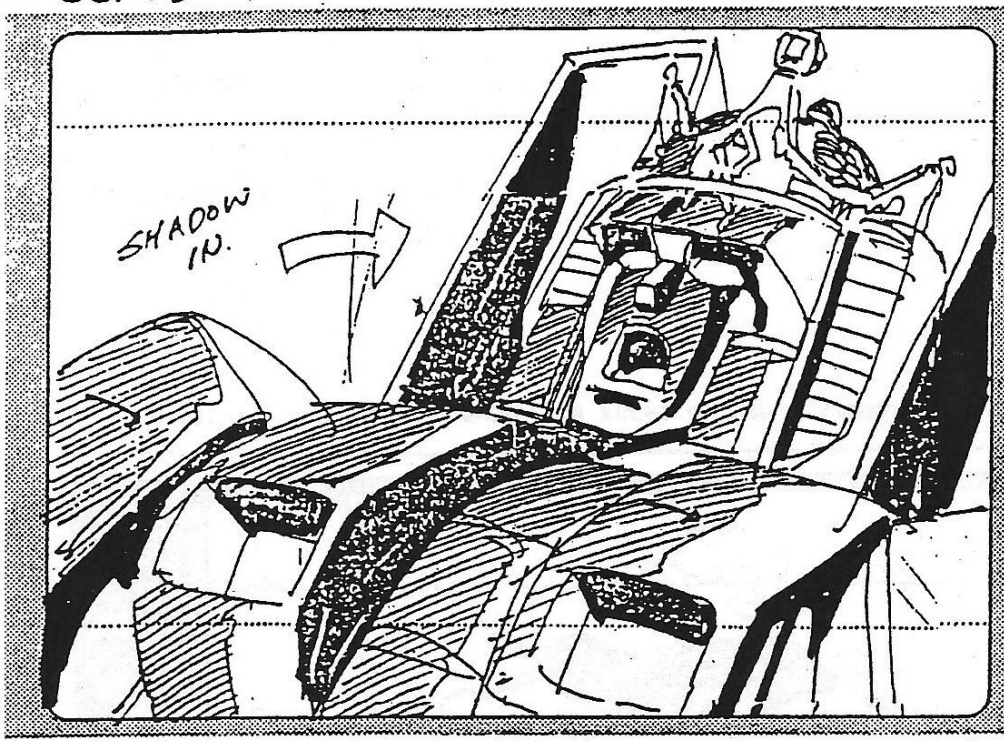
ACTION M.L.S. ASTROTRAIN, STARSCREAM AND RAMJET. THEY ALL LOOK UP STARTLED BY WHAT THEY SEE.

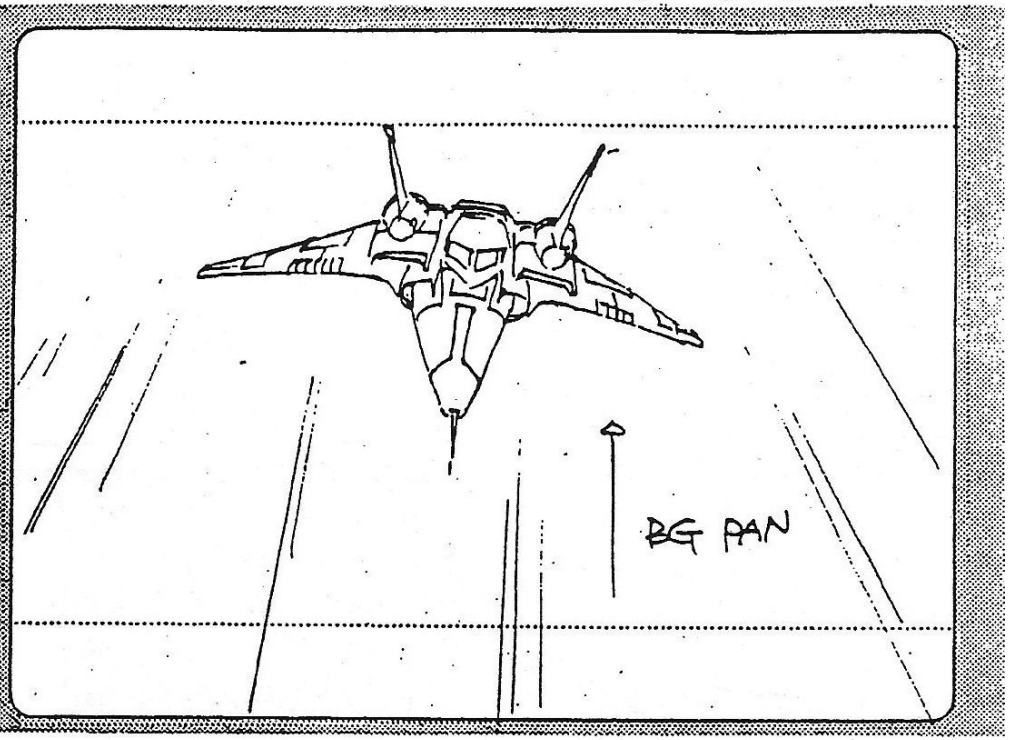
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. STARSCREAM. HE IS LOOKING UP AS A SHADOW FALLS ACROSS HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

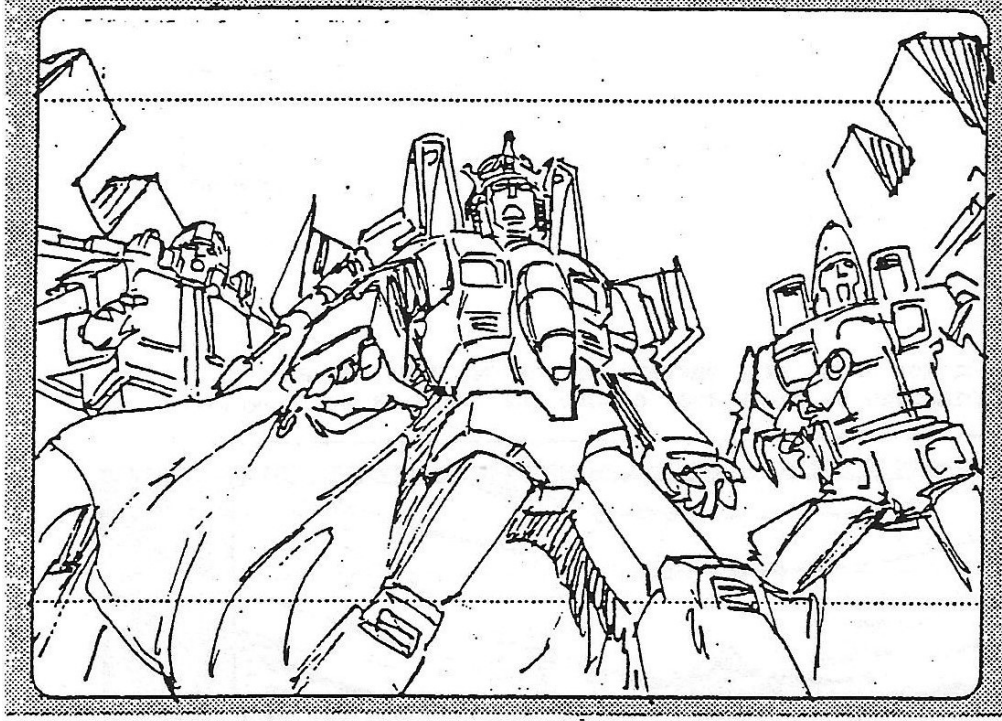
ACTION M.L.S. CYCLONUS IN JET MODE. WE MOVE ALONG WITH HIM AS HE FLIES TOWARD US.

DIAL

MUSIC/SFX

CAMERA

SC. 13-12



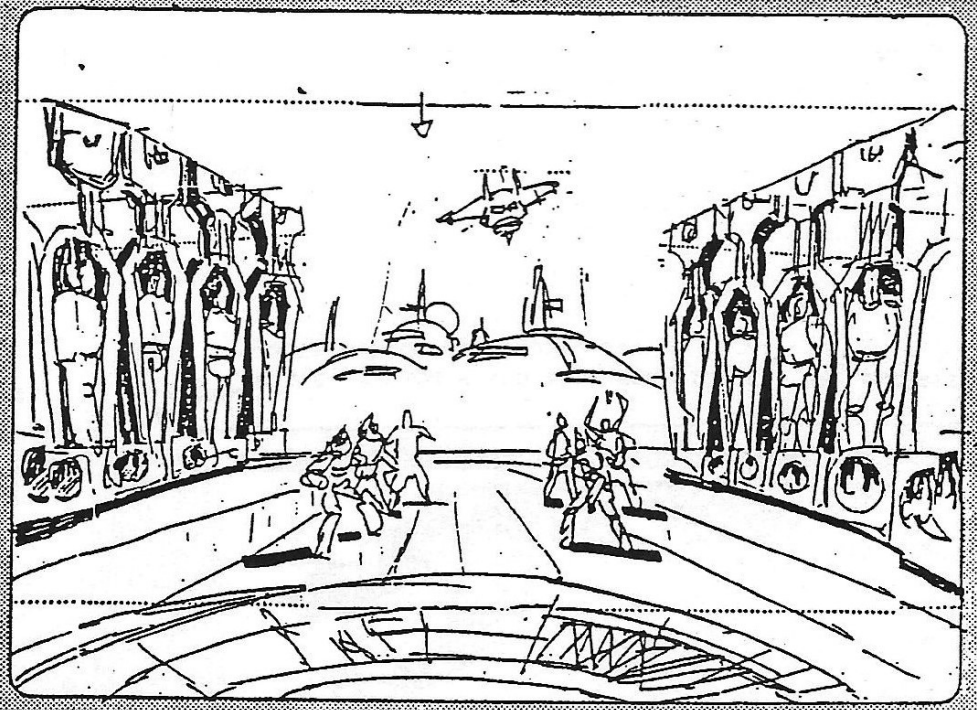
ACTION M.L.S. ASTROTRAIN, STARSCREAM AND RAMJET. THEY REACT TO THE APPROACH OF THE O.S. CYCLONUS.

DIAL

MUSIC/SFX

CAMERA

SC. 13-13



ACTION X.L.S. THE DECEPTICON HALL OF HEROES AS CYCLONUS COMES DIVING DOWN FOR A LANDING.

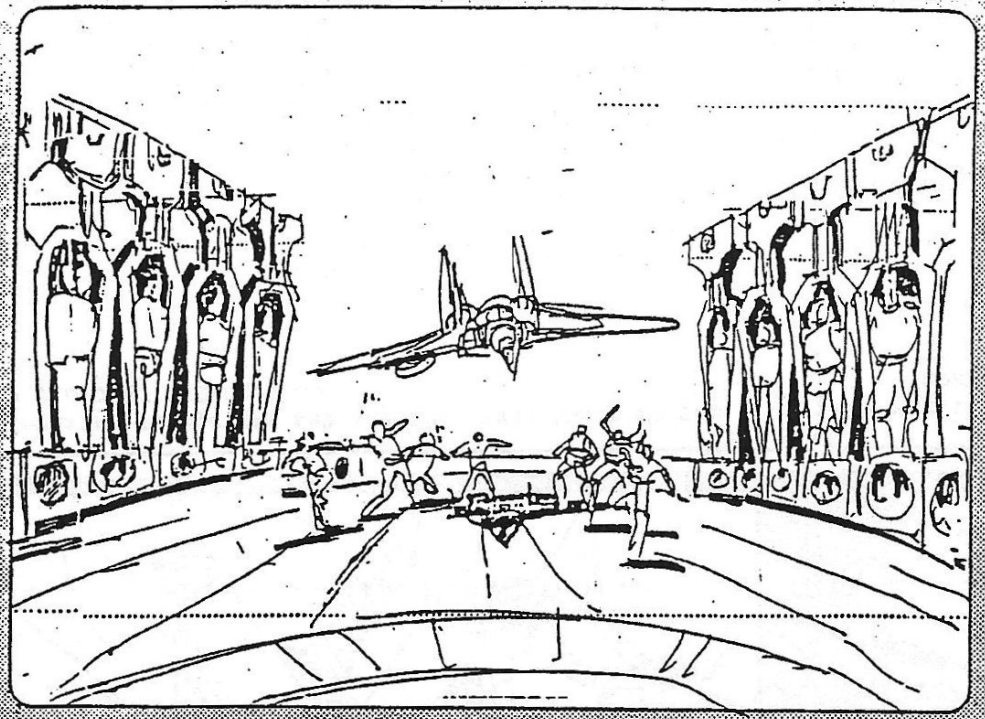
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 13-13

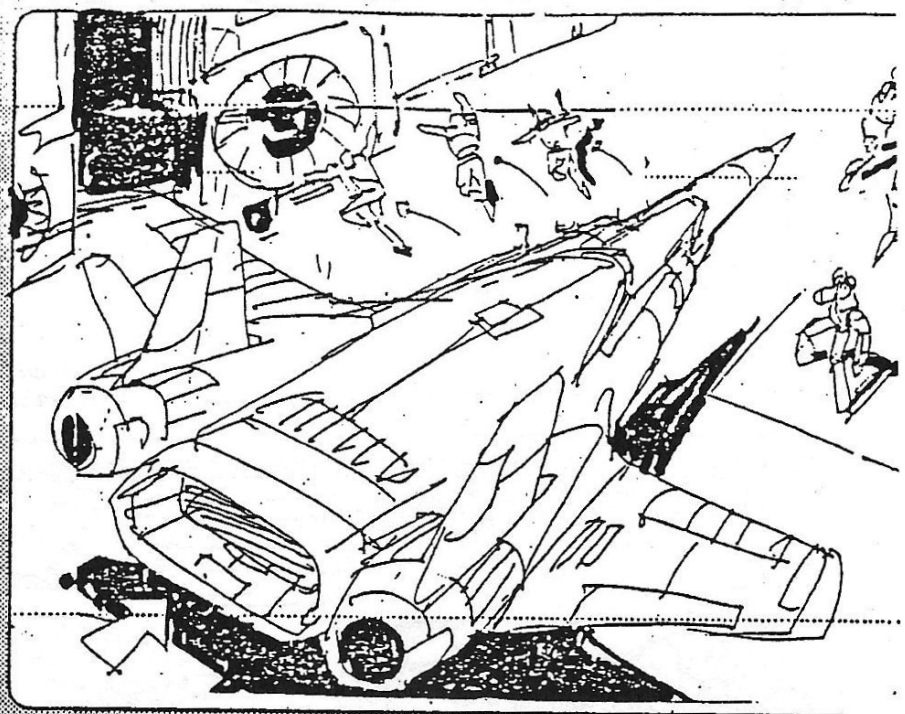


ACTION ...AS HE NEARS THE GROUND, THE GROUP OF DECEPTICONS SPLITS UP AND THEY ALL RUN IN VARIOUS DIRECTIONS FOR COVER.

DIAL

MUSIC/SFX

SC. 13-14 FOLLOW PAN



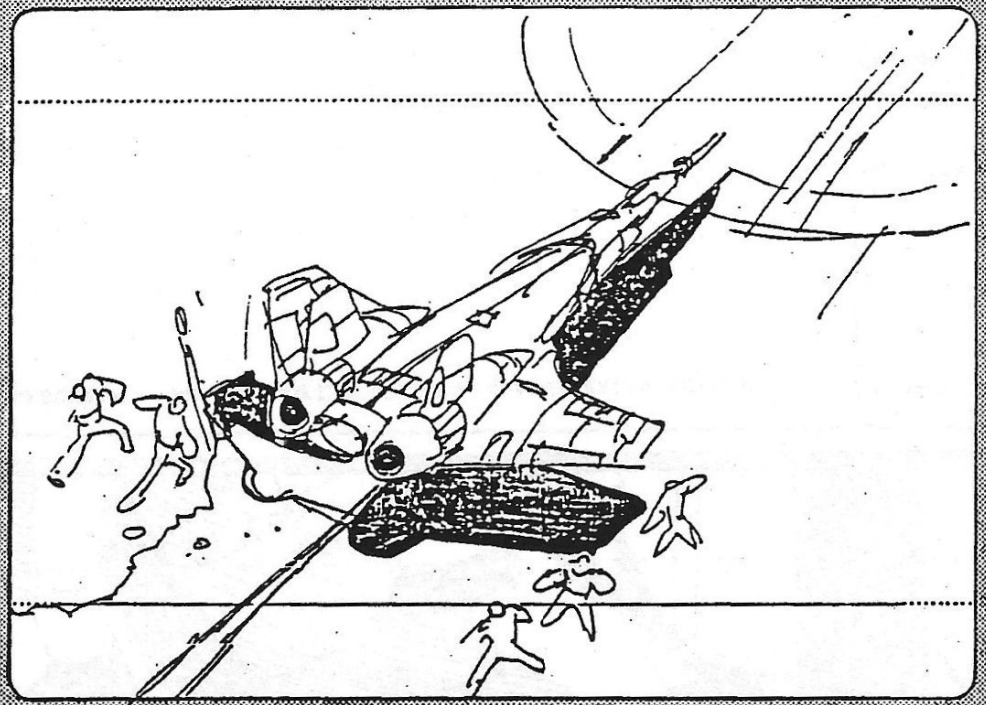
ACTION M.L.S. CYCLONUS AND THE DECEPTICONS. THE DECEPTICONS SCATTI AS WE FOLLOW CYCLONUS IN...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 13-14



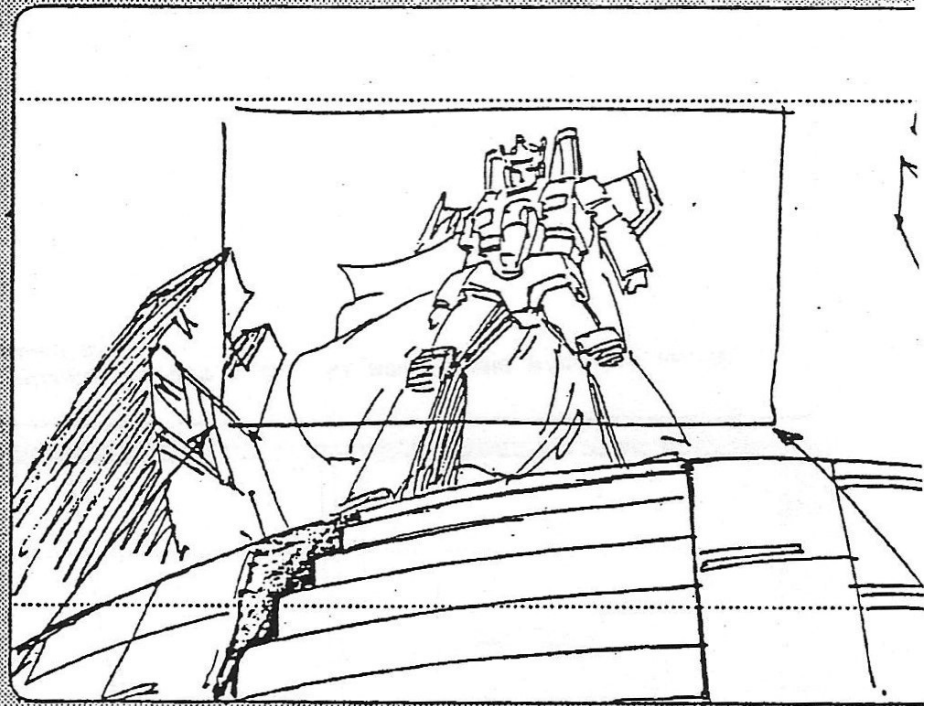
ACTION ...FOR A LANDING, IN FRONT OF THE PLATFORM.

DIAL

MUSIC/SFX

CAMERA

SC. 13-15 TRUCK-IN SEQ. 13 Page 11



ACTION L.S. STARSCREAM. WE TRUCK IN ON HIM. HE IS ANGRY.

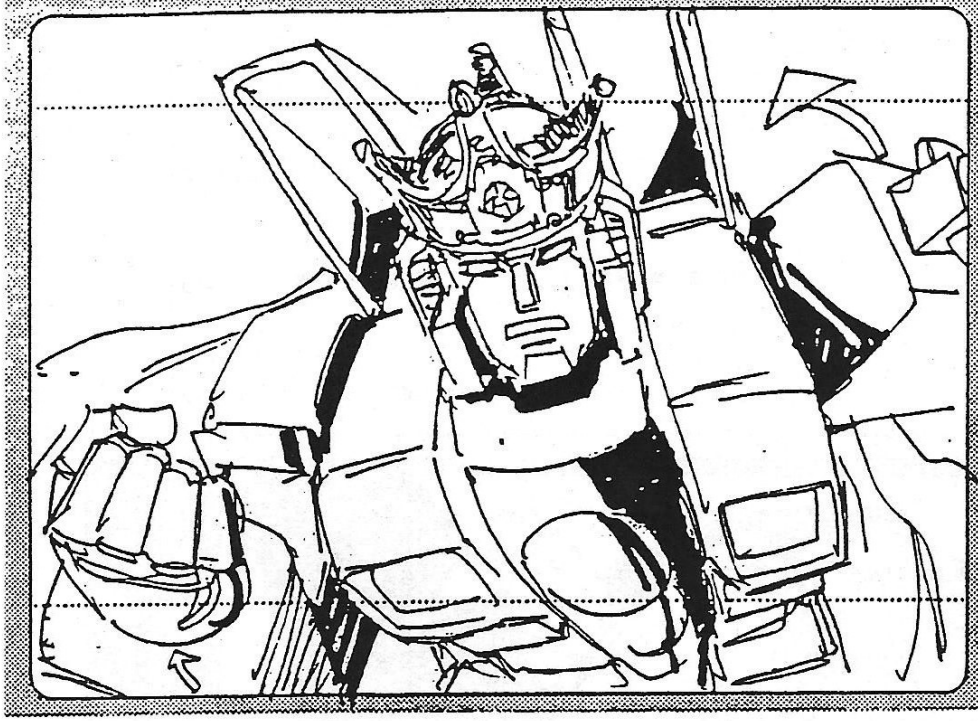
DIAL STARSCREAM Who disrupts.....

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-15 CONT



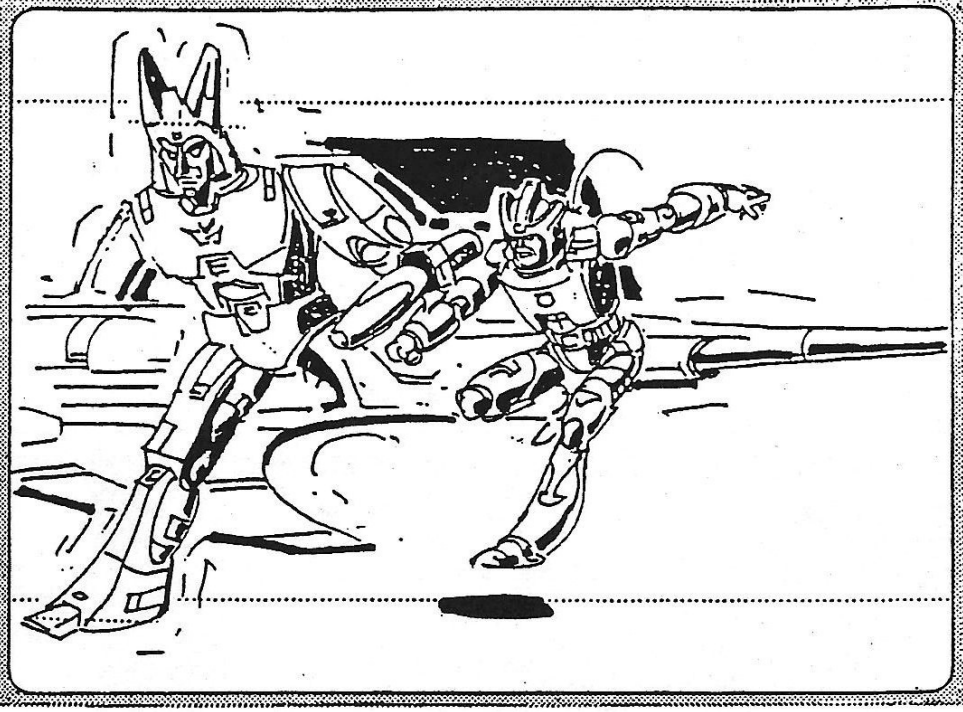
ACTION M.S. STARSCREAM. HE LEANS INTO CAMERA AND SHAKES HIS FIST.

DIAL STARSCREAM (CONT) ...my coronation?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-17

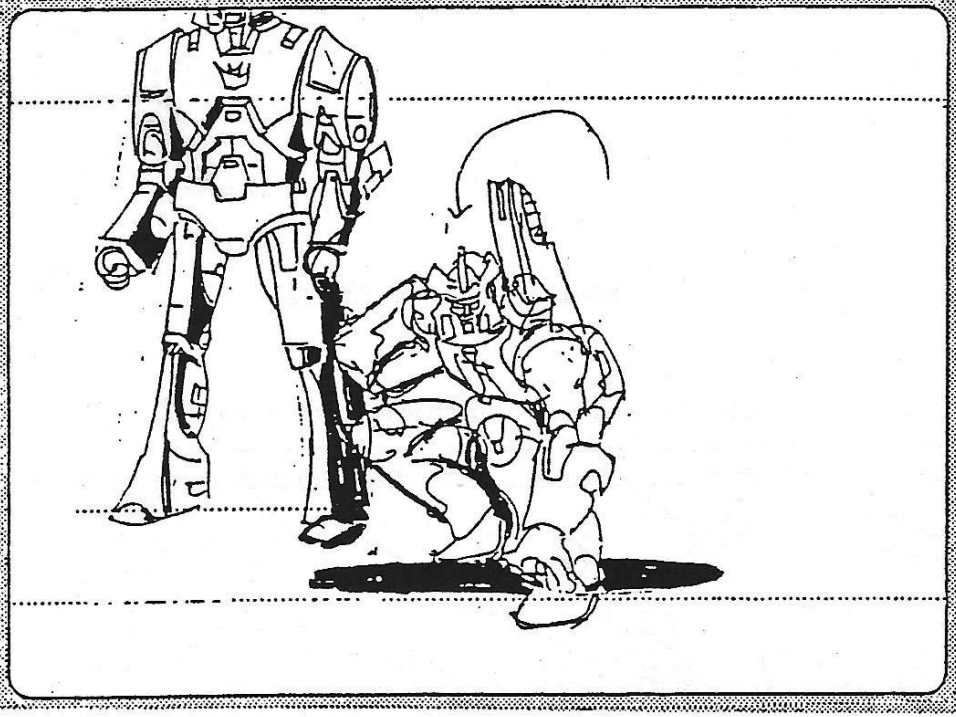


ACTION M.S. CYCLONUS. HIS COCKPIT OPENS AND GALVATRON JUMPS OUT... CYCLONUS TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX

SC. CONT 13-17



CTION ...HE LANDS ON THE GROUND NEXT TO CYCLONUS.

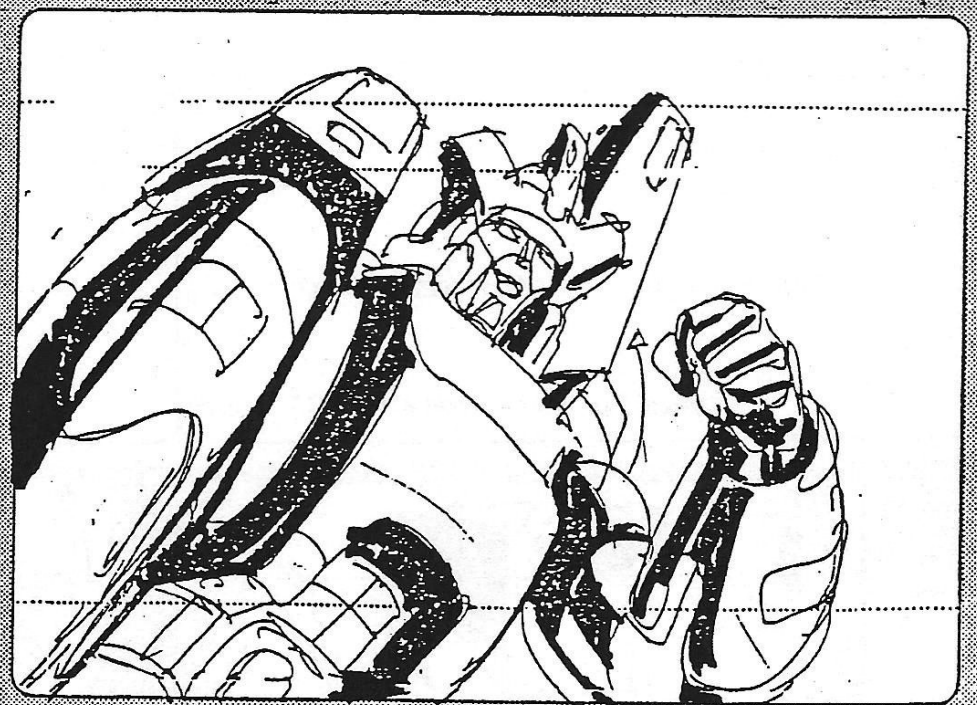
IAL GALVATRON Coronation, Starscream?

USIC/SFX

AMERA

SC. 13-18

SEQ. 13 Page 13



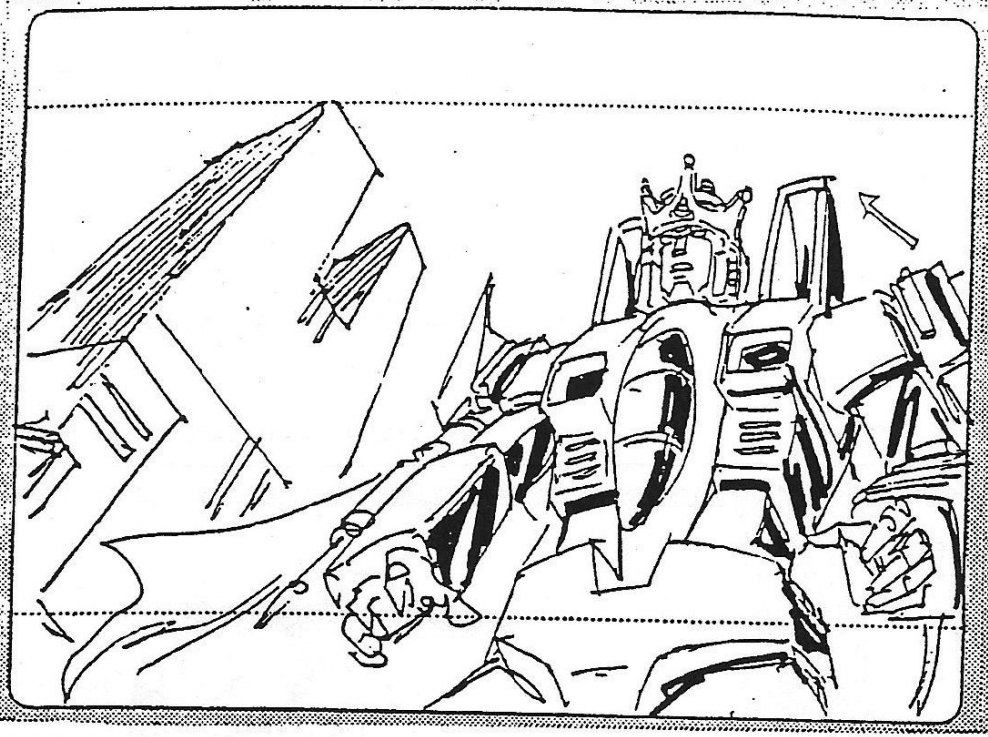
ACTION M.S. GALVATRON. HE STANDS UP AND FACES STARSCREAM O.S.

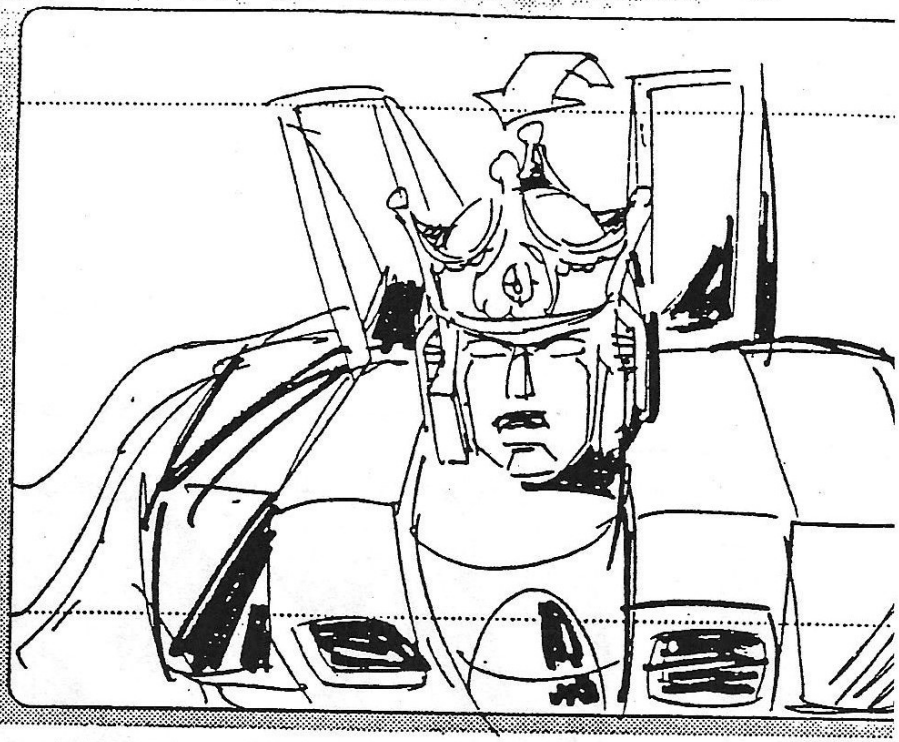
DIAL GALVATRON (CONT) This is bad comedy!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. STARSCREAM. HE STEPS FORWARD AND...

DIAL STARSCREAM Megatron?

MUSIC/SFX

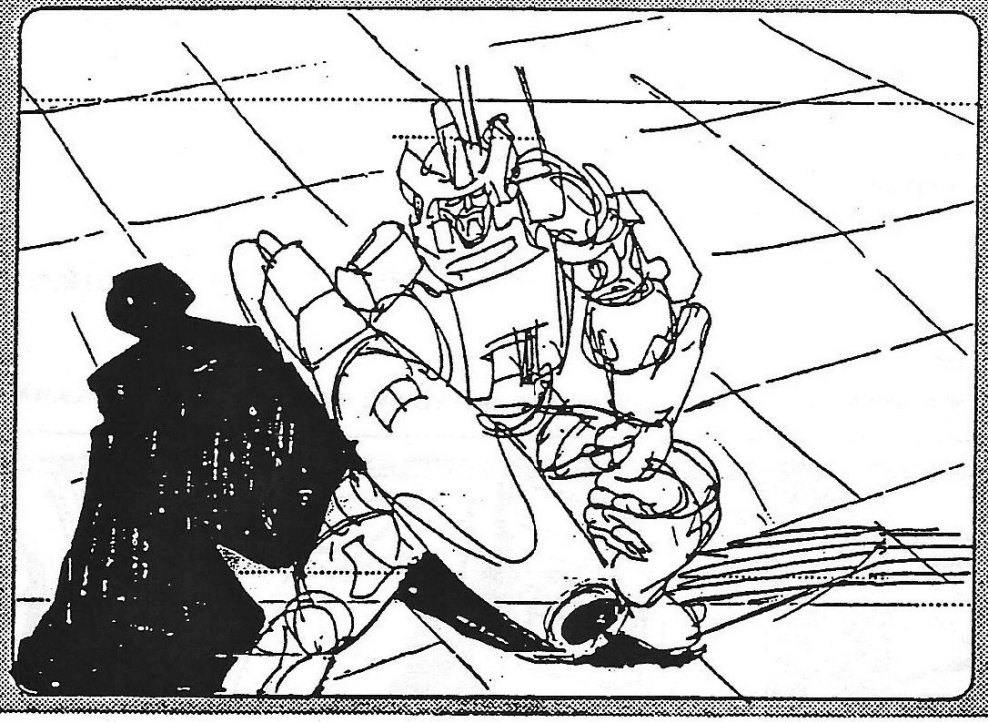
CAMERA

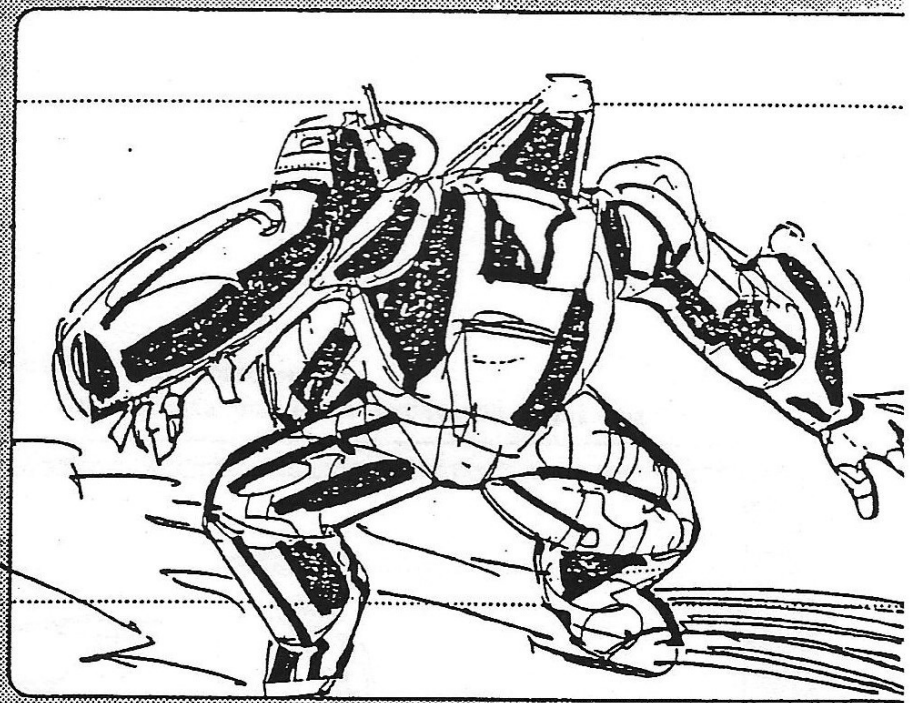
ACTION ...LEANS FORWARD INTO THE CAMERA.

DIAL STARSCREAM (CONT) Is that you?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. GALVATRON. HE...

DIAL GALVATRON Here's a hint!

MUSIC/SFX

CAMERA

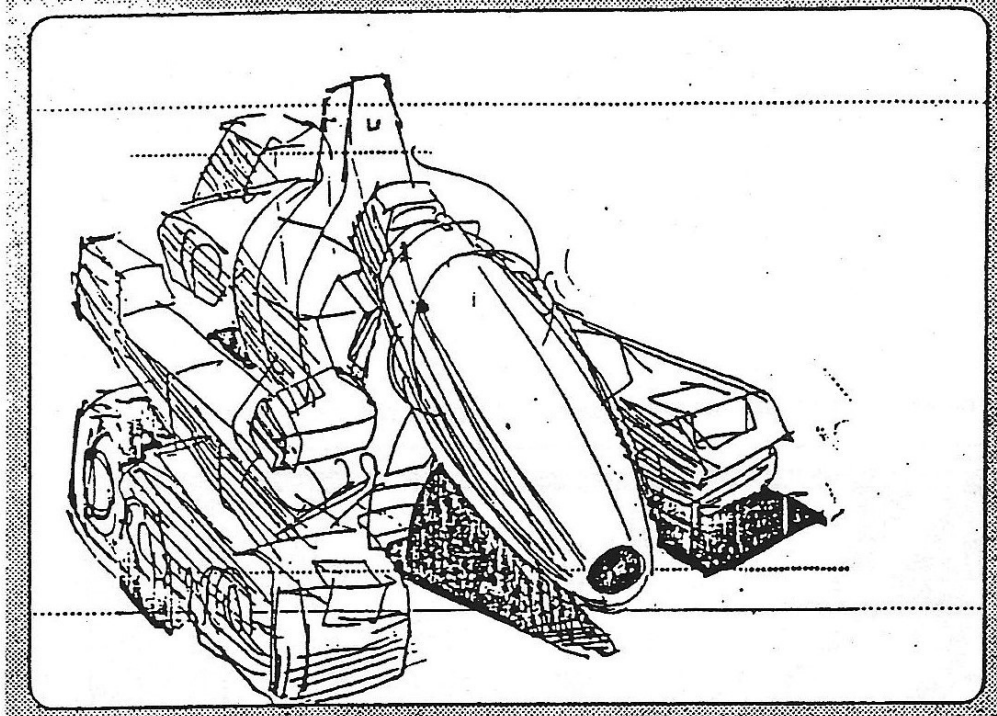
ACTION ...TRANSFORMS...

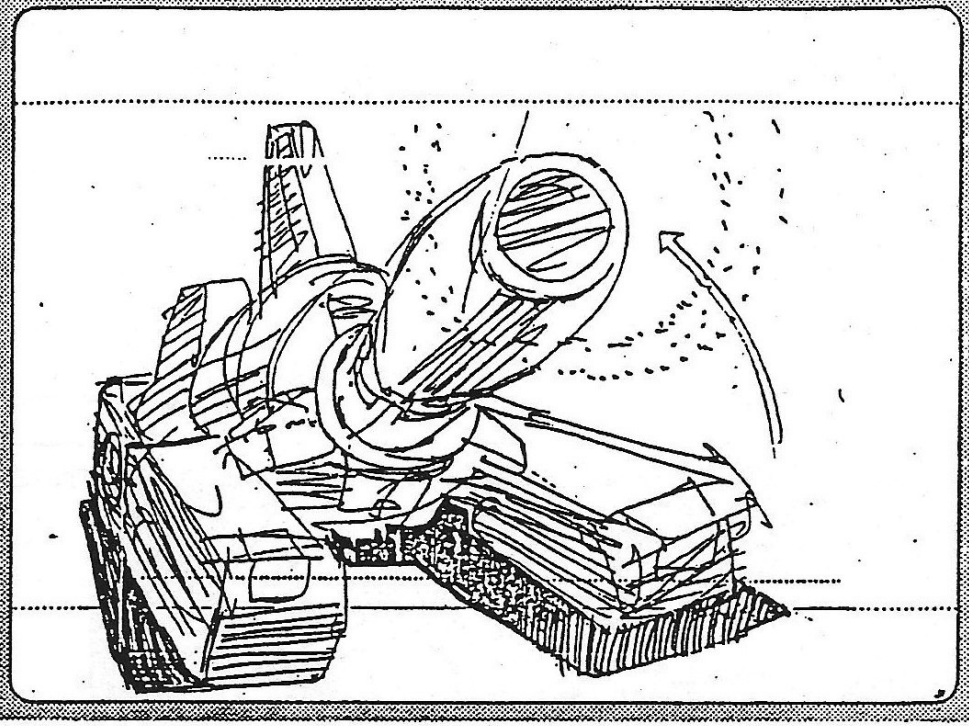
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION ...INTO HIS CANNON MODE...

IAL

IUSIC/SFX

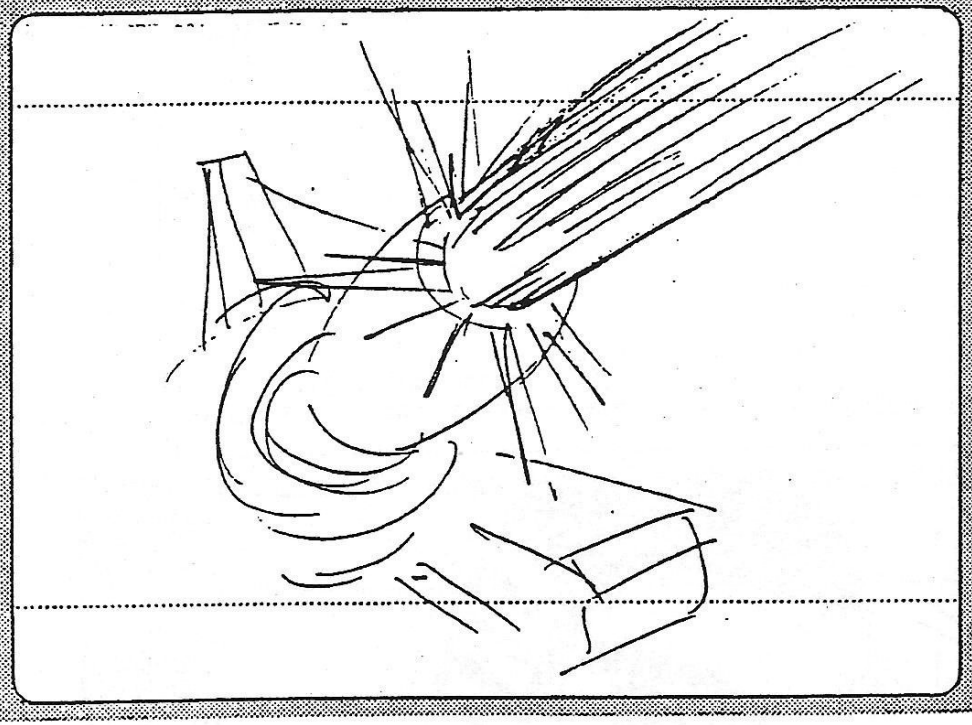
ACTION ...AND AIMS UP AT STARSCREAM...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 13-20



ACTION ...THEN HE FIRES!

DIAL

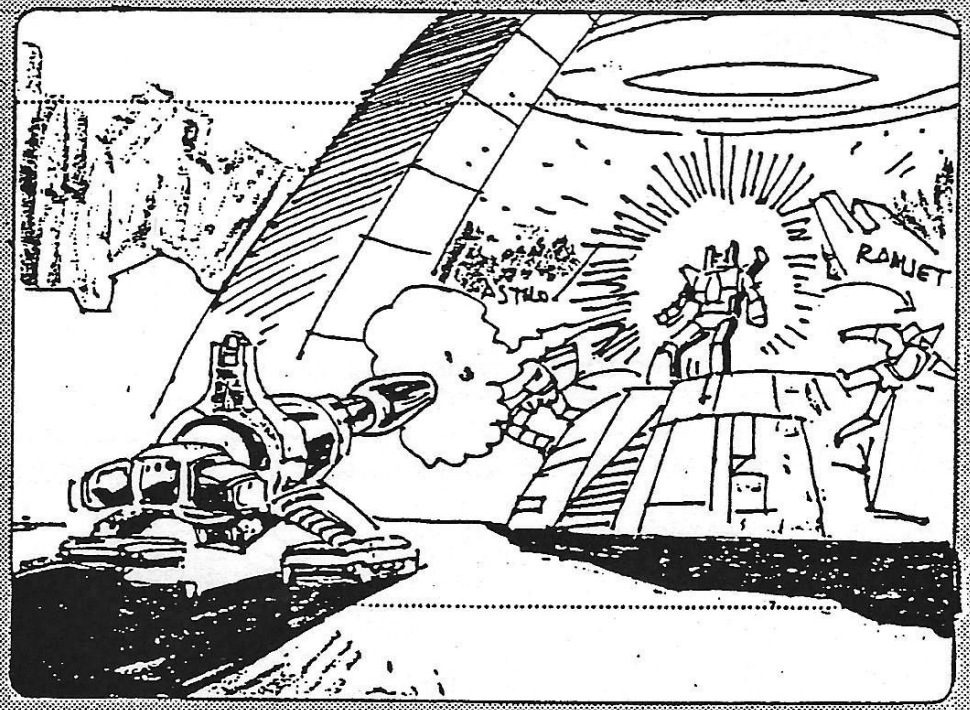
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-21

SEQ. 13 Page 17



ACTION X.L.S. THE DECPETICON HALL OF HEROES. GALVATRON IN CANNON MODE, FIRES ON STARSCREAM, SCORING A DIRECT HIT. RAMJET AND ASTROTRAIN RUN AND DIVE FOR COVER.

DIAL

MUSIC/SFX

CAMERA

ACTION X.C.U. STARSCREAM'S FACE, BATHED IN GALVATRON'S BLAST AND FILLED WITH AGONY.

DIAL

MUSIC/SFX

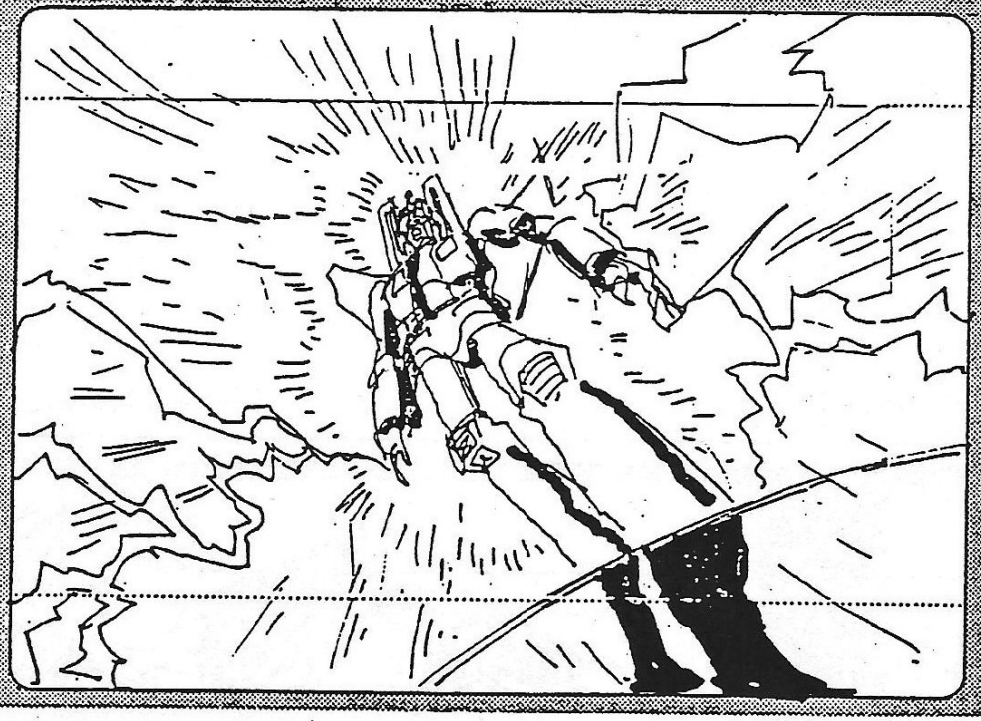
ACTION M.L.S. STARSCREAM. CAPTURED IN THE GLOW OF GALVATRON'S BLA
HE IS STARTING TO DISINTEGRATE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-24



ACTION L.S. STARSCREAM. ENERGY WAVES AND SPARKS CRACKLE ALL AROUND HIM.

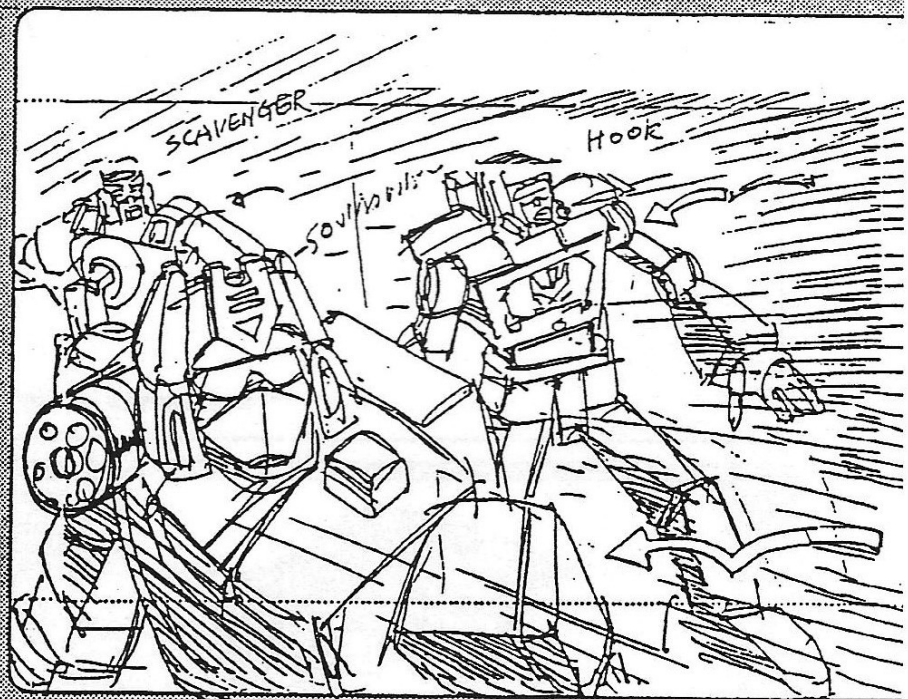
DIAL

MUSIC/SFX

CAMERA

SC. 13-25

SEQ. 13 Page 19



ACTION M.L.S. SCAVENGER, HOOK AND SOUNDWAVE BACK AWAY FROM THE HORR SPECTACLE.

DIAL

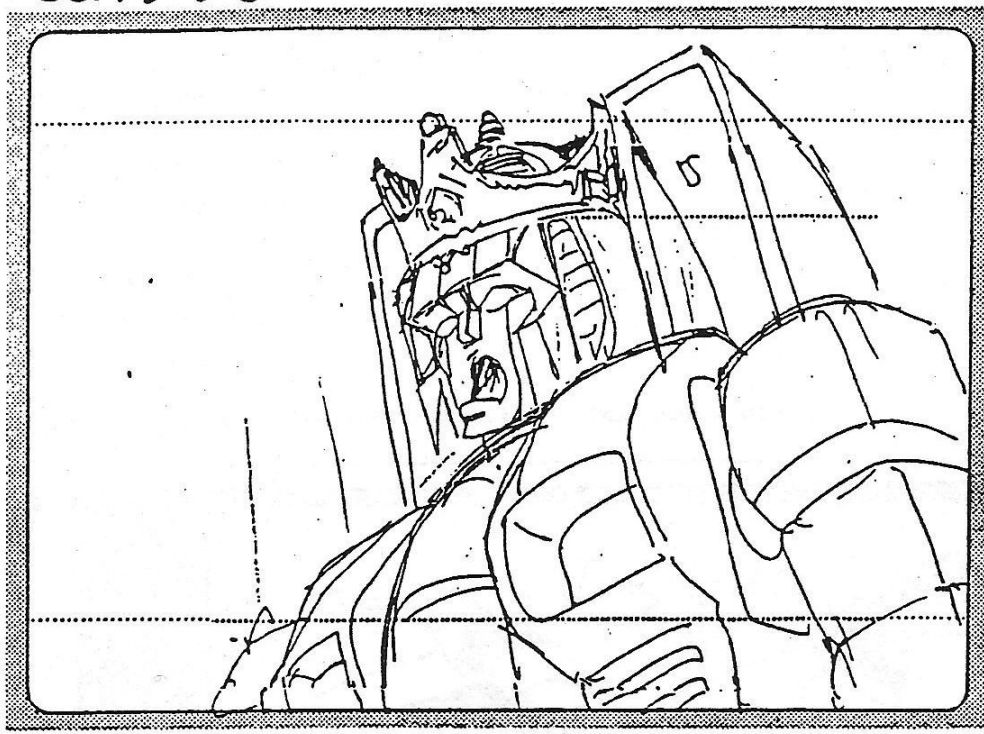
MUSIC/SFX

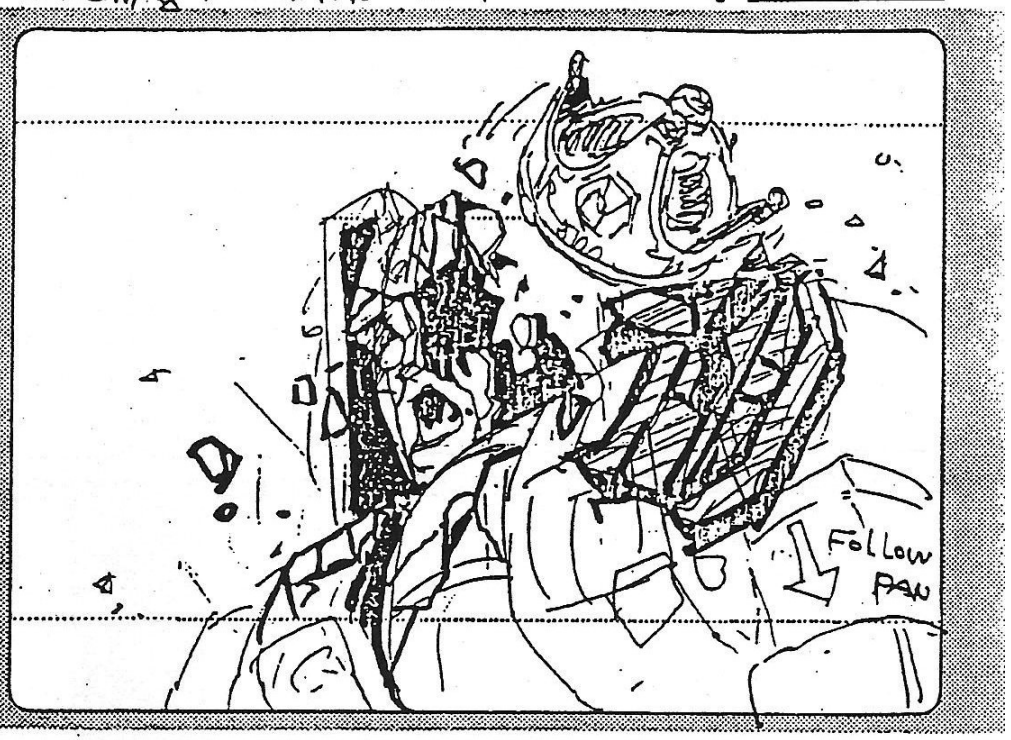
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-26

SC. CONT Follow PAN CONT SEQ. 13 Page 20





CTION M.C.U. STARSCREAM. HE IS FROZEN FOR AN INSTANT LIKE A STATUE...

IAL

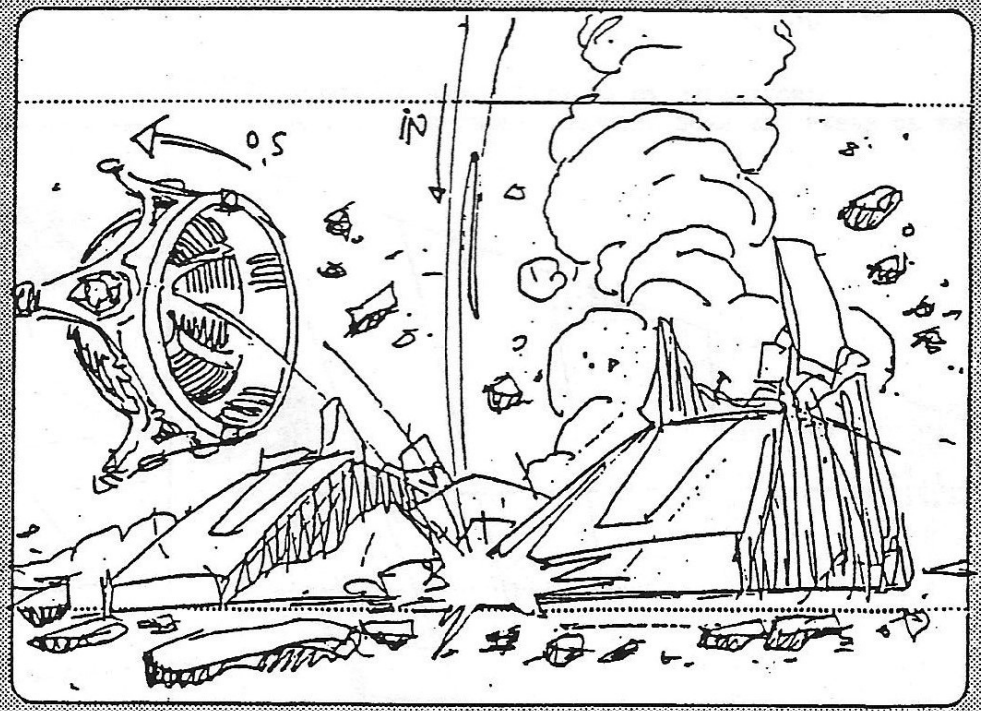
IUSIC/SFX

ACTION ...BUT MOMENTARILY HE BEGINS TO CRUMBLE. FIRST HIS HEAD, WE PAN DOWN...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



CTION ....TO HIS TOES. HE BREAKS INTO SMALL FRAGMENTS...

AL

USIC/SFX

AMERA

ACTION ...THE CROWN BOUNCES DOWN TO THE FLOOR AND O.S.

DIAL

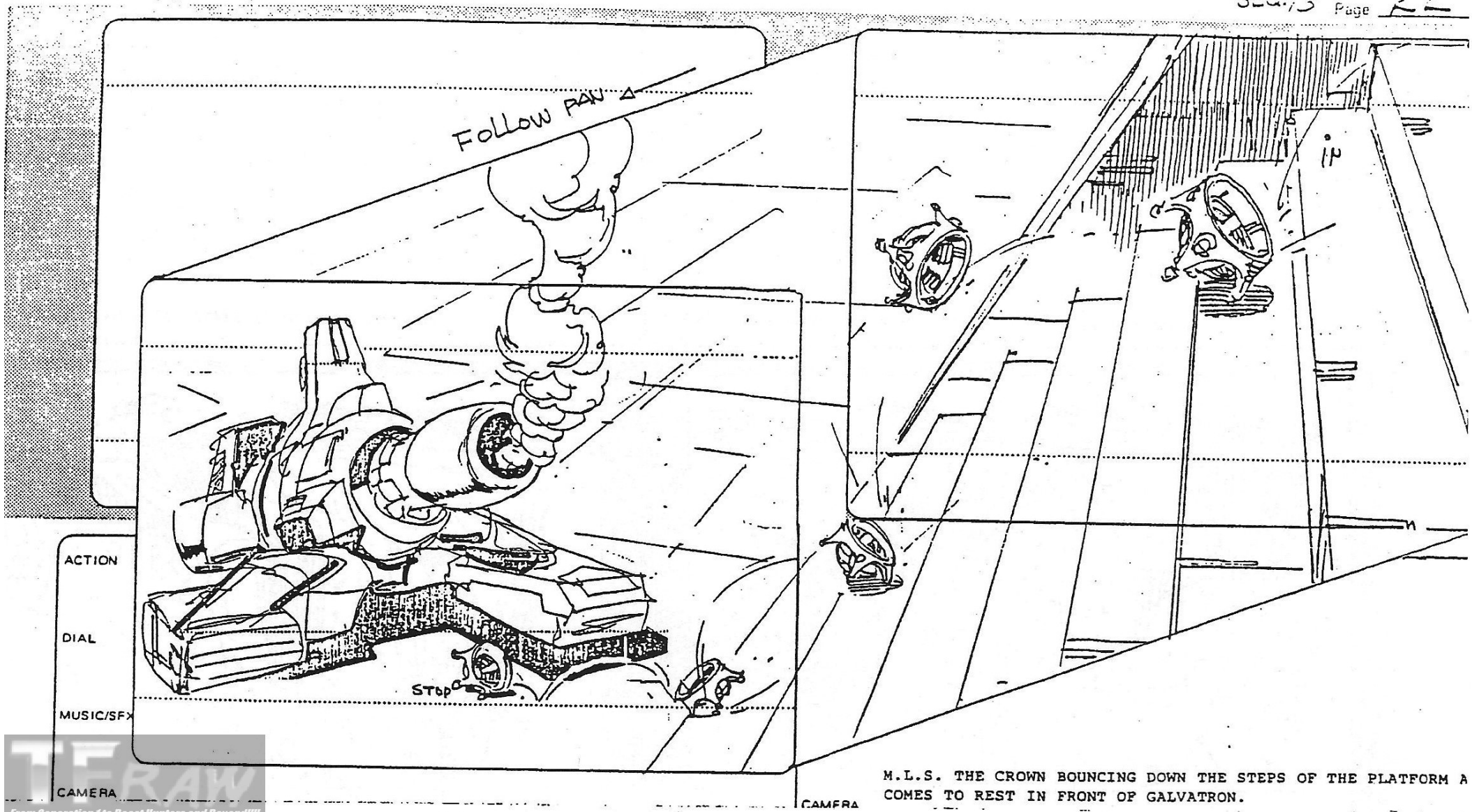
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-27

SEQ. 13 Page 22



ACTION

DIAL

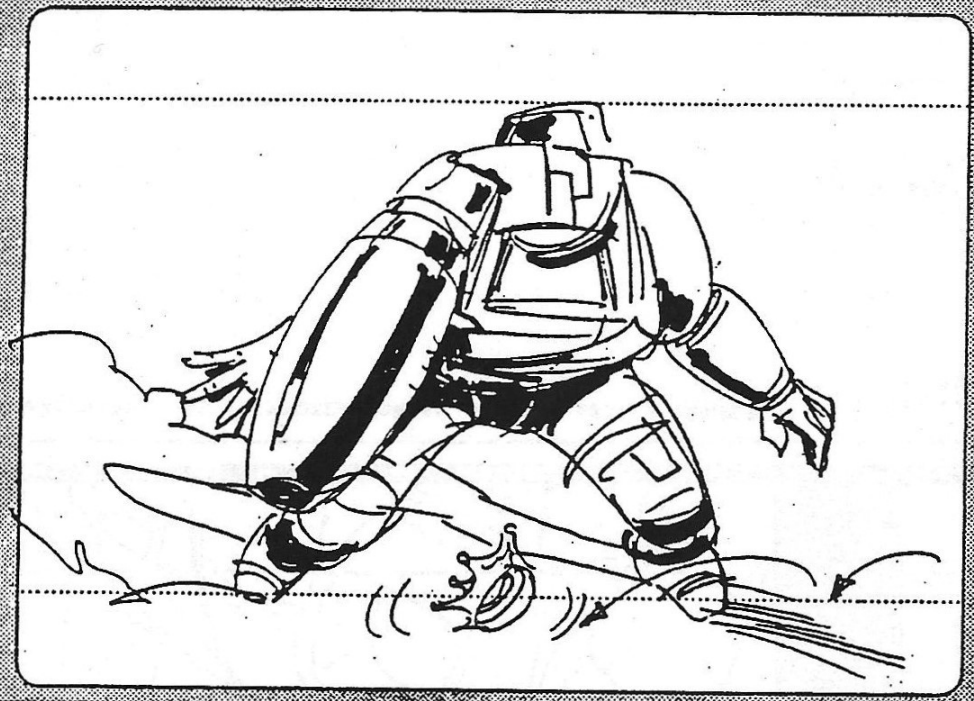
MUSIC/SFX

CAMERA

CAMERA

M.L.S. THE CROWN BOUNCING DOWN THE STEPS OF THE PLATFORM A
COMES TO REST IN FRONT OF GALVATRON.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION GALVATRON TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX

CAMERA

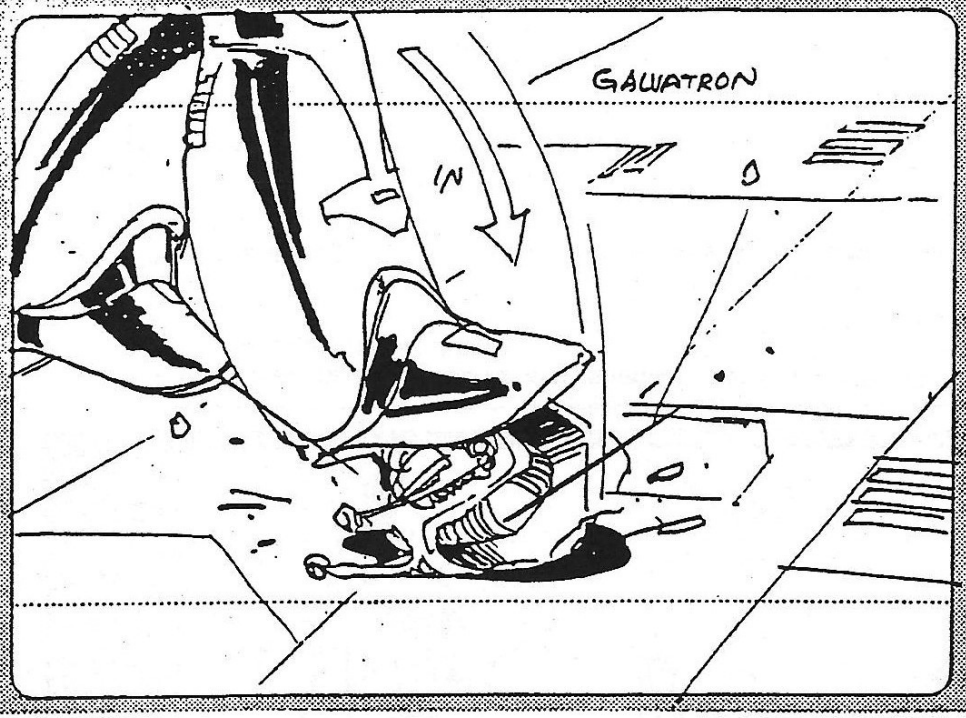
ACTION

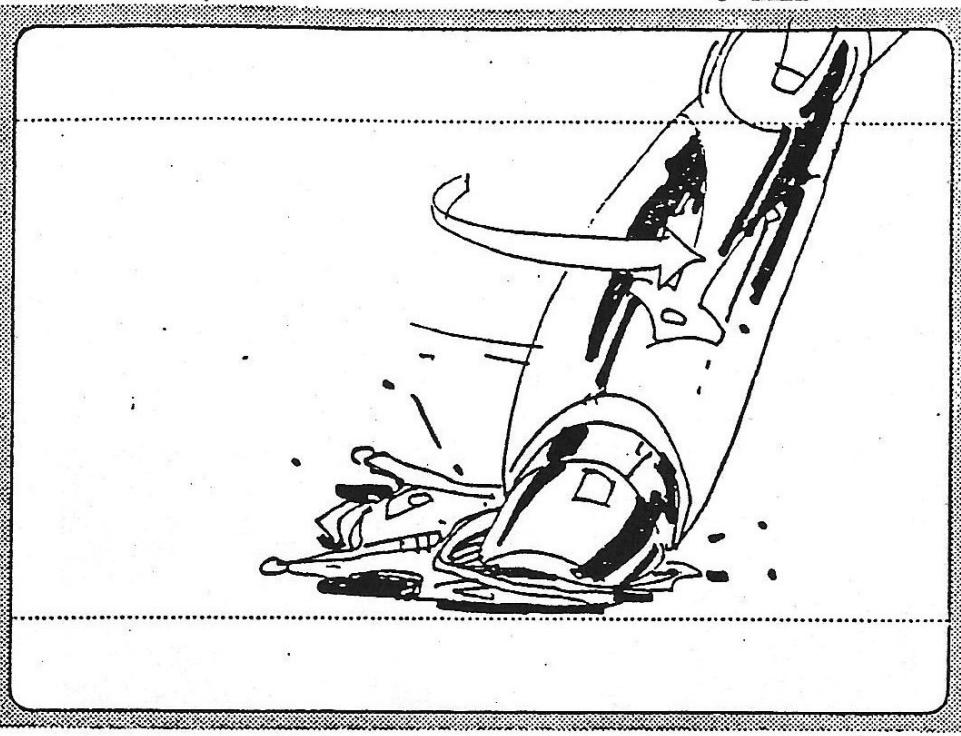
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. THE CROWN. GALVATRON'S FOOT ENTERS THE SCENE AND SMASHES THE CROWN TO THE FLOOR...

DIAL

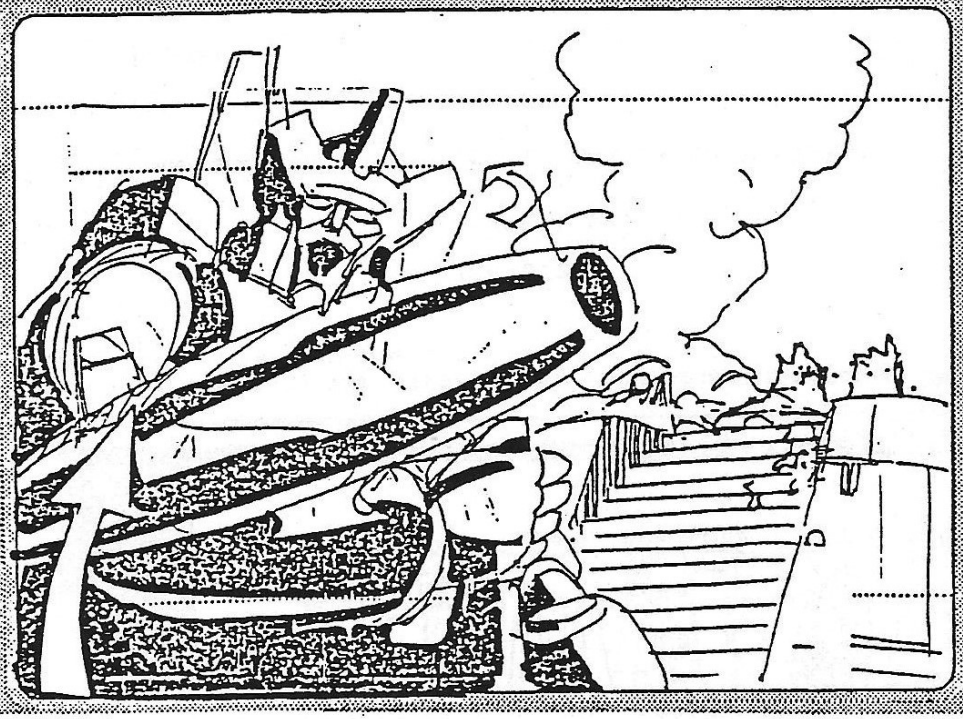
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN SCRAPES IT ASIDE.

DIAL

MUSIC/SFX



ACTION M.L.S. GALVATRON. HE TURNS AND CALLS TO THE O.S. DECEPTICONS.

DIAL GALVATRON Will anyone else attempt to fill his shoes?

MUSIC/SFX

CAMERA

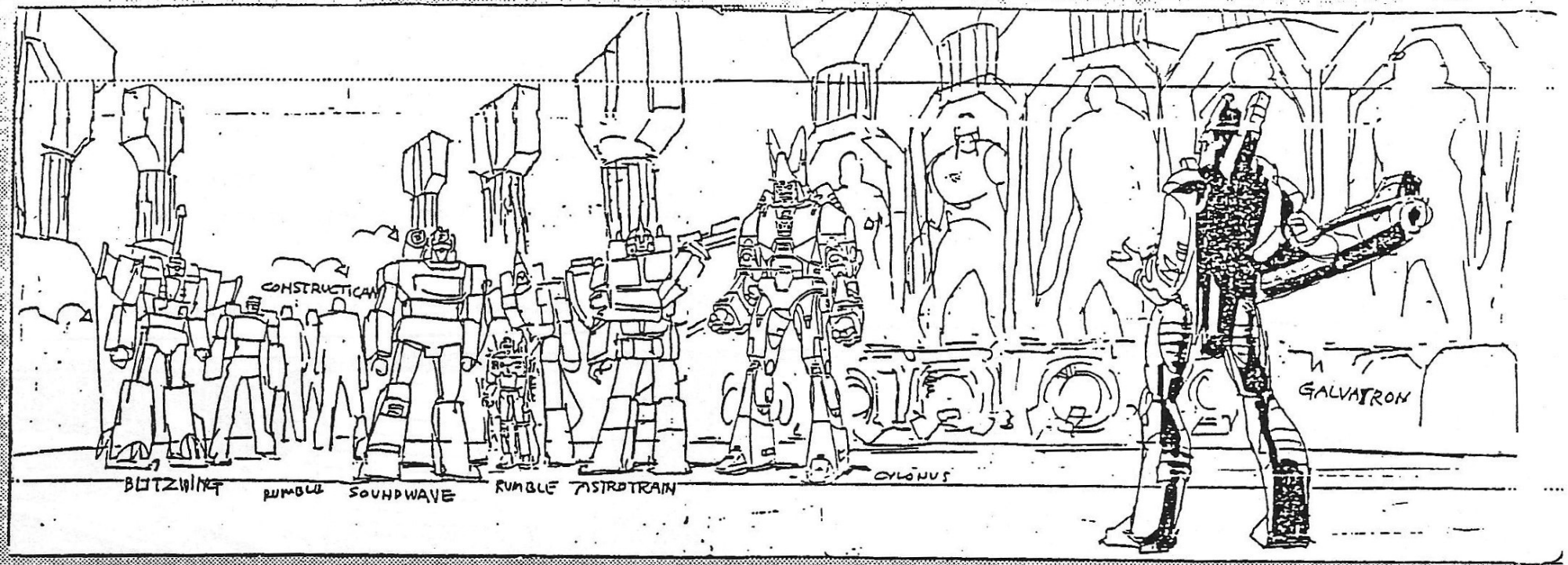
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. THE DECEPTICONS. THEY ASSEMBLE TOGETHER INTO A GROUP. WE PAN OVER...

DIAL (AD LIB)

Long live....

MUSIC/SFX (THEY LOOK AT EACH OTHER)

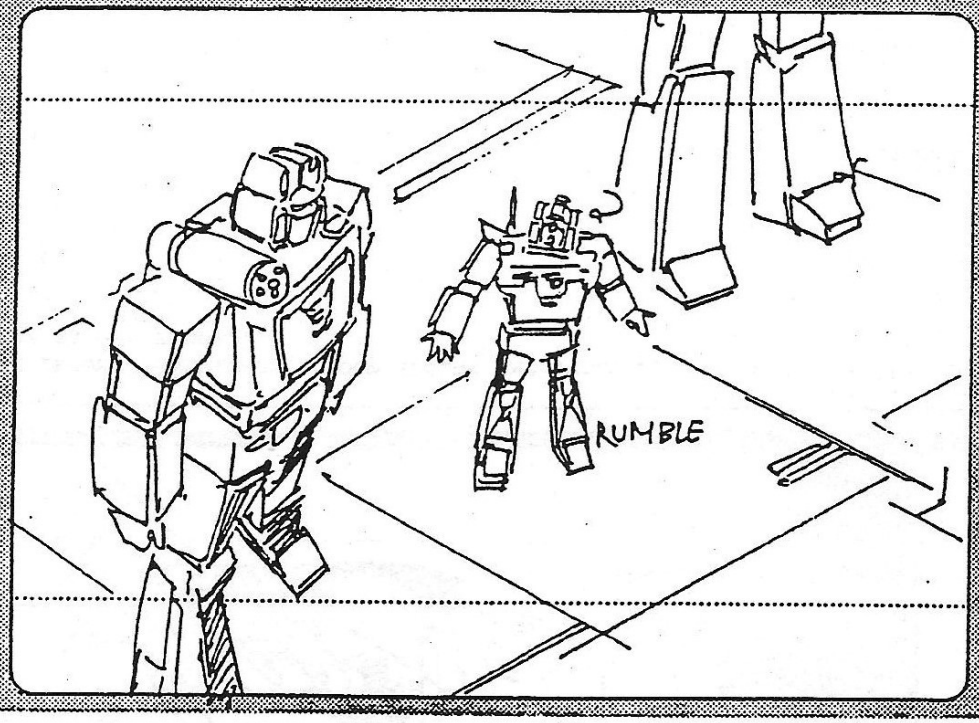
ACTION ...TO GALVATRON WHO STANDS IN FRONT OF THEM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-31



ACTION DOWN SHOT SOUNDWAVE AND RUMBLE. RUMBLE LOOKS TO SOUNDWAVE AND QUESTIONS HIM.

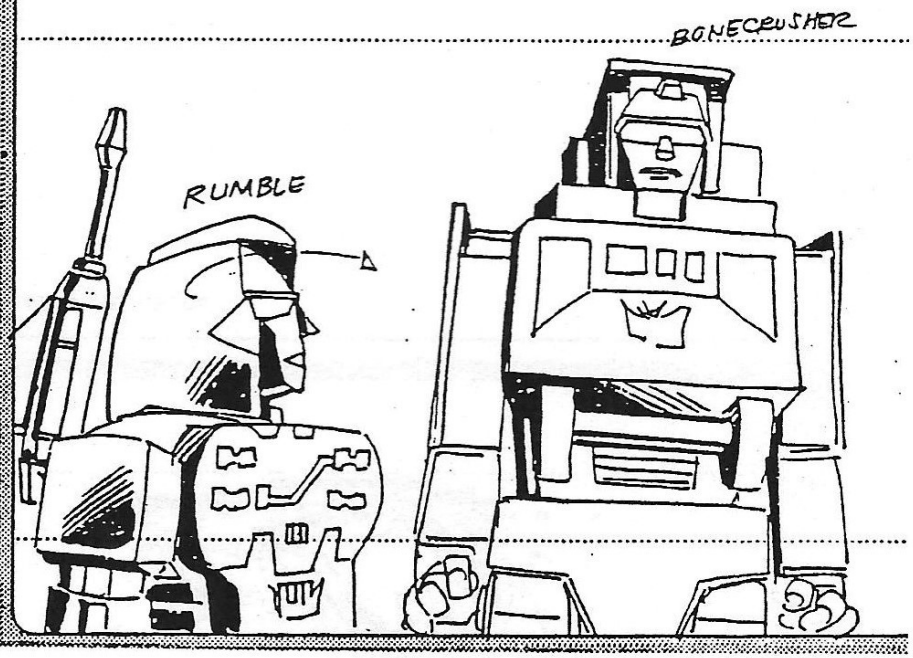
DIAL RUMBLE What did he say his name was?

MUSIC/SFX

CAMERA

SC. 13-32

SEQ. 13 Page 27



ACTION M.S. RUMBLE AND BONE CRUSHER. AS BONECRUSHER SPEAKS, RUMBLE TURNS TOWARD HIM.

DIAL BONECRUSHER He didn't.

MUSIC/SFX

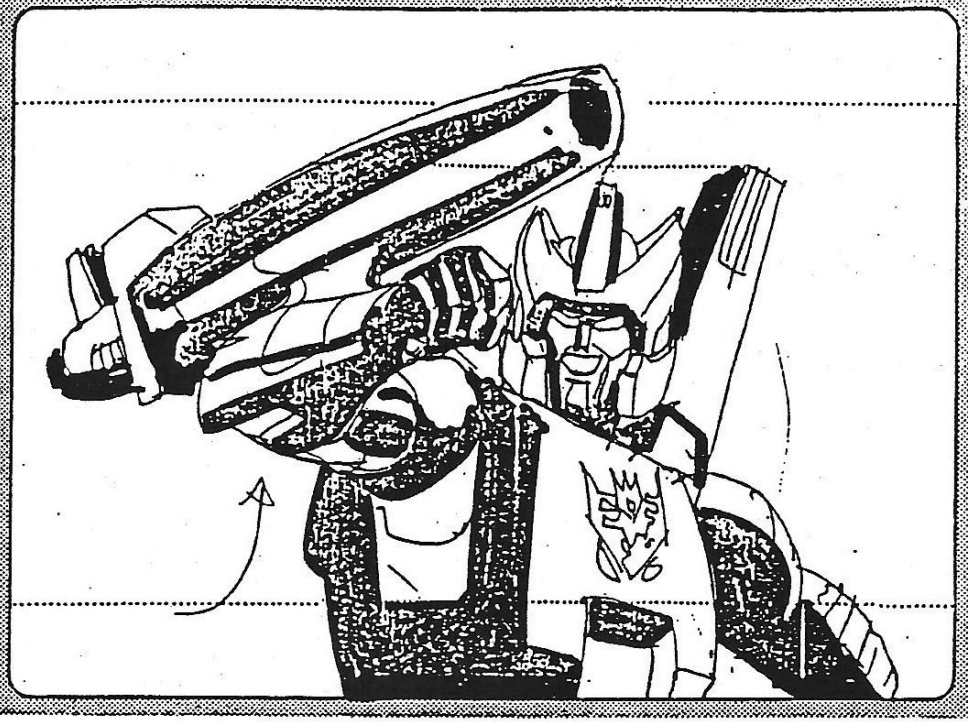
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-33

SC. 13-34

SEQ. 13 Page 28



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. GALVATRON. HE RAISES HIS ARM AND CALLS OUT HIS NAME.

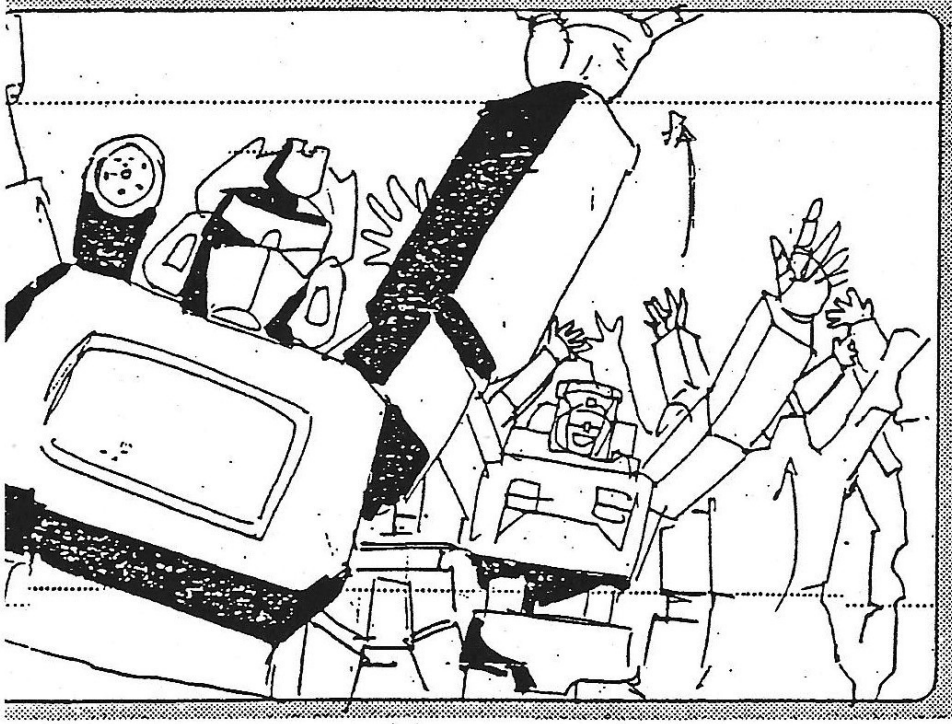
DIAL GALVATRON Galvatron.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-35



ON M.L.S. THE GROUP OF DECEPTICONS. THEY RAISE THEIR HANDS AND ALL CALL OUT GALVATRON'S NAME.

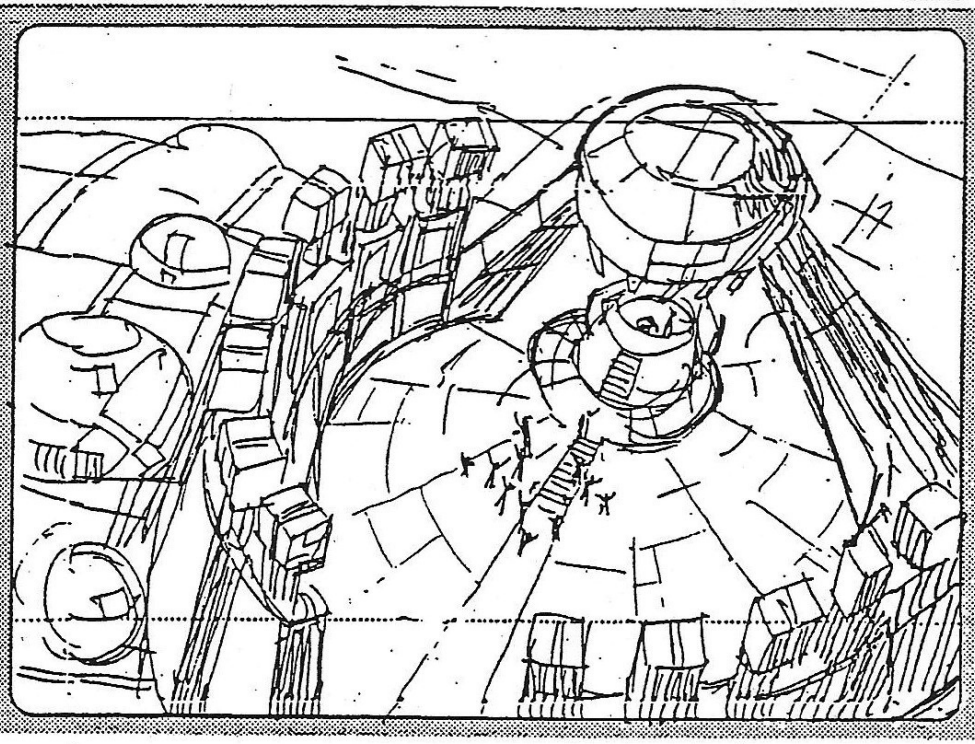
DECEPTICONS ...Long live Galvatron!...

C/SFX

RA

SC. 13-36

SEQ. 13 Page 29



ACTION X.L.S. THE DECEPTICON HALL OF HEROES. WE LOOK DOWN AS THE DECEPTICONS CONTINUE TO HONOR THEIR NEW LEADER, GALVATRON.

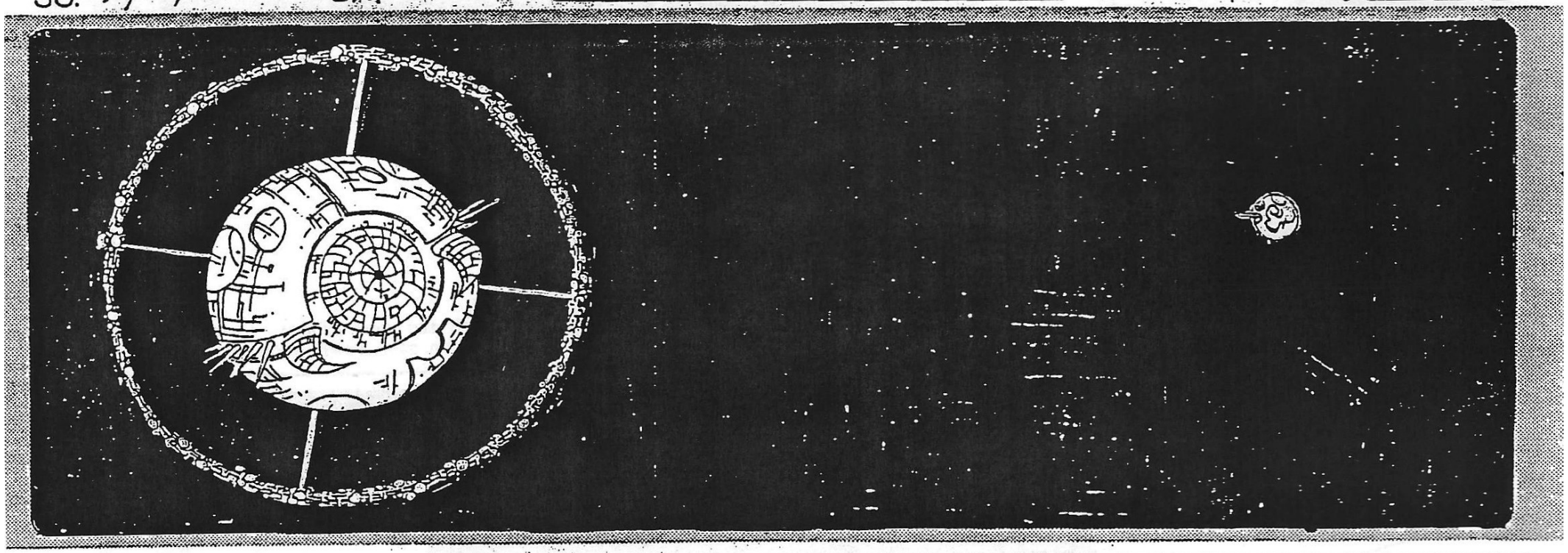
DIAL DECEPTICONS (CONT) ..Galvatron!..

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-1 STOP PAN START SEQ. 14 Page 1



ACTION X.L.S. CYBERTRON'S UNICRON'S [redacted]. WE PAN ACROSS SPACE TO UNICRON. THE PLANET TURNS ON ITS AXIS TO FACE THE TWO MOONS O.S. UNICRON'S BEAKS START TO OPEN.

DIAL

MUSIC/SFX

CAMERA

ACTION —

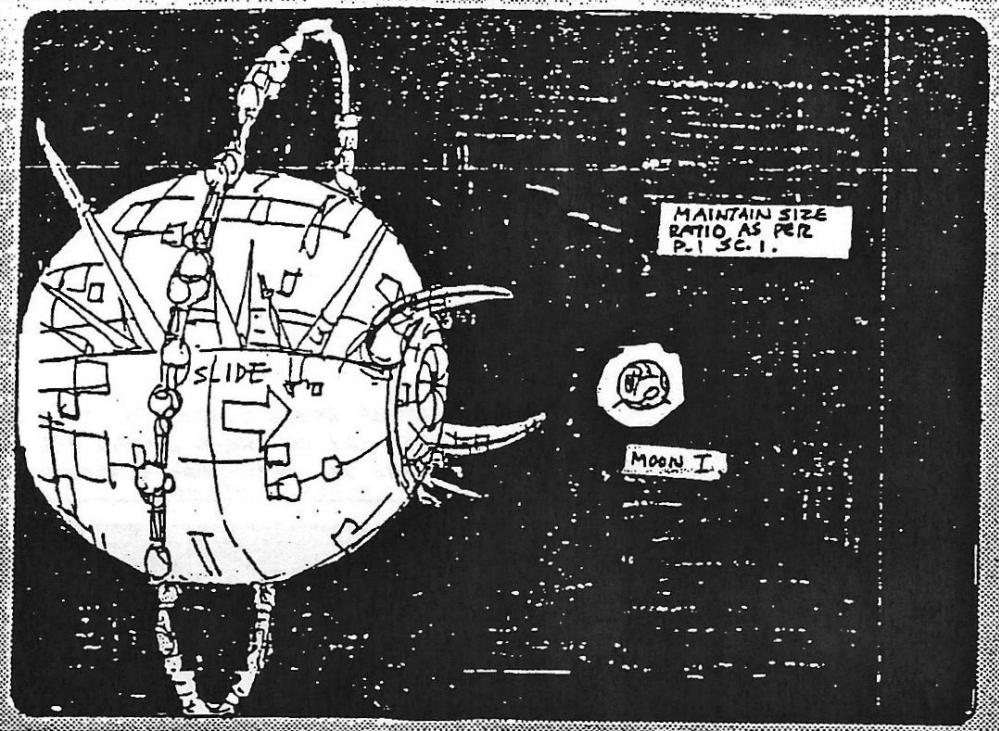
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 14-1

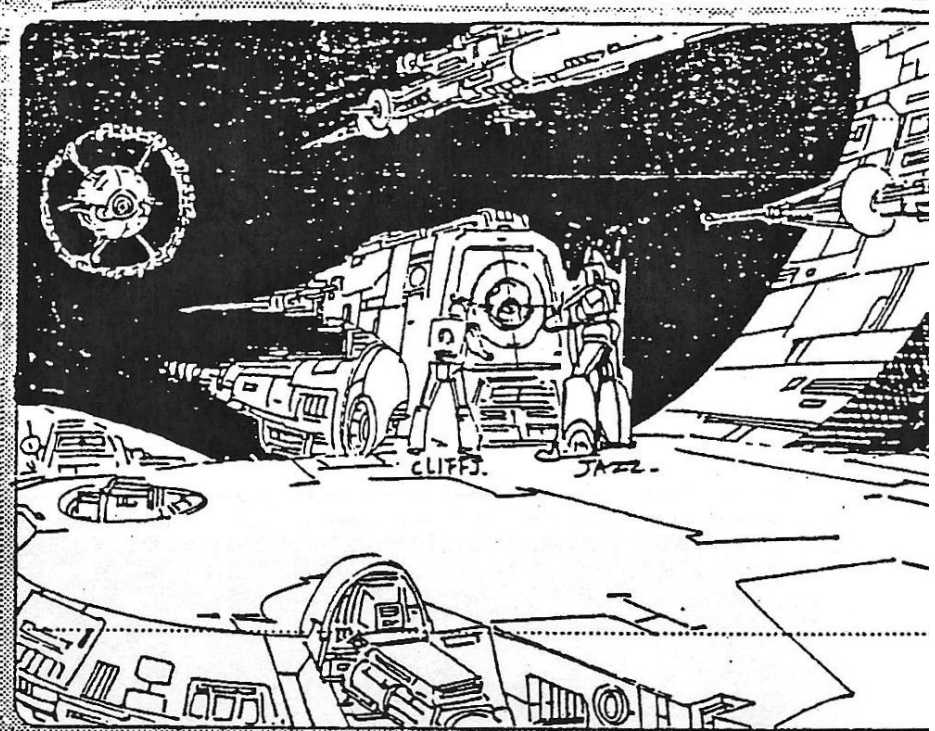


ACTION ...WE MOVE ALONG WITH UNICRON AS IT GLIDES OVER TO THE ~~BIG MOON~~. VAPORS POUR OUT OF UNICRON'S OPEN "MOUTH".

DIAL

MUSIC/SFX

SC. 14-2 MINIMAL CAMSHAKE. Page 2



ACTION X.L.S. CLIFFJUMPER AND JAZZ ON THE OUTER MOON. WE TRUCK IN ON THEM.

DIAL JAZZ Where'd that come from?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-3 CAMSHAKE ABATES.

ACTION M.S. CLIFFJUMPER AND JAZZ. THEY BOTH LOOK UP AT THE APPROACHING UNICRON O.S.

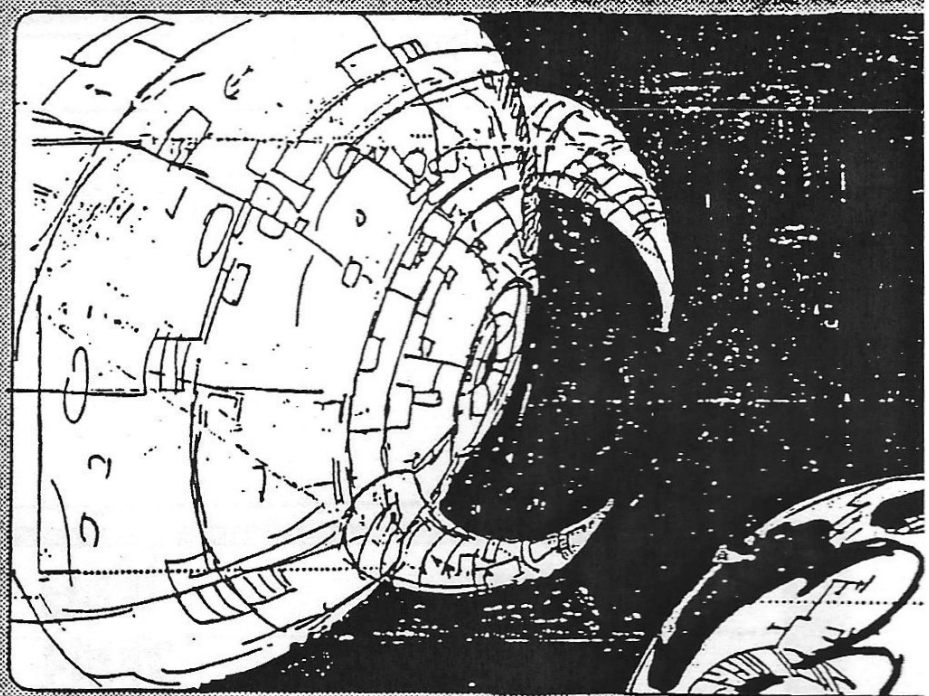
DIAL

CLIFFJUMPER Who cares?! I'm more worried about where it's going.

MUSIC/SFX

CAMERA

SC. 14-4



ACTION M.S. UNICRON. ITS BEAKS ARE ABOUT TO OPEN AS IT GLIDES OVER TH OUTER MOON.

DIAL

MUSIC/SFX

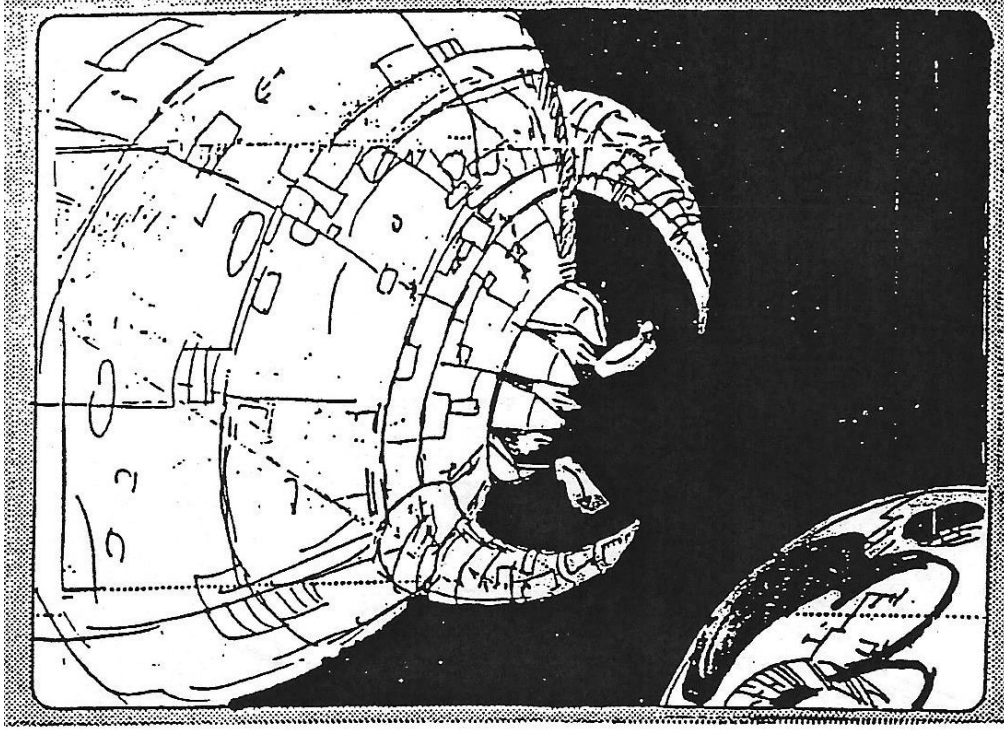
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 14-4

SC.

Page 4



ACTION UNICRON'S BEAKS OPEN.

DIAL

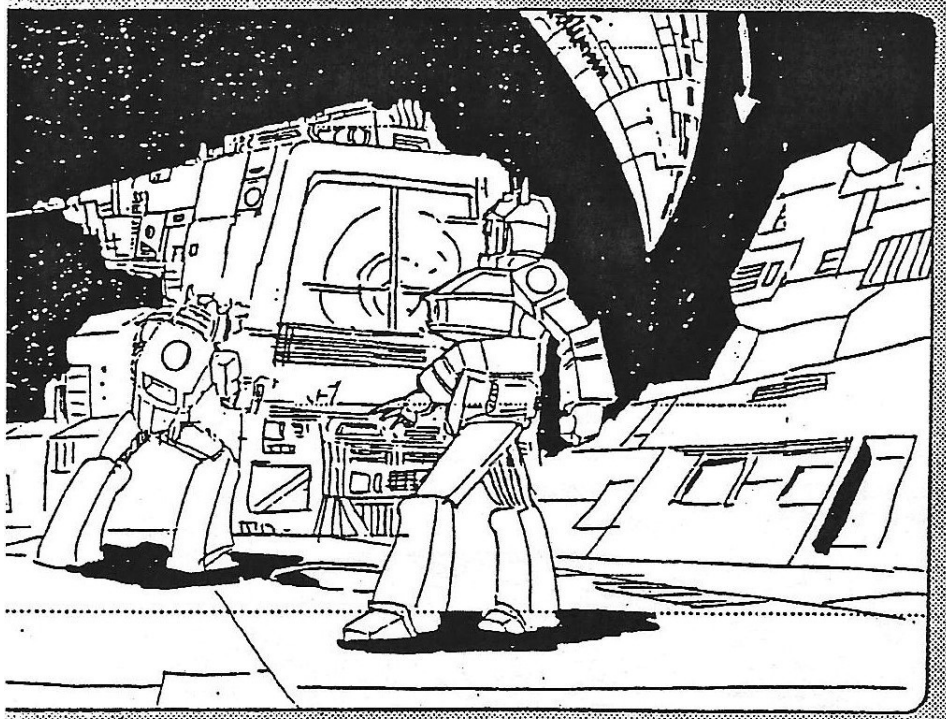
MUSIC/SFX

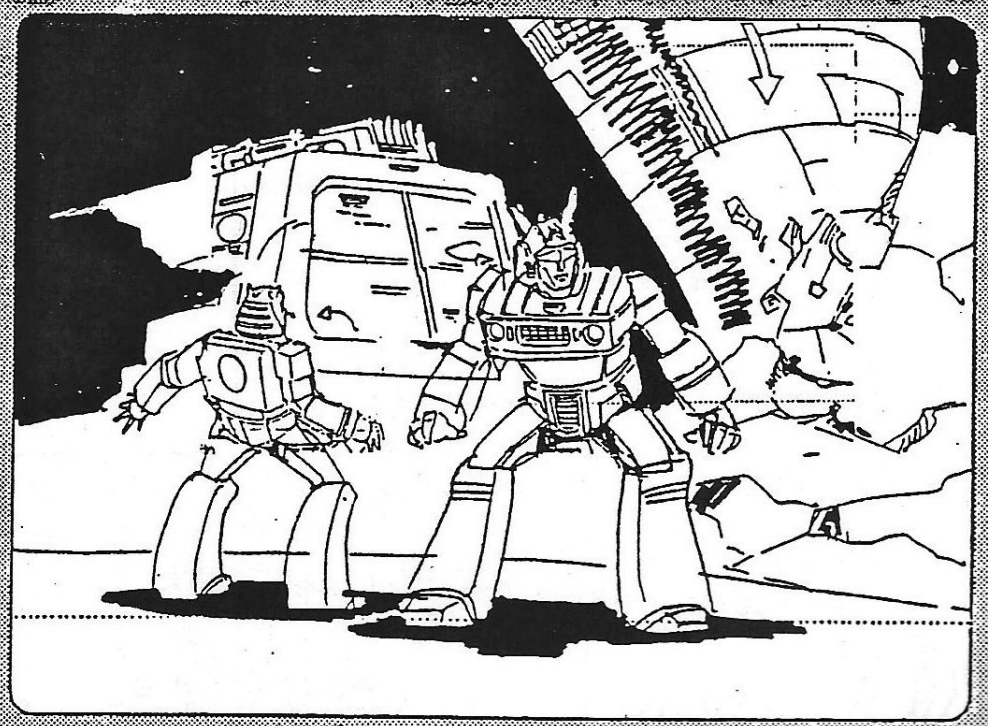
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX





L.S. CLIFFJUMPER AND JAZZ. CLIFFJUMPER POINTS UP AS UNICRON MOVES INTO THE SCENE.

FX

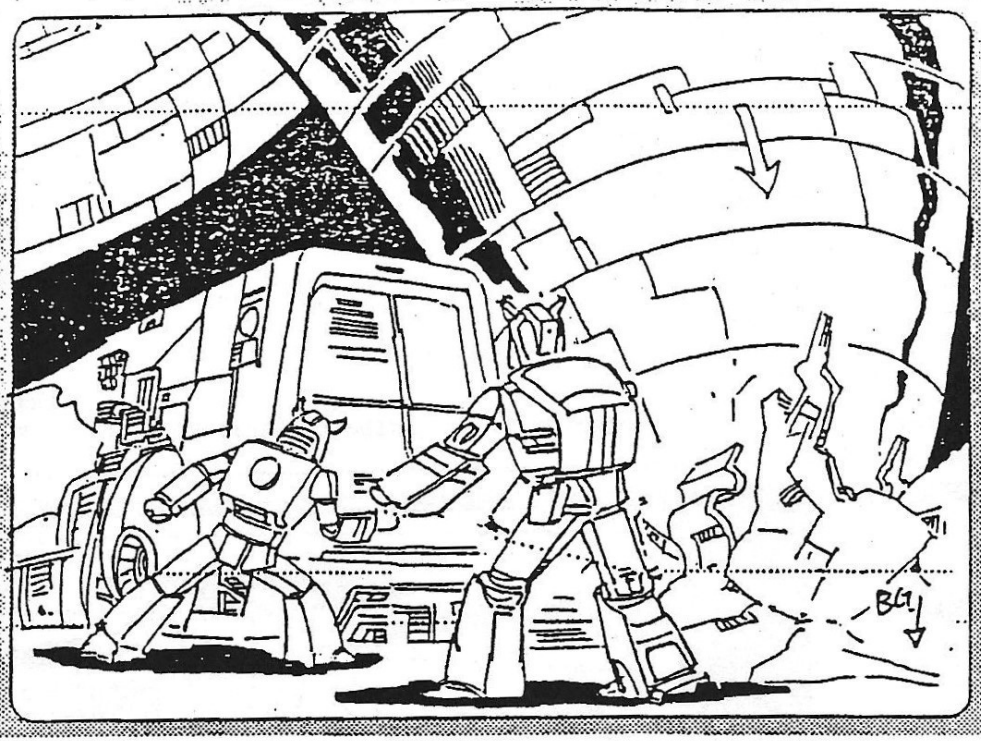
ACTION ...ONE OF UNICRON'S HUGE HORNS RIPS INTO THE PLANET TEARING IT UP AND CAUSING CLIFFJUMPER AND JAZZ TO LOSE BALANCE.

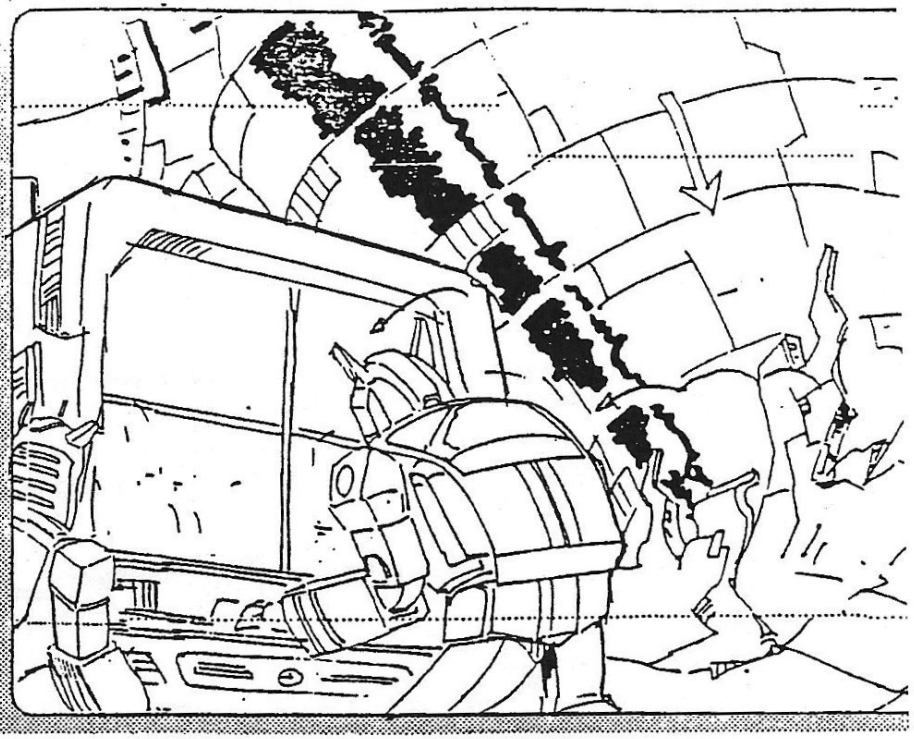
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION UNICRON CLOSES IN

DIAL

MUSIC/SFX

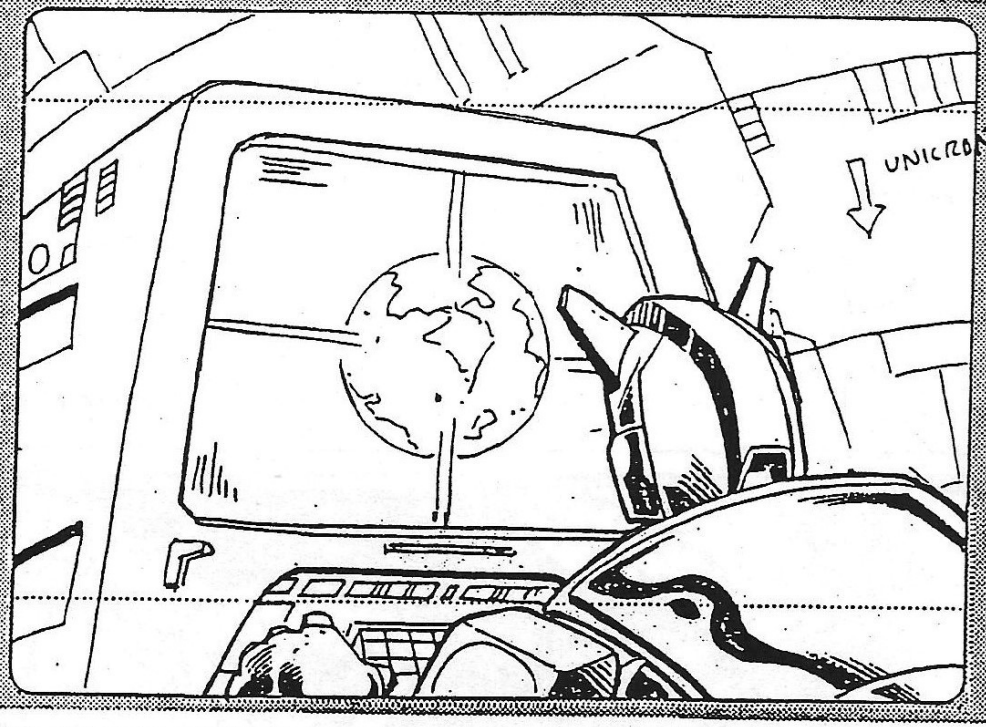
ACTION ...WE TRUCK IN AS JAZZ STARTS TO WORK THE CONTROLS OF THE DEVICE...

DIAL JAZZ Talk to me ...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 14-5 CONT TRUCK-IN CAM. SHAKE



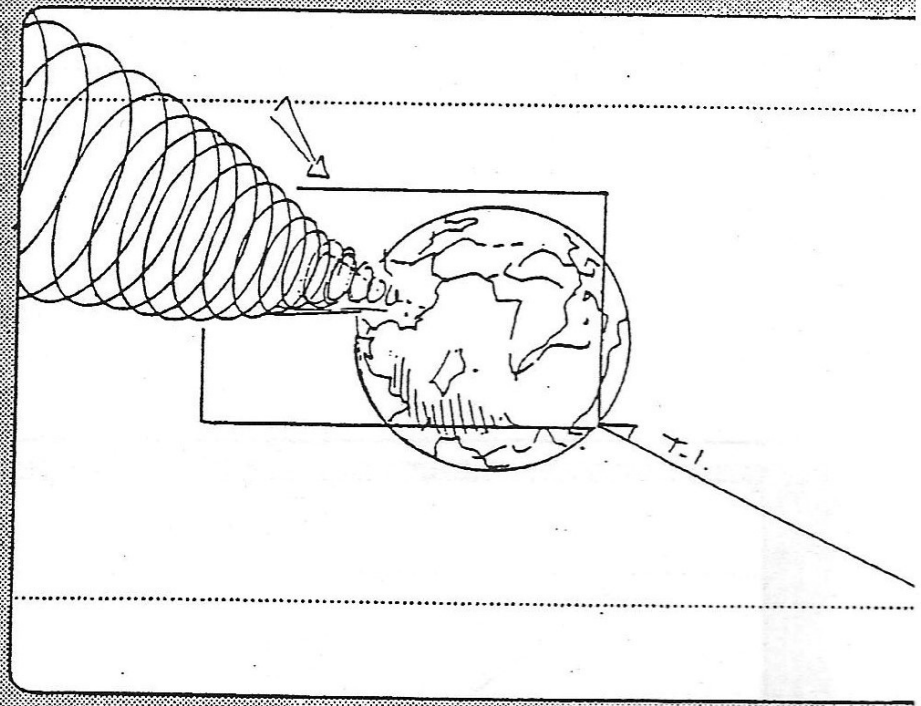
ACTION ON THE VIEW SCREEN APPEARS AN IMAGE OF THE EARTH. JAZZ STARTS SENDING A DISTRESS SIGNAL.

DIAL JAZZ (CONT) . . . . . Earth.!

MUSIC/SFX

CAMERA

SC. 14-6 TRUCK IN.



ACTION X.L.S. EARTH. JAZZ'S DISTRESS SIGNAL STREAKS TOWARD THE EARTH. WE TRUCK IN.

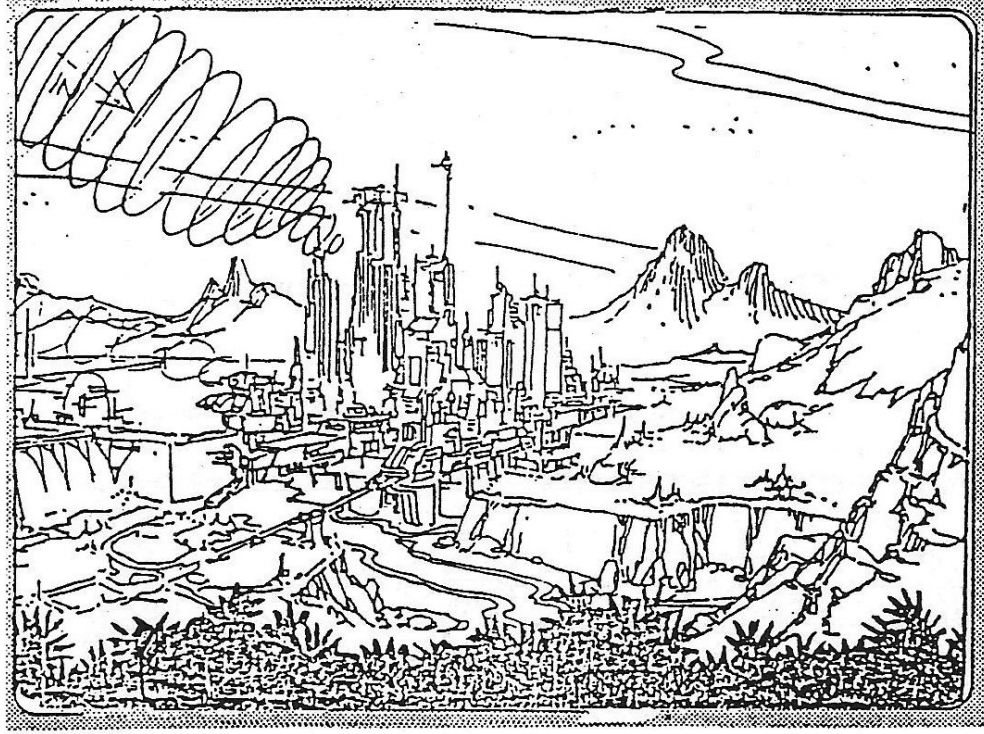
DIAL JAZZ (CONT) We've got a . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-7 SC. SEQ. 14 Page 8



TION X.L.S. AUTOBOT CITY. JAZZ'S DISTRESS SIGNAL ENTERS THE SCENE AND REACHES AUTOBOT CITY.

AL JAZZ (CONT) ... situation out here.

SIC/SFX

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

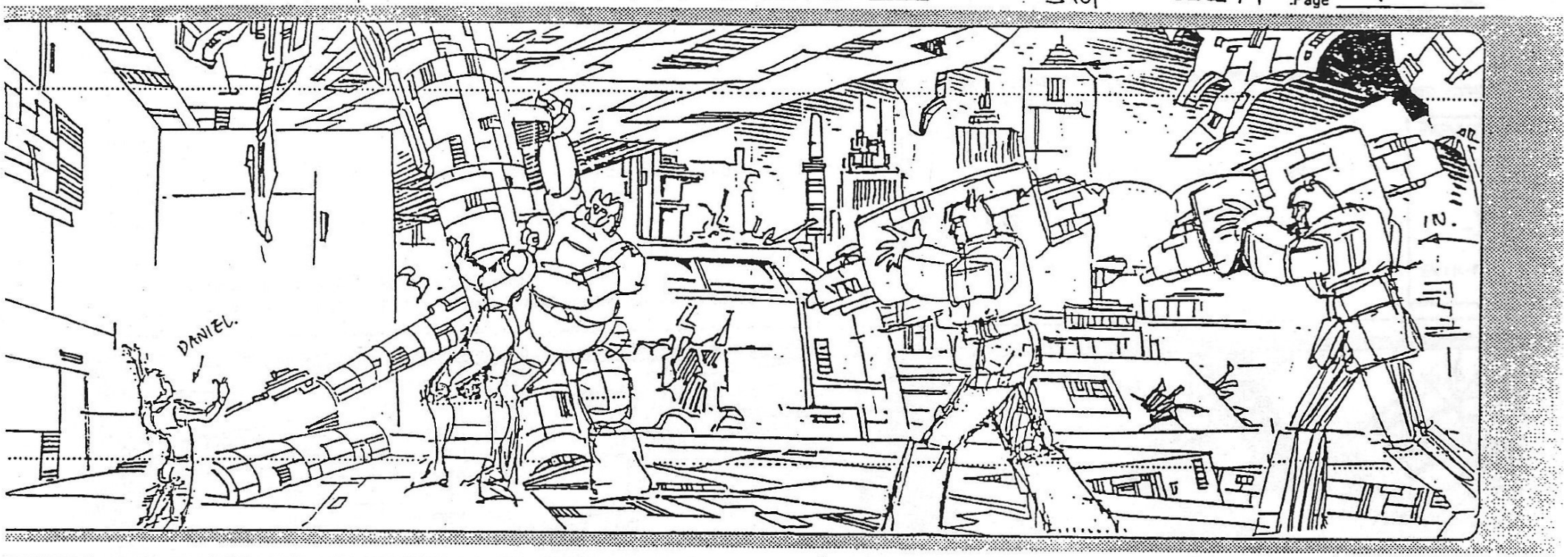
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 14-8 START PAN STOP SEQ. 14 Page 9



L.S. THE AUTOBOT CONSTRUCTION AREA. BLASTER ENTERS THE SCENE CARRYING A PANEL TOWARD THE OTHER O.S. AUTOBOTS. WE PAN OVER TO DANIEL, ARCEE AND SPRINGER. DANIEL IS HELPING TO DIRECT AS SPRINGER AND ARCEE INSTALL A PIECE OF EQUIPMENT.

SFX

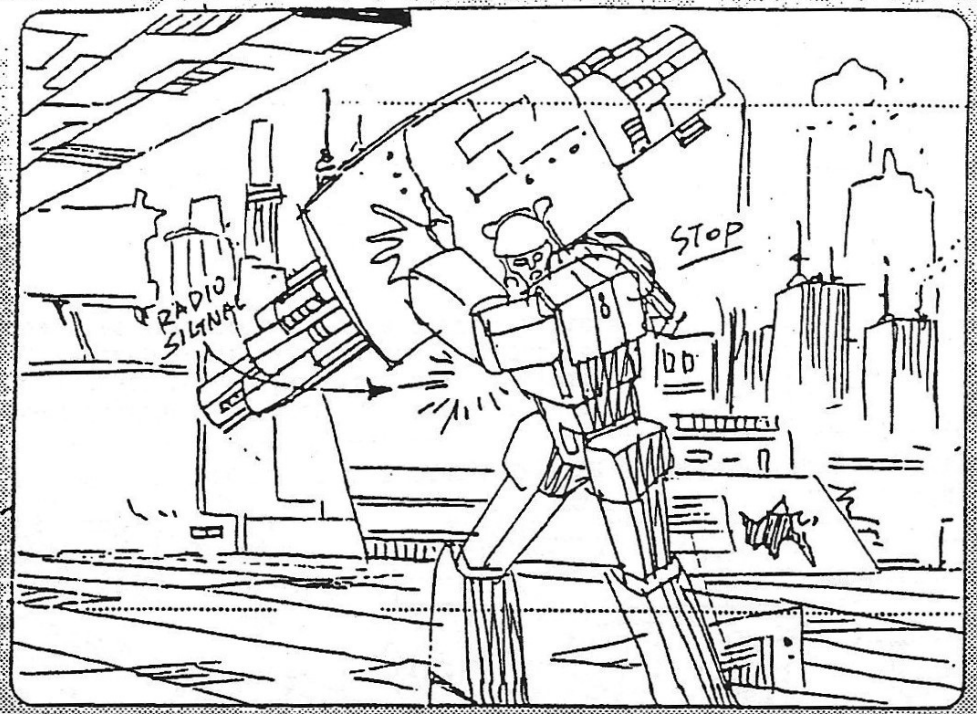
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



NO SCENE 14-9

ACTION M.L.S. BLASTER. HE STOPS AND LOOKS DOWN AT HIS CHEST AS HE PICKS UP JAZZ'S DISTRESS SIGNAL.

DIAL JAZZ (V.O. FILTER)

Roger me. Wilco me. Anything...

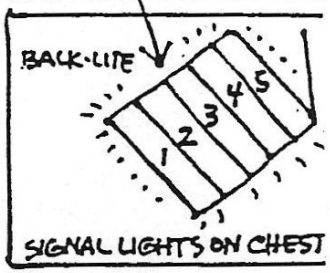
MUSIC/SFX

ACTION

DIAL JAZZ (V.O. FILTER)

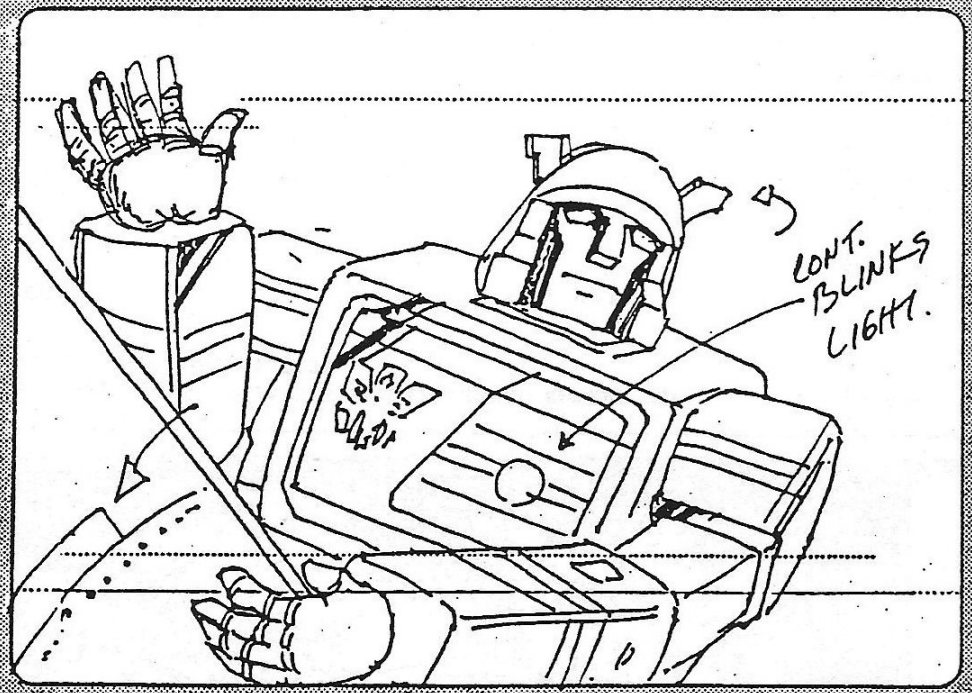
...Hello. Hello, Earth! ...

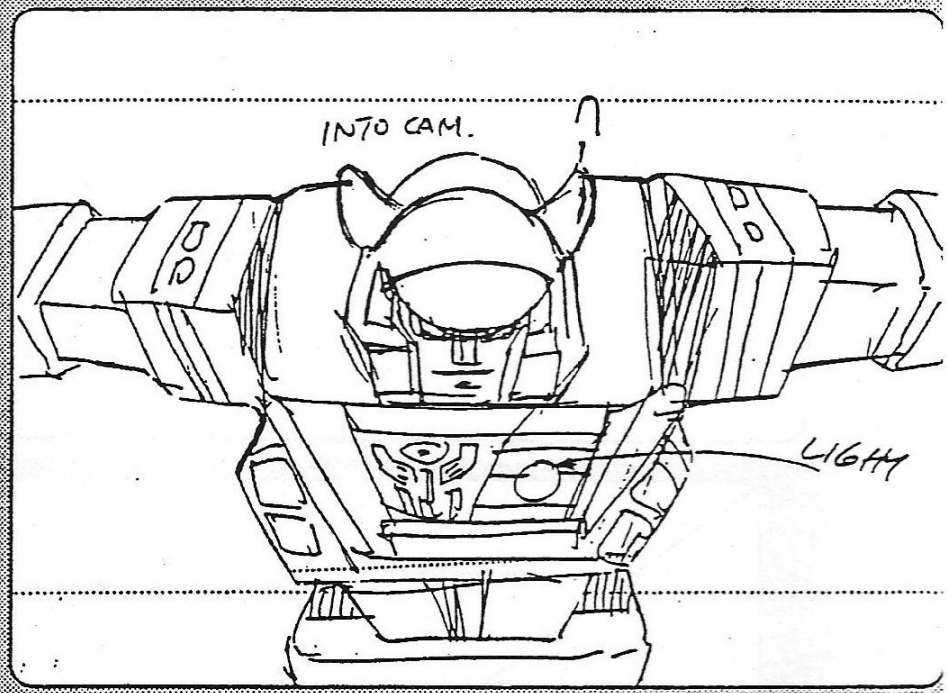
MUSIC/SFX



M.C.U. BLASTER. HE IS ALARMED. HE TURNS TOWARD CAMERA. THE SIGNAL LIGHTS ON HIS CHEST FLASH IN SEQUENCE.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION BLASTER PUTS THE PANEL DOWN AND...

DIAL BLASTER I'm pickin' up a faint signal!

MUSIC/SFX

CAMERA

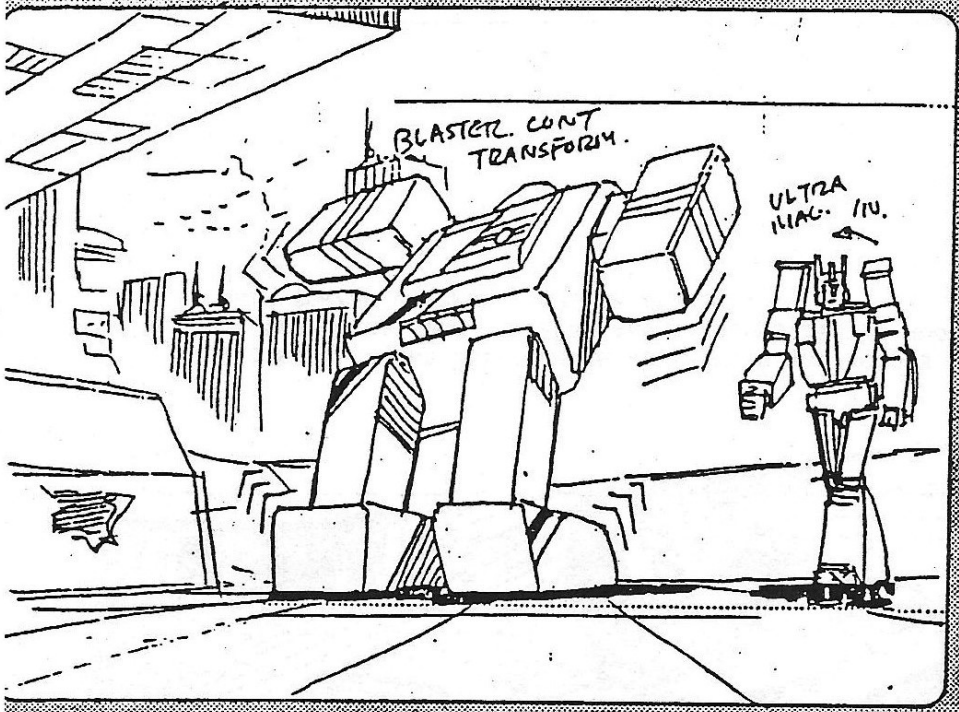
ACTION ...TRANSFORMS...

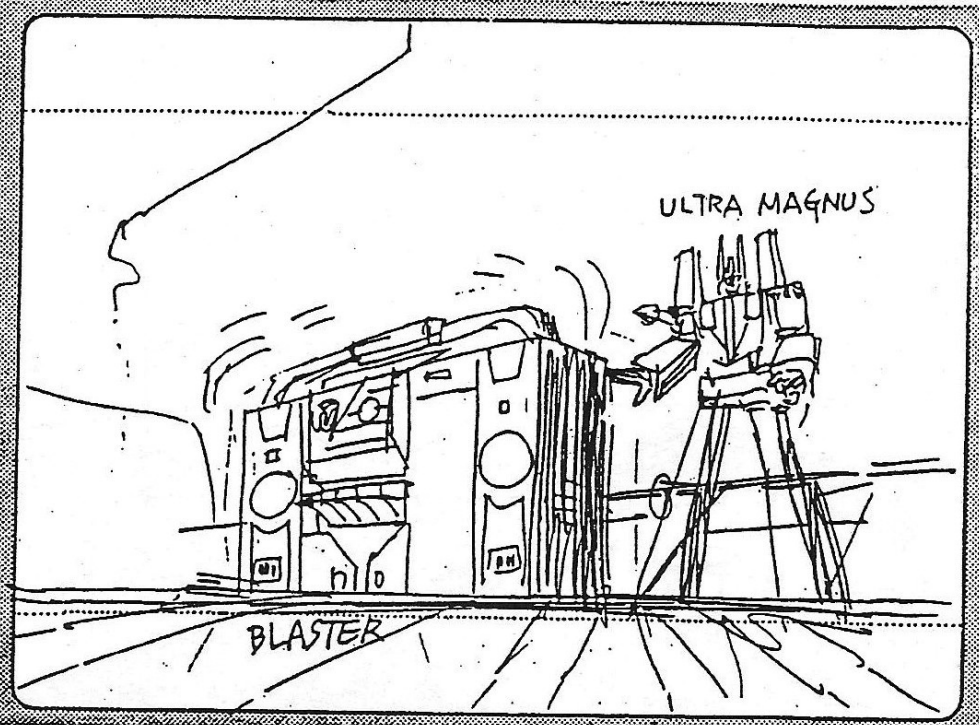
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON L.S. BLASTER AND ULTRA MAGNUS. BLASTER FINISHES HIS TRANSFORMATION...

C/SFX

RA

ACTION ...INTO RADIO MODE. ULTRA MAGNUS STOPS IN THE DISTANCE.

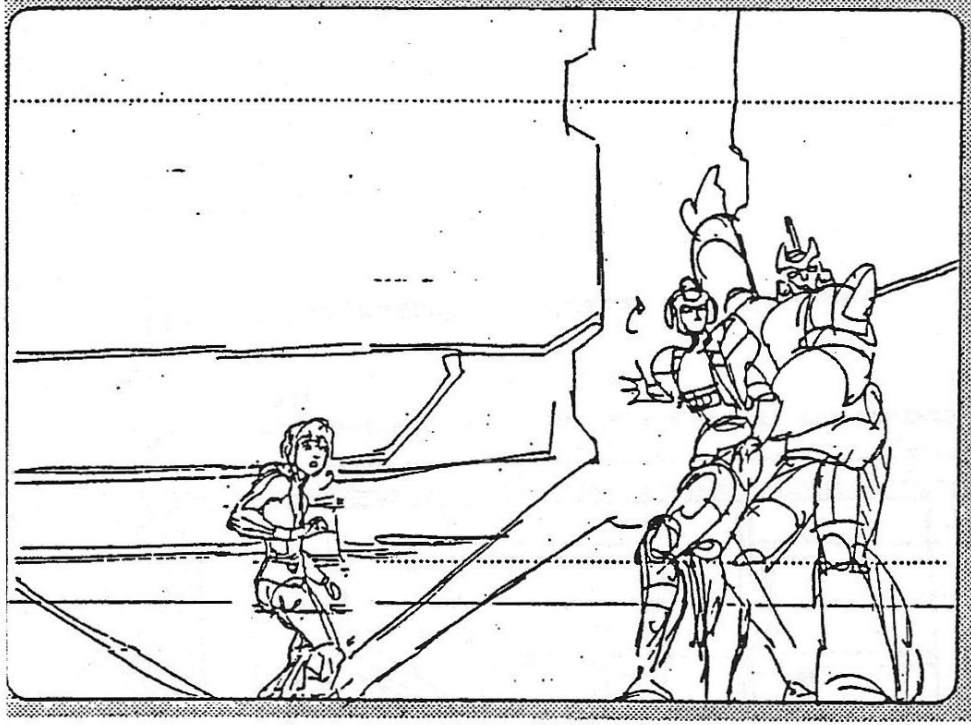
DIAL JAZZ (V.O. FILTER) This is Jazz. . .

MUSIC/SFX

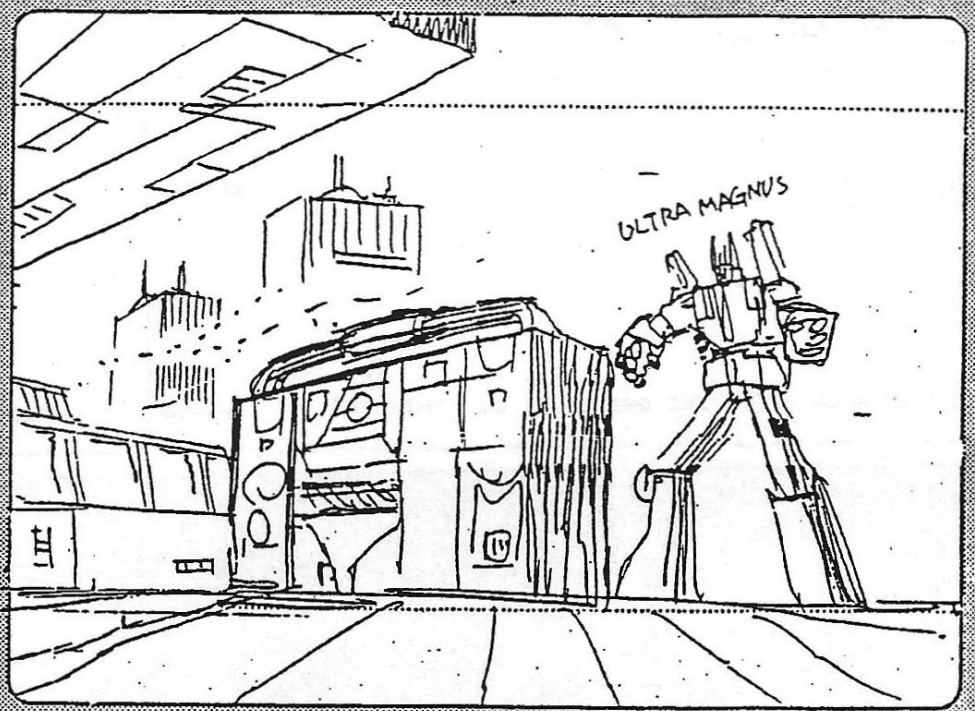
CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-12



SC. 14-13 TRUCK IN SEQ. 14 Page 13



ION M.L.S. DANIEL, ARCEE, SPRINGER. THEY TURN AND LOOK O.S. TOWARD BLASTER.

L JAZZ (CONT) (V.O. FILTER)

A gi-normous wierd lookin' planet just showed up . . .

IC/SFX

ERA

ACTION L.S. BLASTER AND ULTRA MAGNUS. WE TRUCK IN ON ULTRA MAGNUS.

DIAL JAZZ (CONT) (V.O. FILTER)

. . . in the suburbs of Cybertron. . .

MUSIC/SFX CLIFFJUMPER (V.O. FILTER)

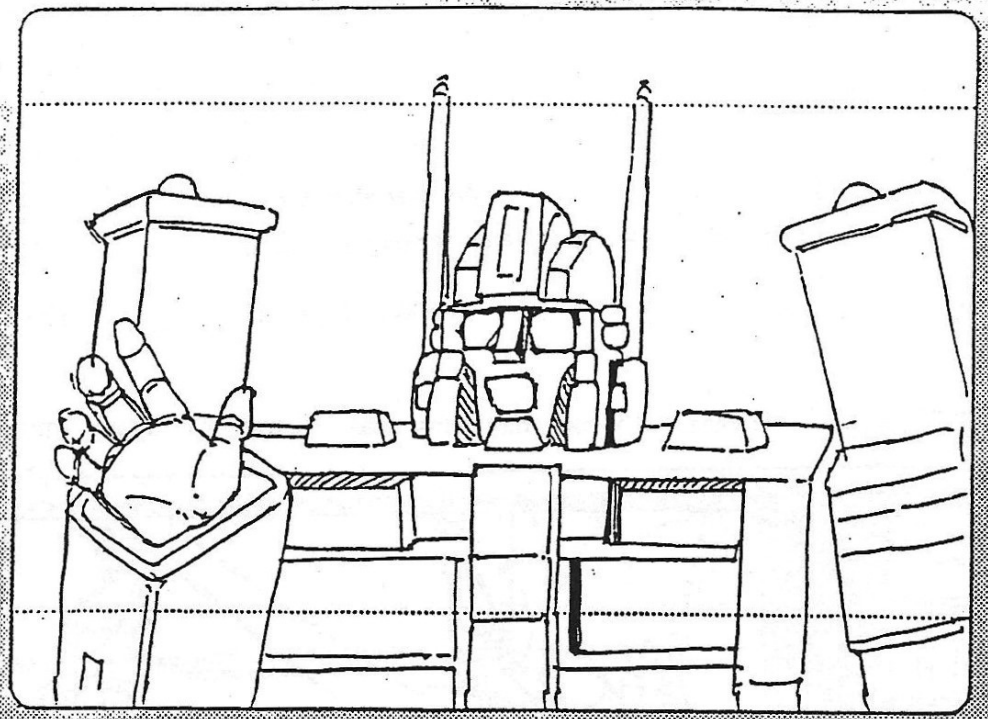
And it's attacking...

(STATIC OBSCURES THE MESSAGE)

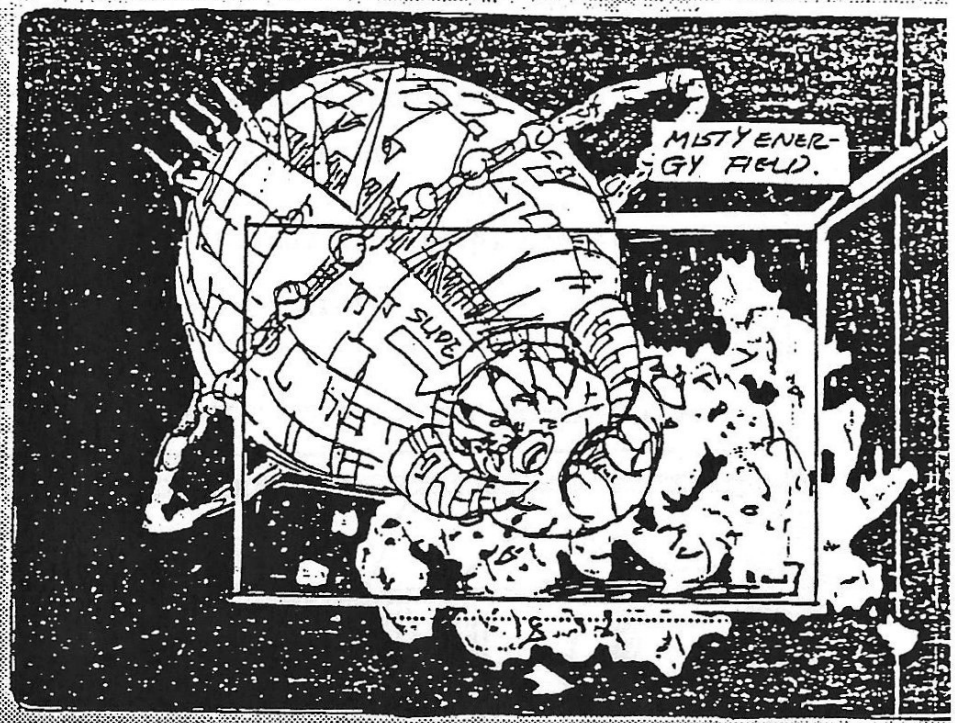
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-14



SC. 14-15 TRUCK-IN SEQ. 14 Page 14



ACTION C.U. ULTRA MAGNUS. HE IS ALARMED BY THE DISTRESS SIGNAL FROM JAZZ.

DIAL ULTRA MAGNUS Jazz! Cliffjumper!

MUSIC/SFX

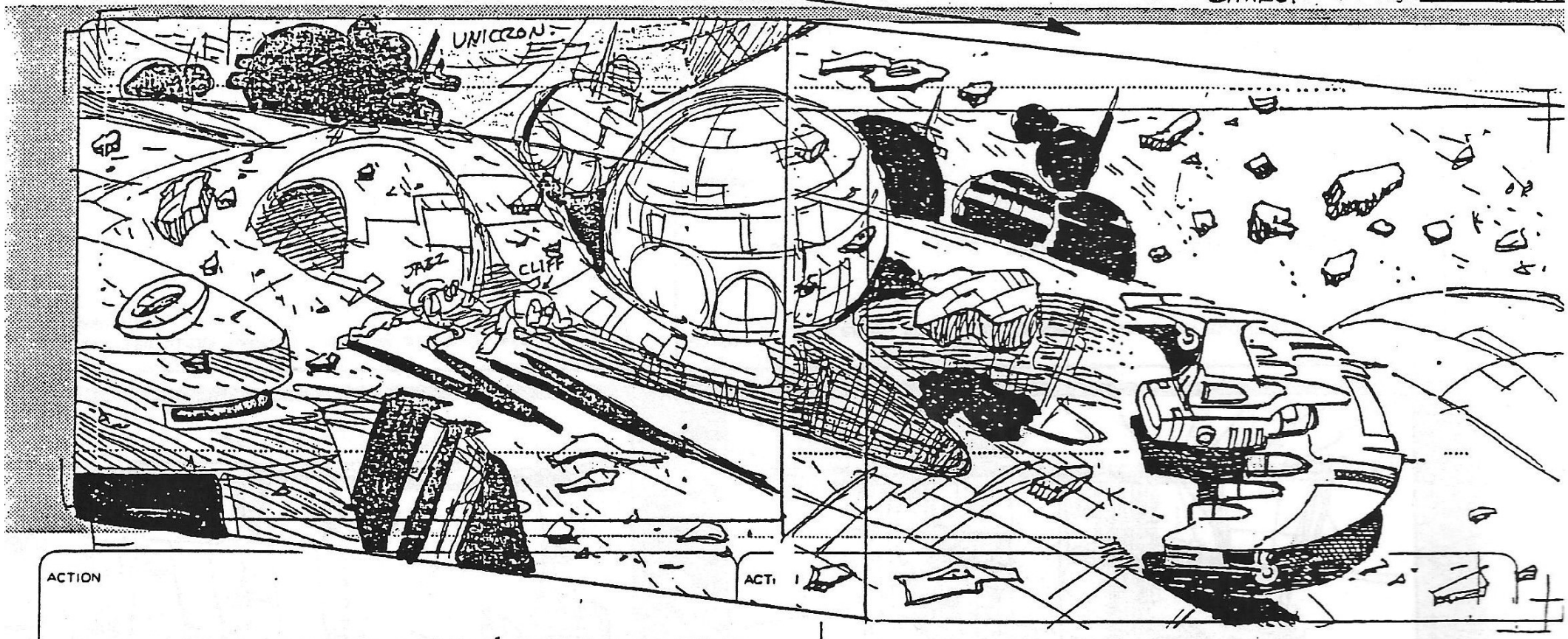
ACTION L.S. UNICRON. IT IS EATING THE OUTER MOON OF CYBERTRON. WE TRUCK IN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-16 START PAN STOP CAM SHAKE. SEQ. 14 Page 15



ACTION

DIAL X.L.S. JAZZ AND CLIFFJUMPER WORK THEIR WAY ACROSS THE SURFACE OF THE OUTER MOON. PIECES AND SECTIONS OF THE MOON FLY PAST THEM TOWARD UNICRON. WE PAN AHEAD...

MUSIC/SFX

CAMERA

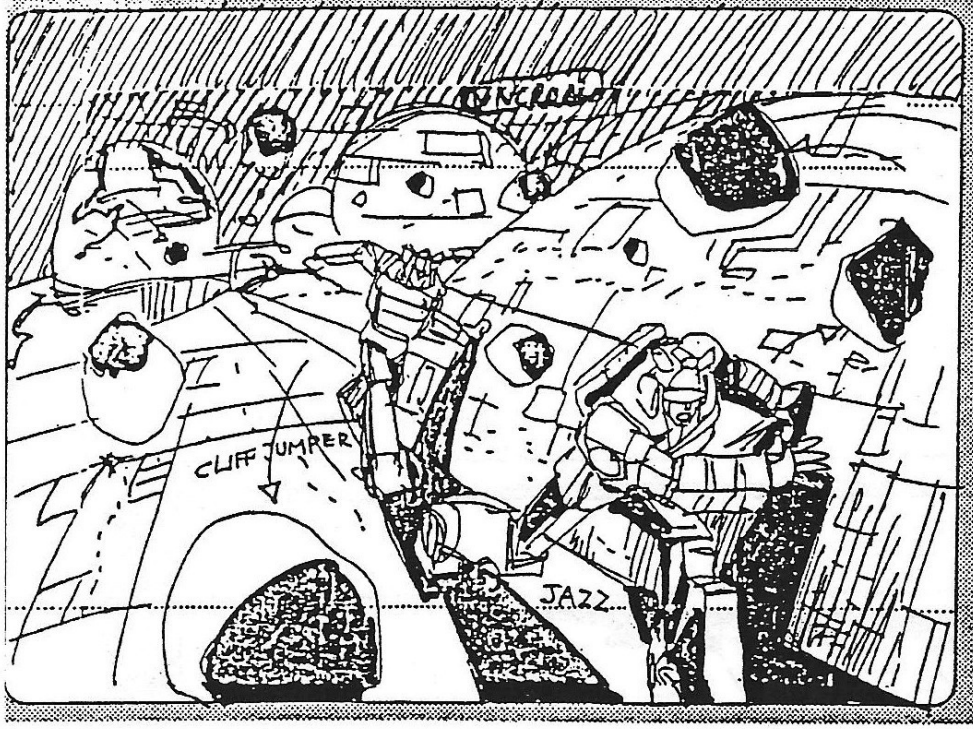
DIAL ...TO SEE A SMALL SPACE SHIP (ESCAPE VEHICLE).

MUSIC/SFX

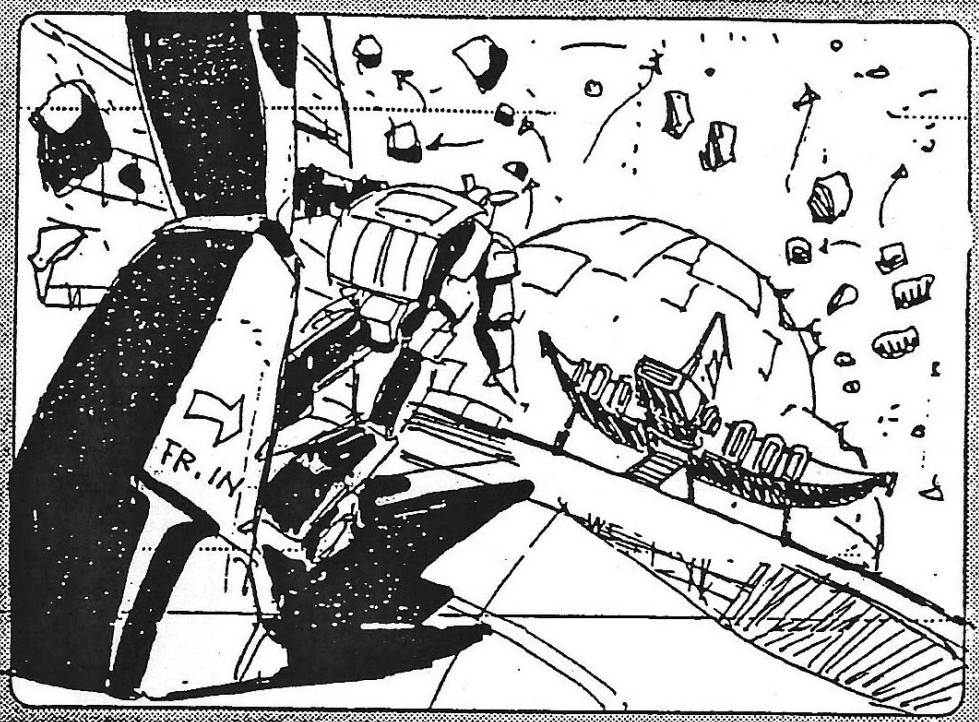
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-17 CAM SHAKE



SC. 14-18 CONT. CAM SHAKE. SEQ. 14 Page 16



ION M.L.S. CLIFFJUMPER AND JAZZ HURRY FORWARD AS DEBRIS FROM THE MOON FLYS PAST ALL AROUND THEM, WHIPPED ALONG BY CYCLONIC WINDS.

IC/SFX

ERA

ACTION X.L.S. THE SMALL ESCAPE SHIP AS JAZZ AND CLIFFJUMPER HEAD TOWARD IT.

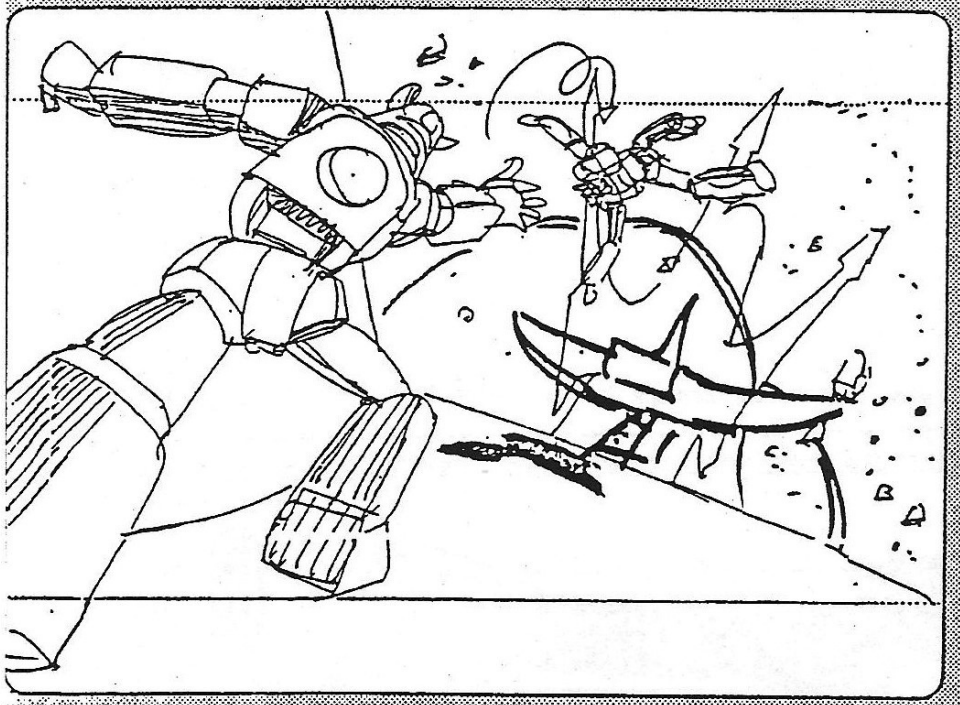
DIAL

MUSIC/SFX

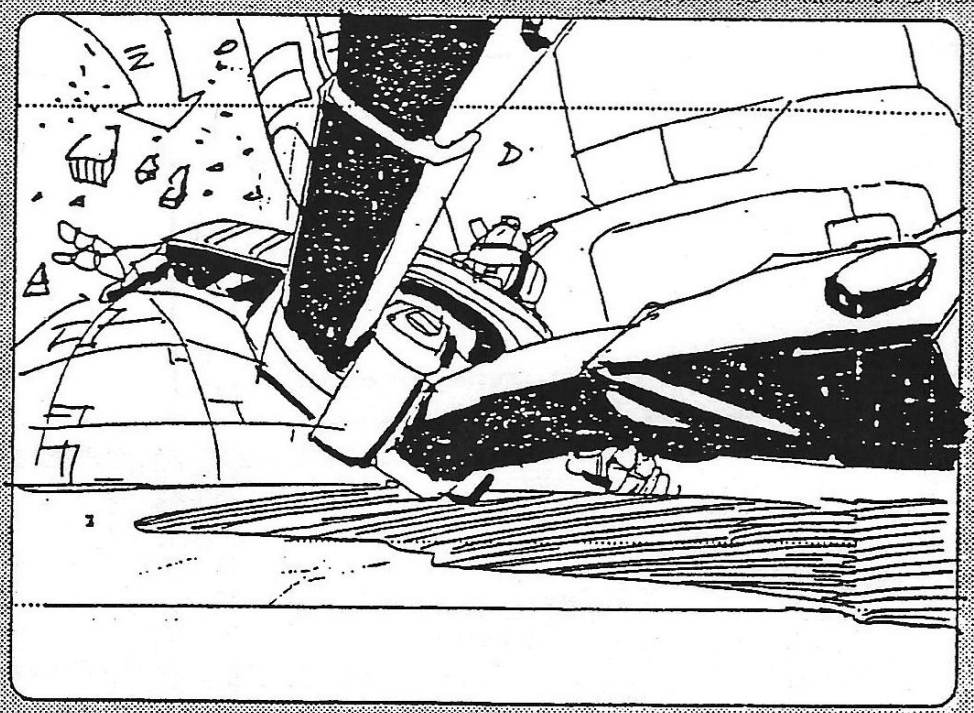
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 14-18 CONT. CAM SHAKE.



SC. 14-19 CONT CAM SHAKE.



ION THE WINDS PICK JAZZ UP AND CARRY HIM OFF AND SEND HIM SAILDIN DOWN.

IC/SFX

ERA

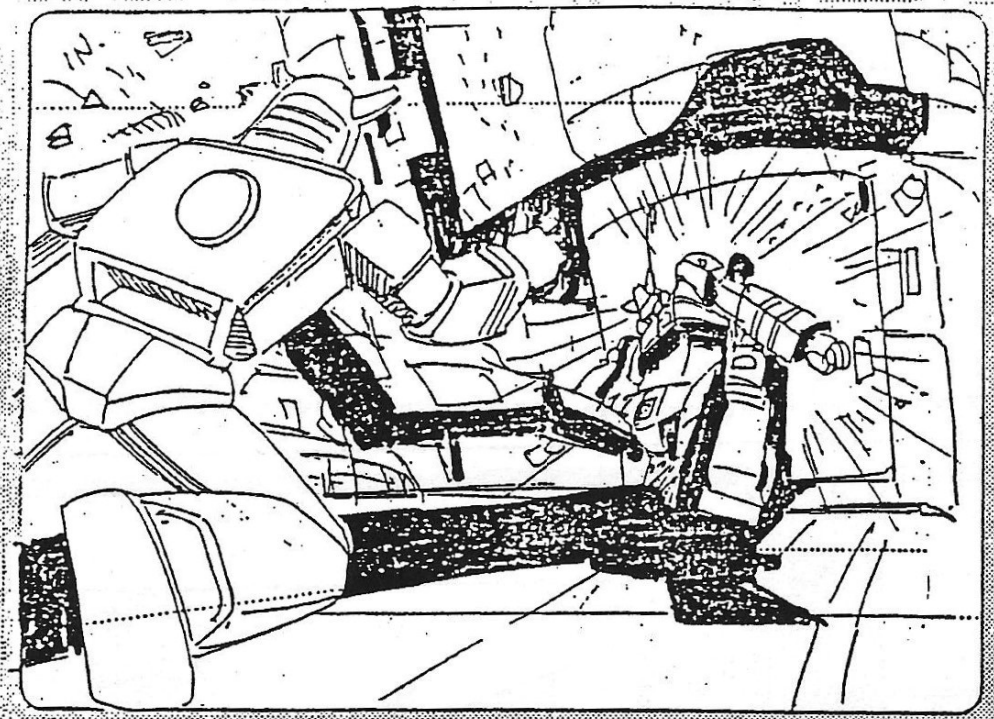
ACTION M.S. JAZZ. HE CRASHES TO THE GROUND.

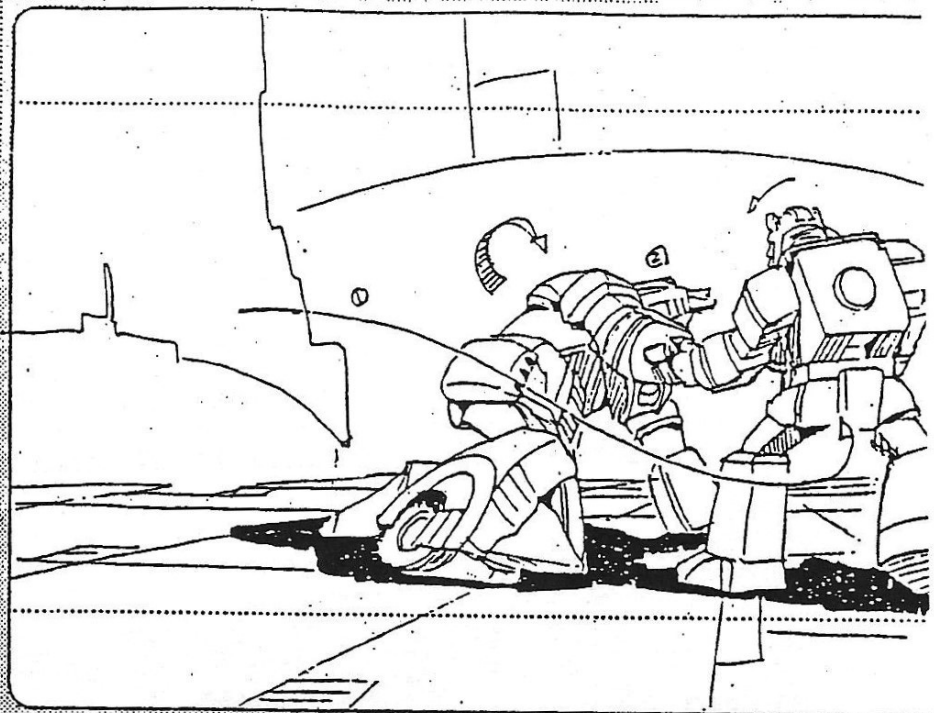
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND IS SLAMMED INTO A STRUXTURE ON THE MOON.

DIAL

MUSIC/SFX

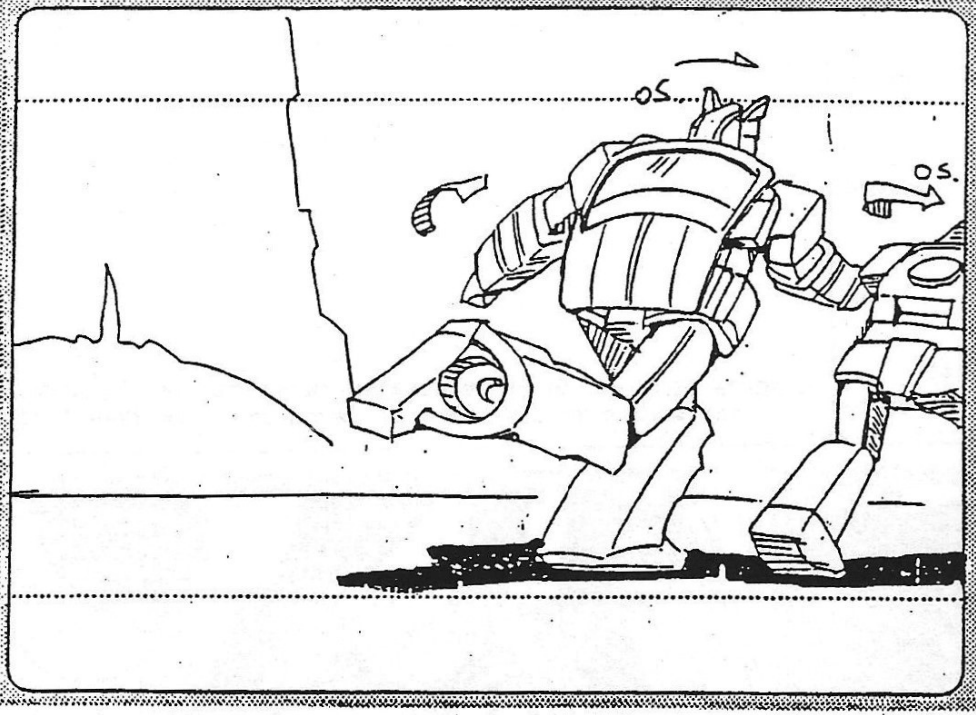
ACTION CLIFFJUMPER RUSHES TO JAZZ AND HELPS HIM TO HIS FEET.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 14-19 CONT CAM SHAKE SC. SEQ. 14 Page 18A



NO SCENE 14-20

ACTION THEY BOTH RUN O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

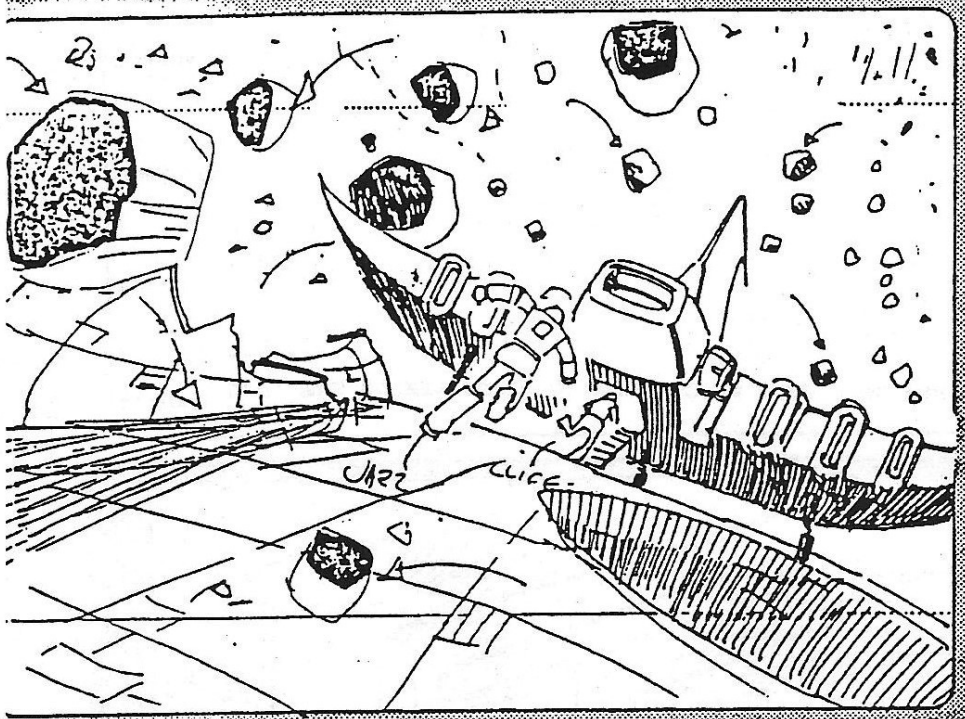
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-21 CONT CAM SHAKE.



SC. CONT CONT CAM SHAKE. SEQ. 14 Page 19

ON X.L.S. CLIFFJUMPER AND JAZZ RACE FOR THE ESCAPE SHIP AS...

ACTION ...BEHIND THEM THE MOON IS PULLED TO PIECES AND CARRIED UP TO UNICRON O.S.

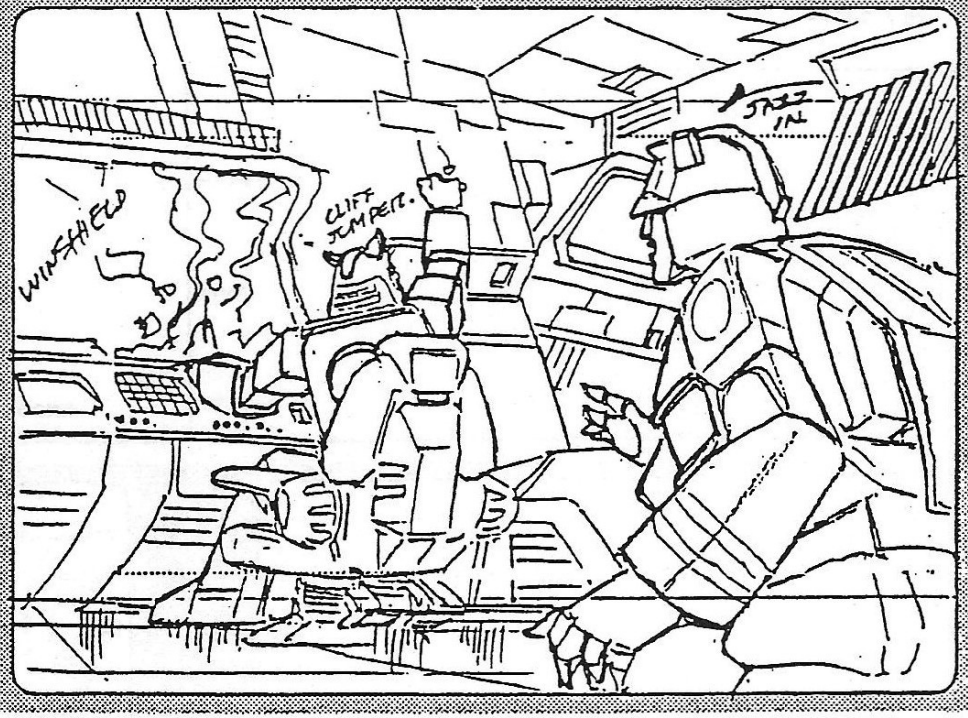
DIAL

MUSIC/SFX

C/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 14-23 SEQ. 14 Page 20



NO SCENE 14-22

ION

L

IC/SFX

ERA

ACTION L.S. CLIFFJUMPER AND JAZZ INSIDE THE ESCAPE SHIP. CLIFFJUMPER IS WORKING THE CONTROLS. JAZZ RUNS TO HIS STATION.

DIAL JAZZ Got... to... blast free.... if we can....

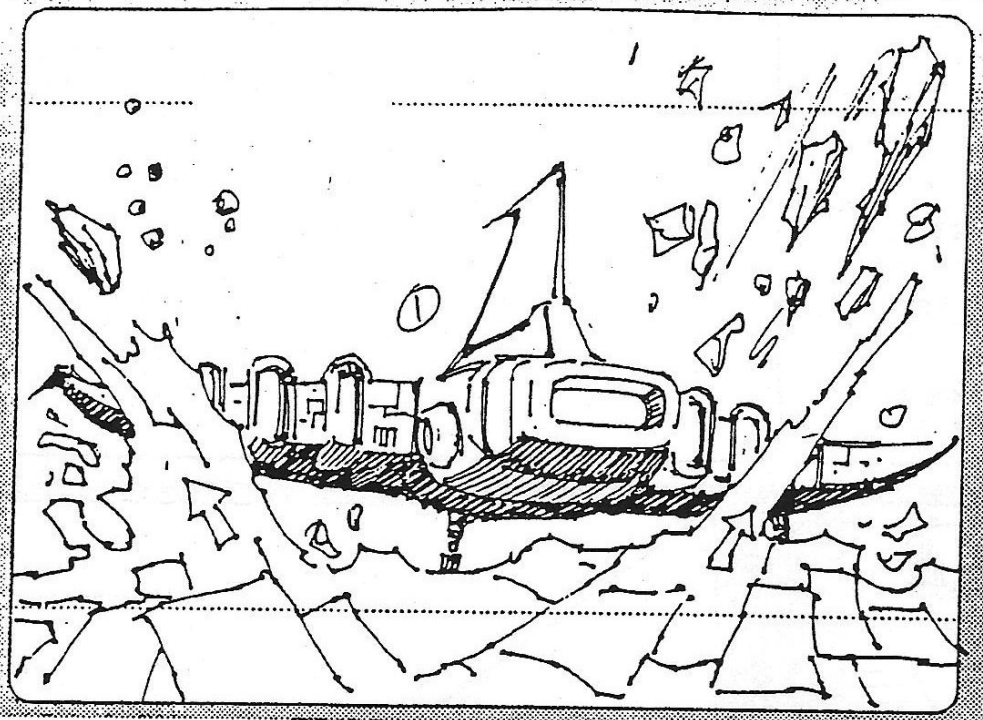
CLIFFJUMPER ! Ignition and....

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. SEQ. 14 Page 21



ACTION L.S. THE ESCAPE SHIP. THE MOON IS BEING TORN APART AROUND IT.

DIAL JAZZ (V.O.) Hit it!

MUSIC/SFX

CAMERA

ACTION

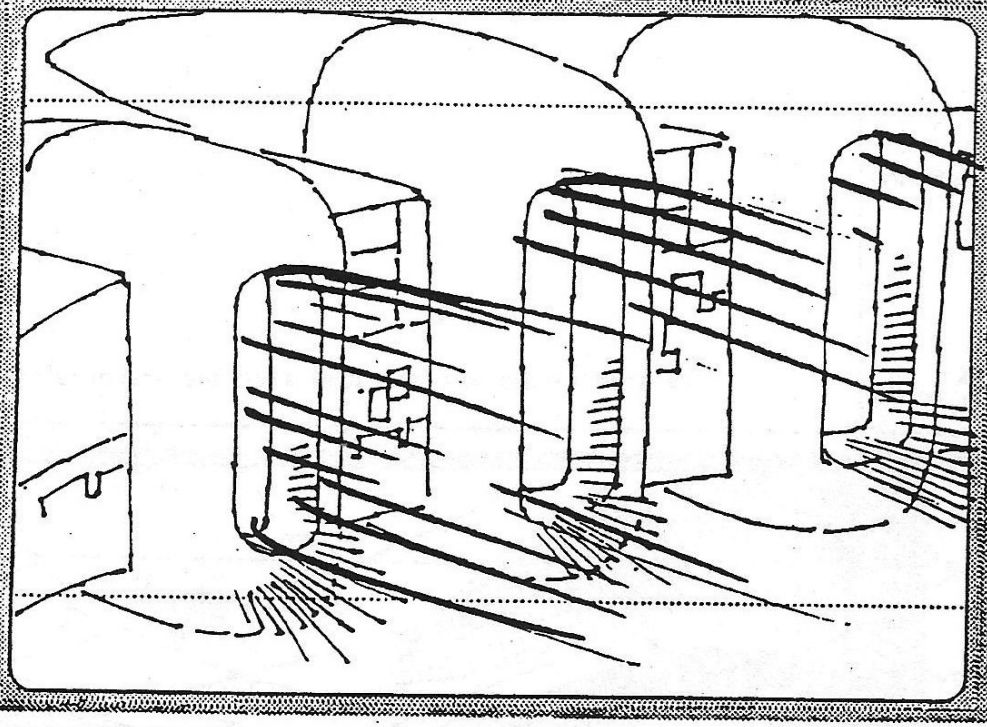
DIAL

MUSIC/SFX

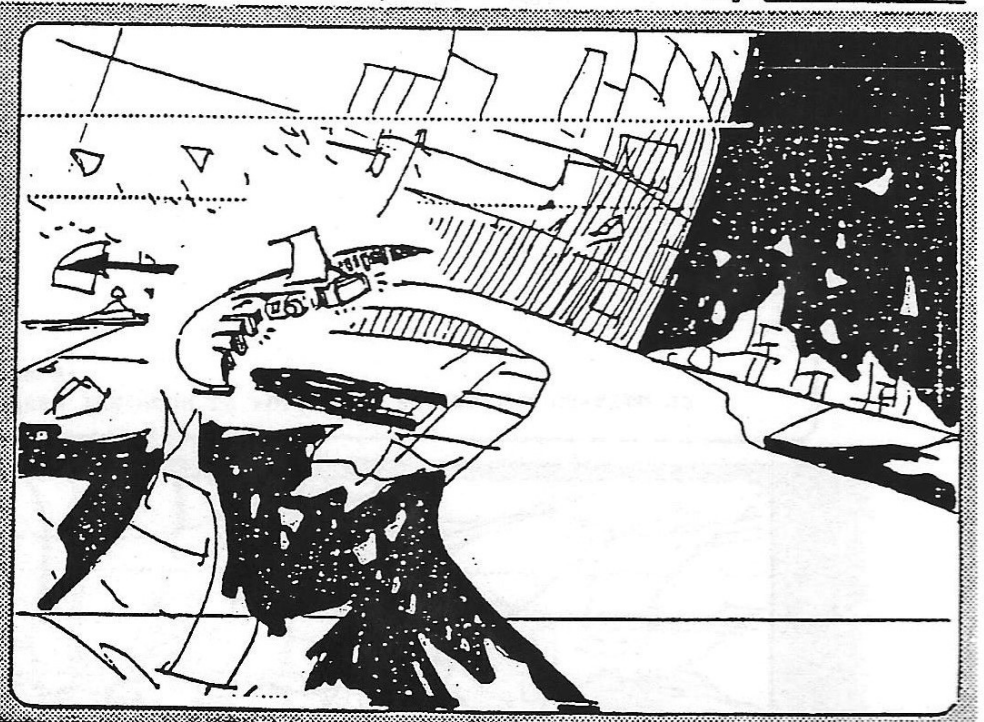
CAMERA

TF RAW From Ge Beast Hunters and Beyond!!!!

SC. 14-25 BG START PAN



SC. CONT. CONT CAM SHAKE SEQ. 14 Page 22



ACTION C.U. THE ROCKET PORTS OF THE ESCAPE SHIP. WE PAN WITH IT AS IT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...PULLS AWAY AND ZOOMS ACROSS THE SURFACE OF THE MOON.

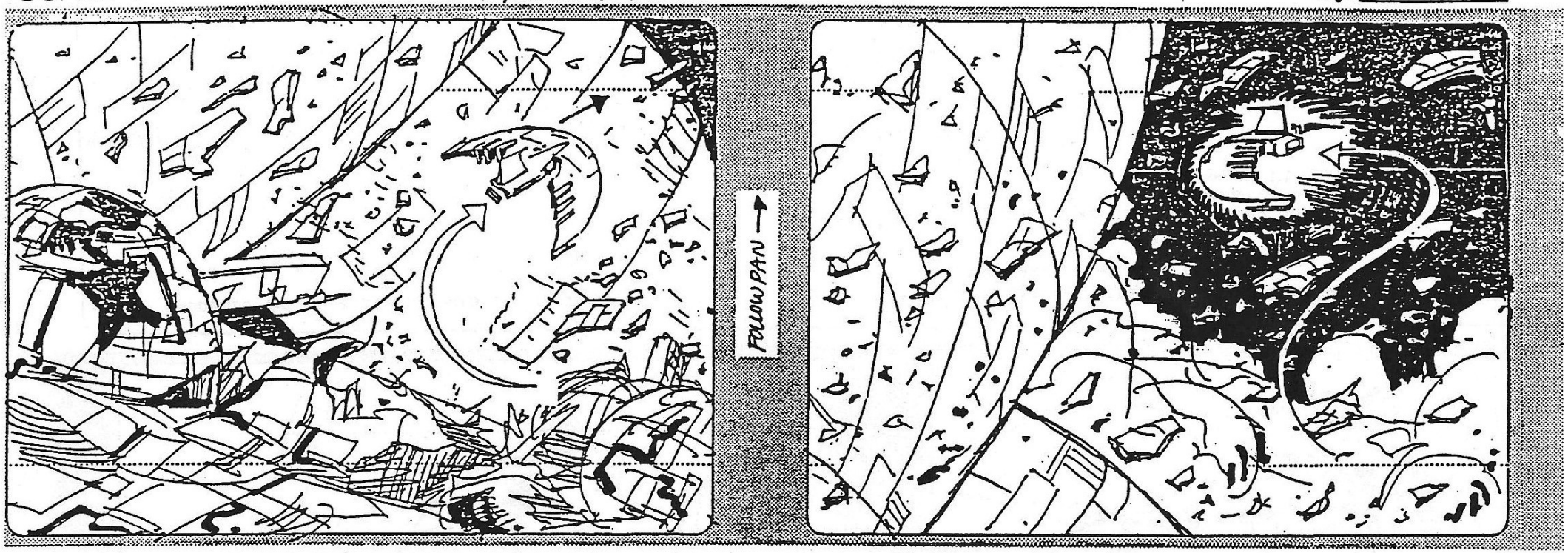
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 14-25 CAM SHAKE. FOLLOW PAN. SC. CONT. CAM SHAKE. SEQ. 14 Page 23



TION THE SHIP CLIMBS UP AWAY FROM THE MOON...

IL

SIC/SFX

ACTION ...THEN BANKS AND TURNS.

DIAL

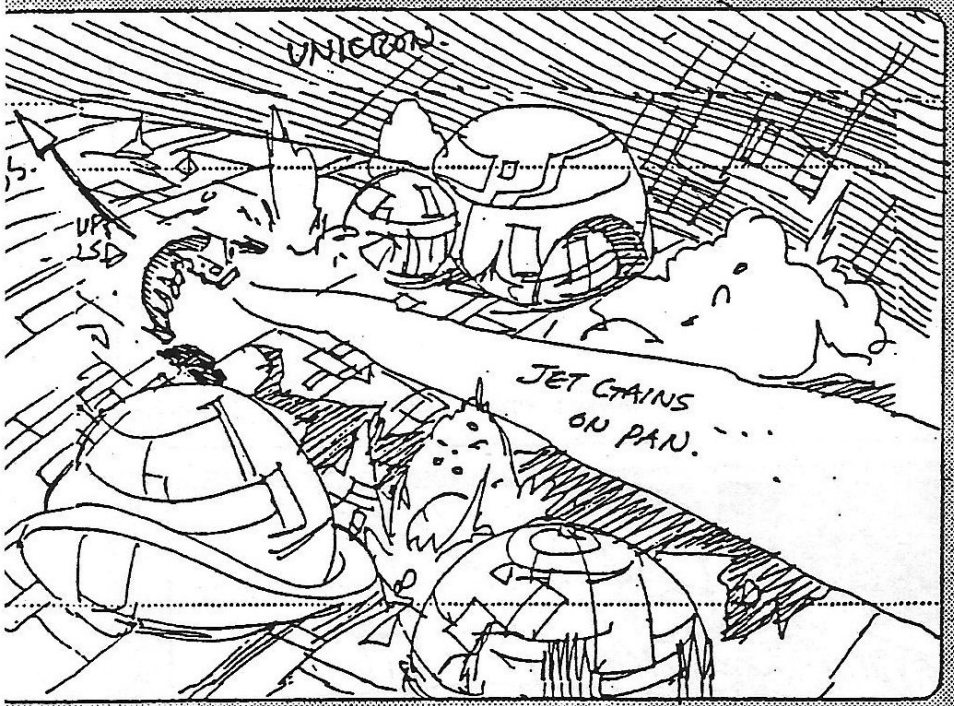
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-26 PAN WITH JET

SC. 14-27

SEQ. 14 Page 24



ON X.L.S. THE ESCAPE SHIP. WE PAN WITH IT AS IT GAINS AND SHOOTS O.S.

C/SFX

RA

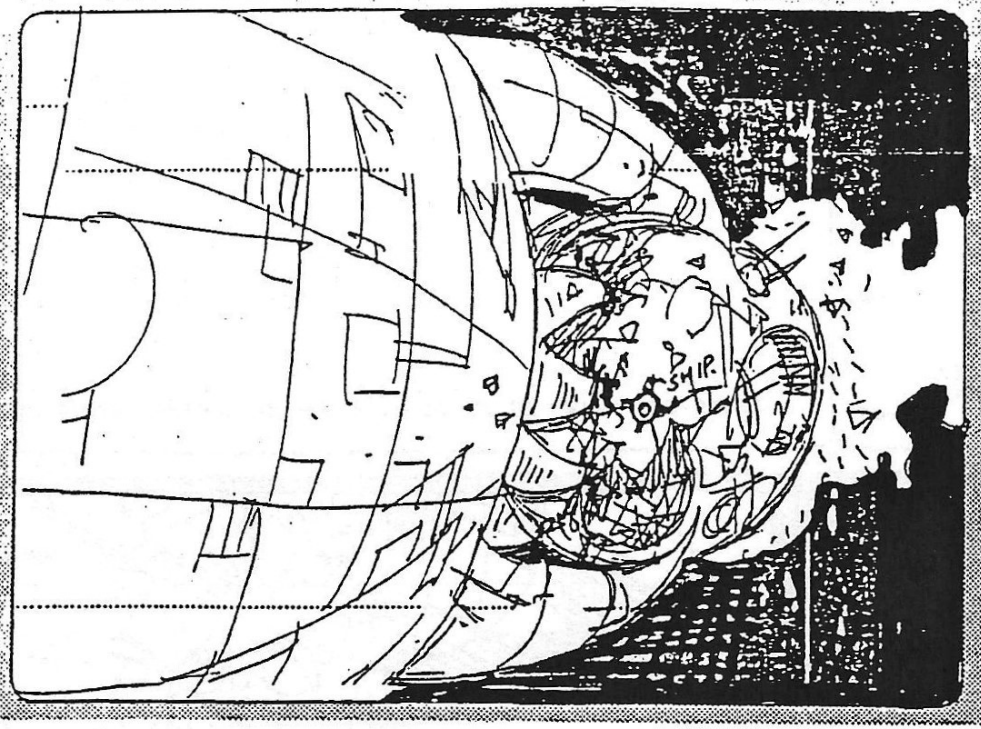
ACTION X.L.S. THE ESCAPE SHIP RACES PAST THE BEAKS OF UNICRON AS THEY RIP INTO THE MOON'S SURFACE.

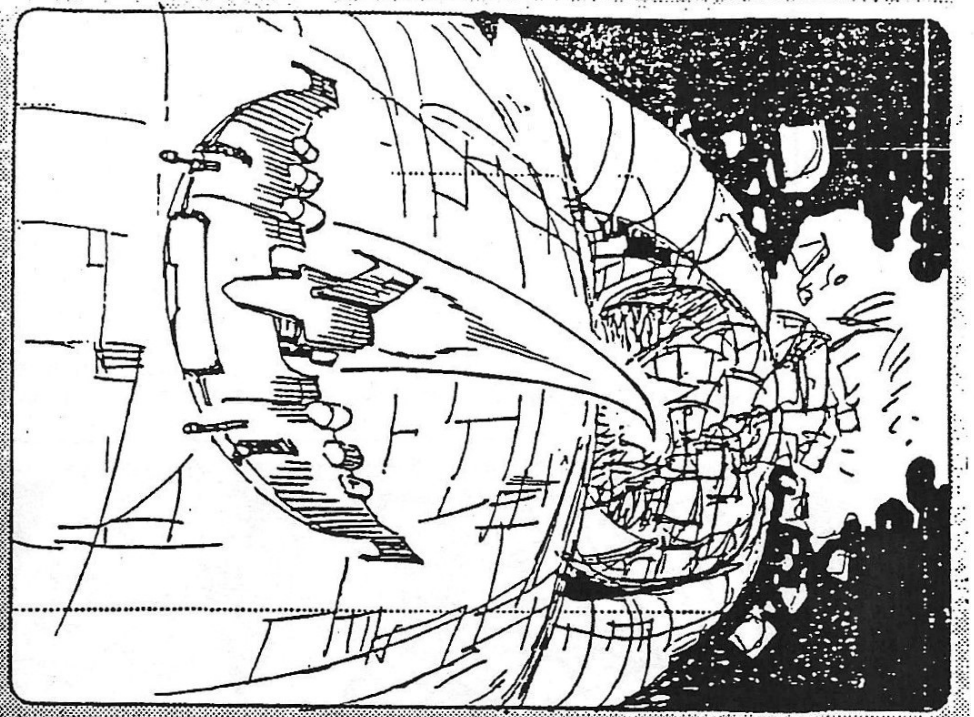
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. THE SHIP HURLS TOWARD US...

DIAL

MUSIC/SFX

ACTION ...AND O.S. AS UNICRON'S BEAKS, SHATTERING, OPEN THE MOON.

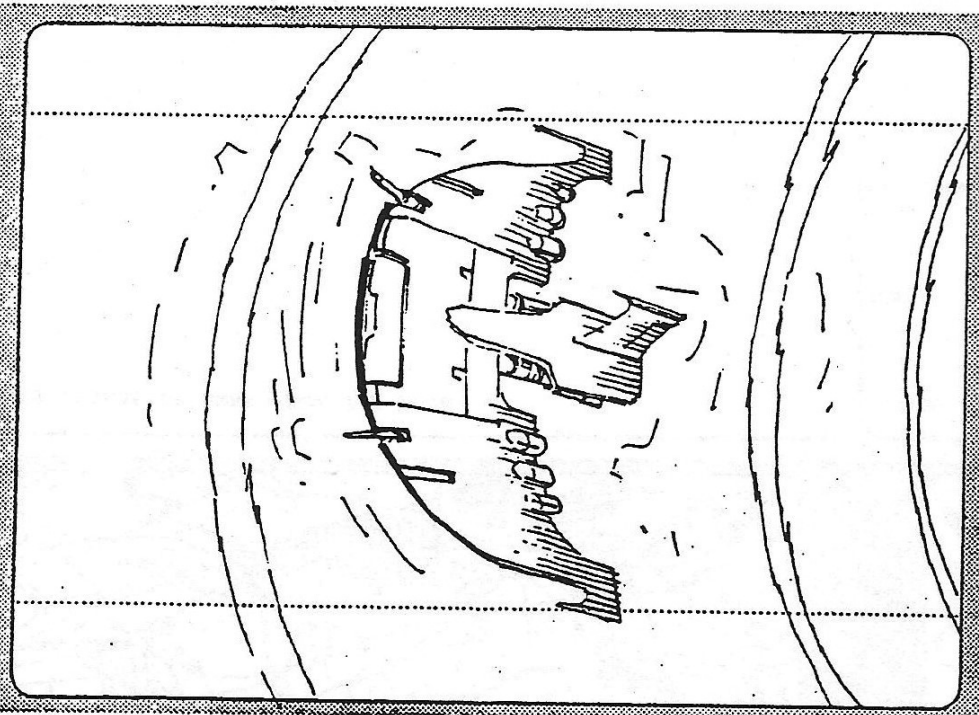
DIAL

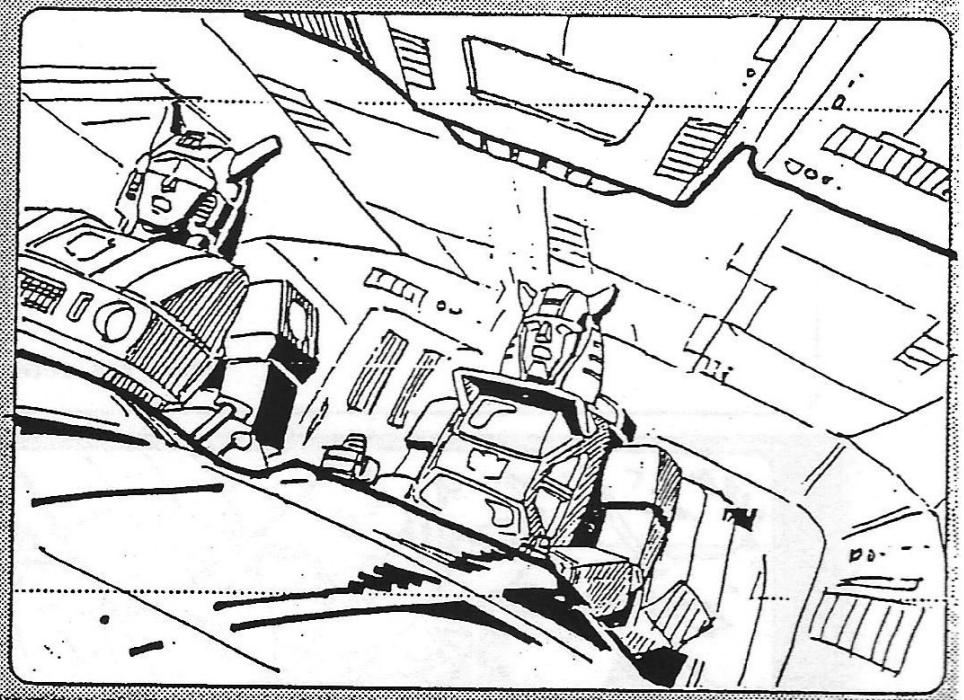
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 14-28

SC. 14 -28 A





ACTION SUDDENLY THE SHIP STALLS DEAD IN ITS TRACKS.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. JAZZ AND CLIFFJUMPER AT THE CONTROLS OF THE SHIP. FEAR TAKES A HOLD OF THEM.

DIAL CLIFFJUMPER The ship is going backwards. (PICK UP LINE)

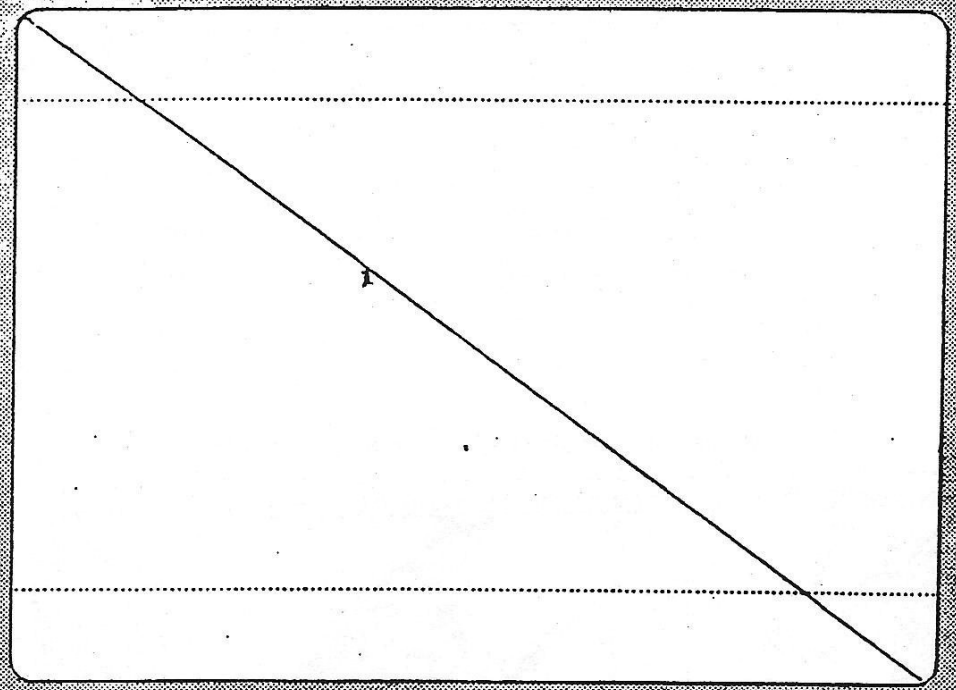
MUSIC/SFX

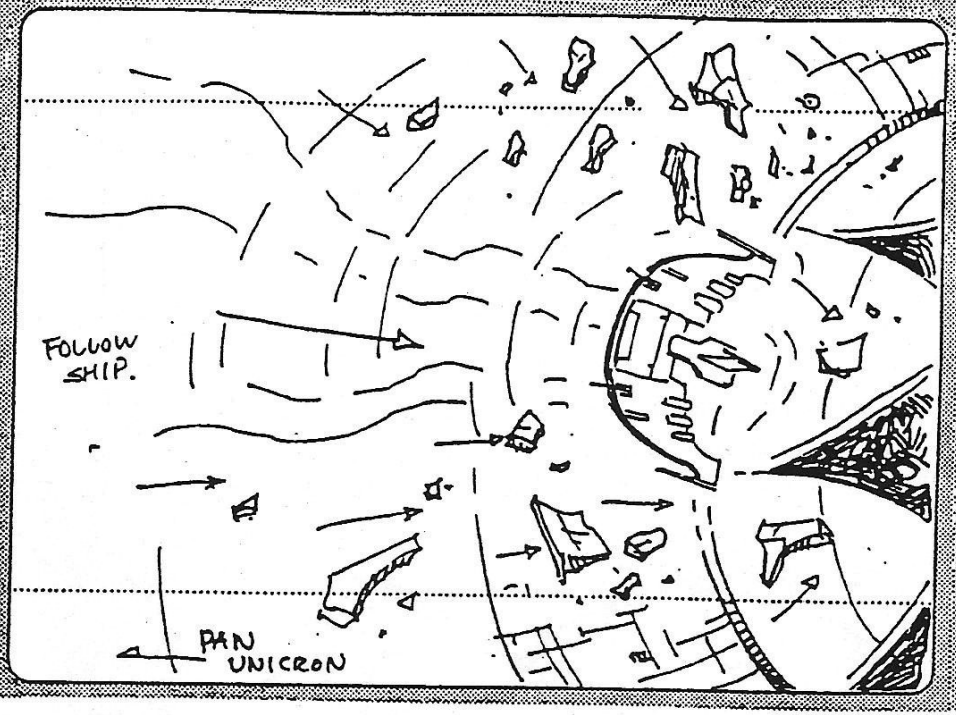
CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 14-29 START PAN → SEQ. 14 Page 25B





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. THE ESCAPE SHIP. IT IS PULLED BACK TOWARD THE MOUTH OF UNICRON. WE PAN WITH THE SHIP TO...

DIAL

MUSIC/SFX

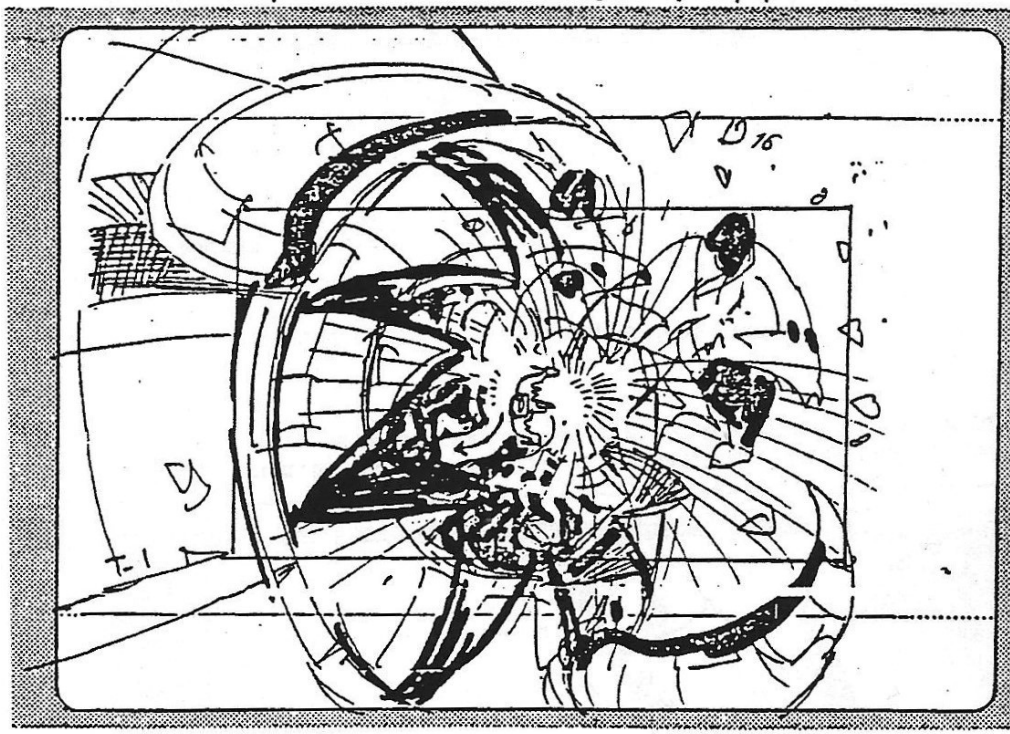
CAMERA

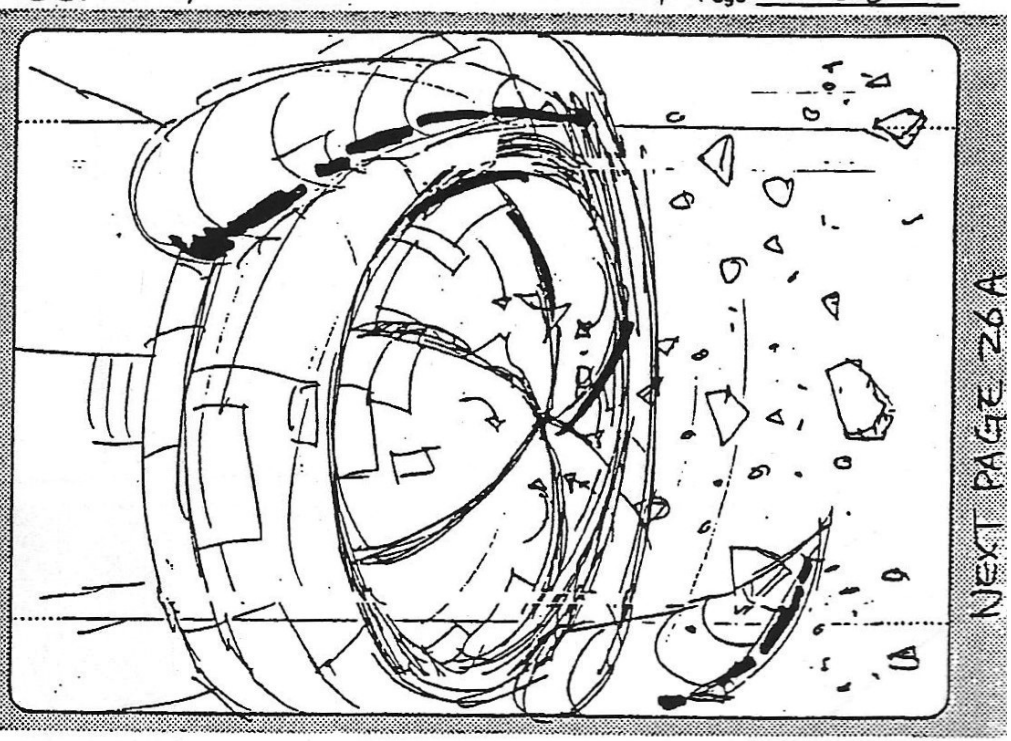
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-29 CONT STOP PAN

SC. CONT

SEQ. 14 Page 26





NEXT PAGE 26A

ACTION ... UNICRON'S "MOUTH". IT TEARS INTO THE OUTER MOON... AS THE ESCAPE SHIP IS PULLED INSIDE THE MOUTH. UNICRON...

DIAL

CLIFFJUMPER Ahhhh...!!! (yell)
(PICK UP LINE)

MUSIC/SFX

CAMERA

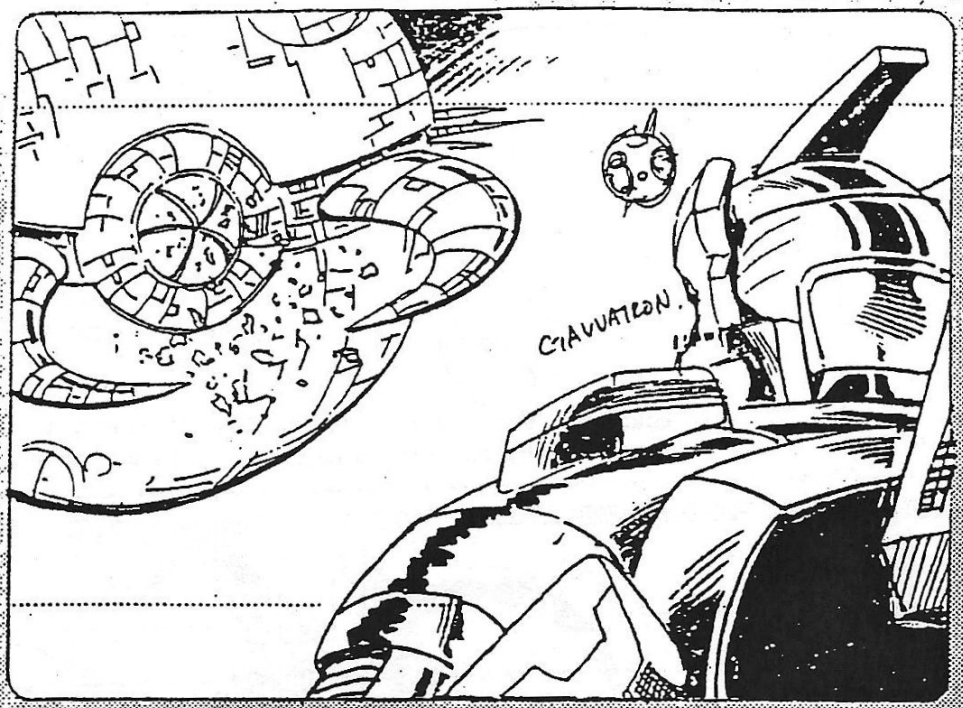
ACTION ...TAKES THE LAST PART IN, AND CLOSES ITS BEAKS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.C.U. GALVATRON OVER HIS SHOULDER. HE LOOKS UP AT UNICRON WITH BITS OF THE FORMER PLANET SCATTERED IN FRONT OF HIM.

DIAL GALVATRON How dare Unicron.

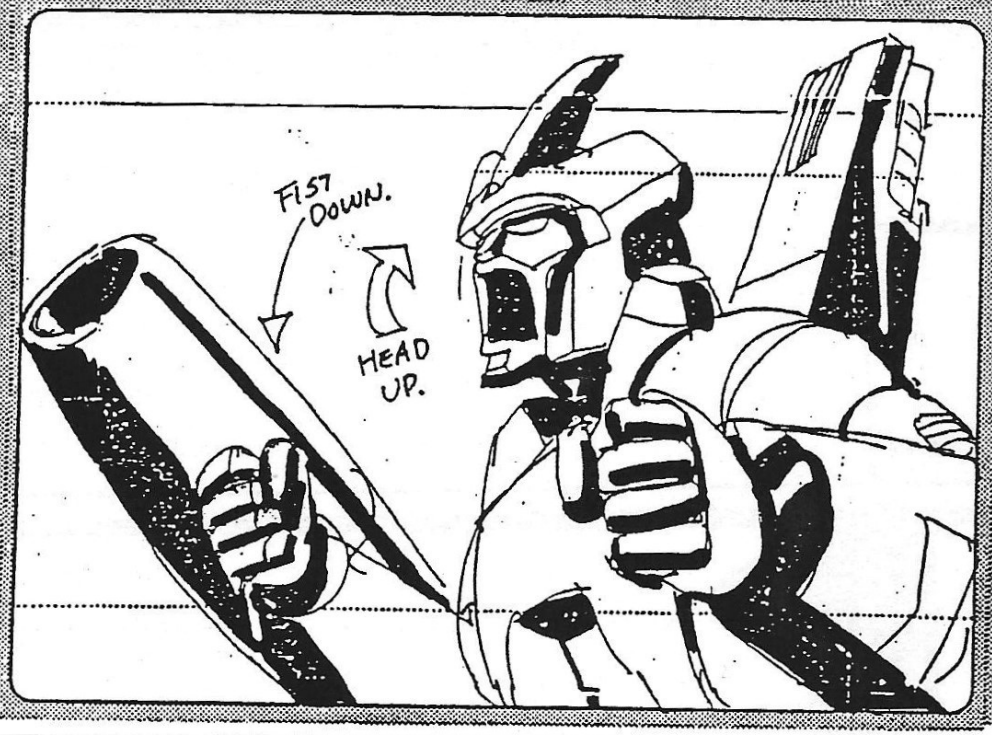
MUSIC/SFX

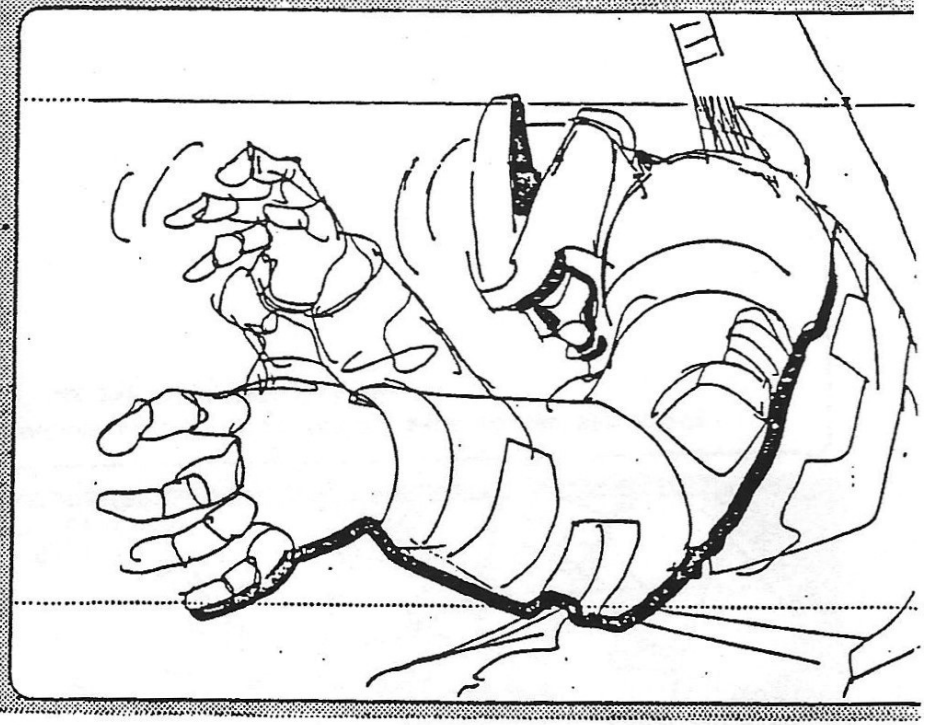
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. GALVATRON. HE CRIES OUT IN DEFIANCE...

DIAL GALVATRON

Cybertron and all it's moons are mine!

MUSIC/SFX

CAMERA

ACTION ...BUT IS THEN STRUCK WITH PAIN THAT TWISTS UP HIS BODY...

DIAL

MUSIC/SFX

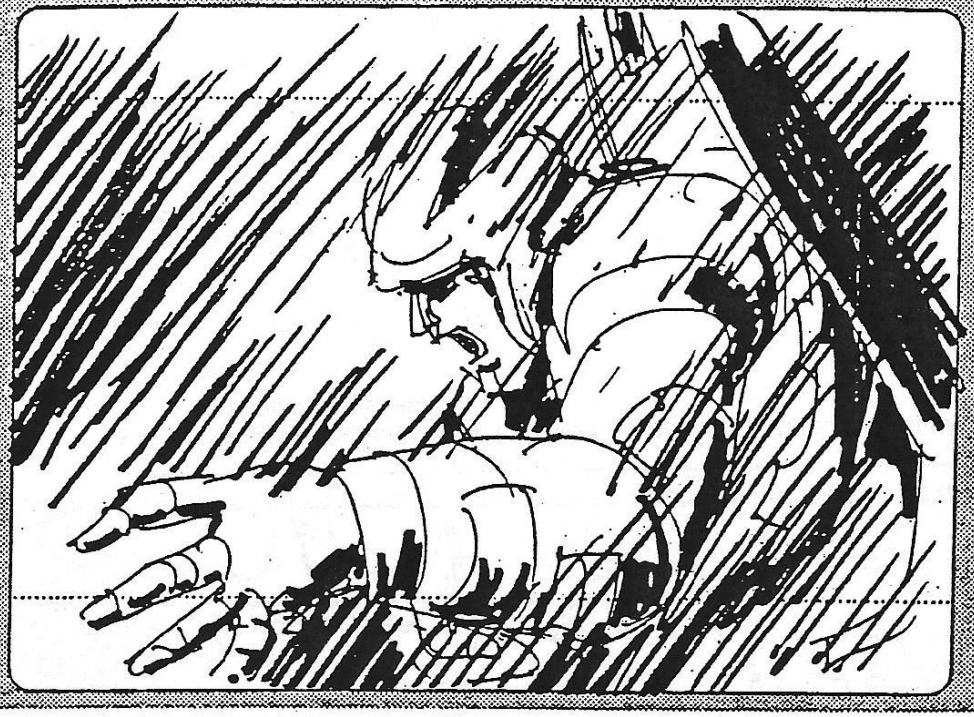
CAMERA

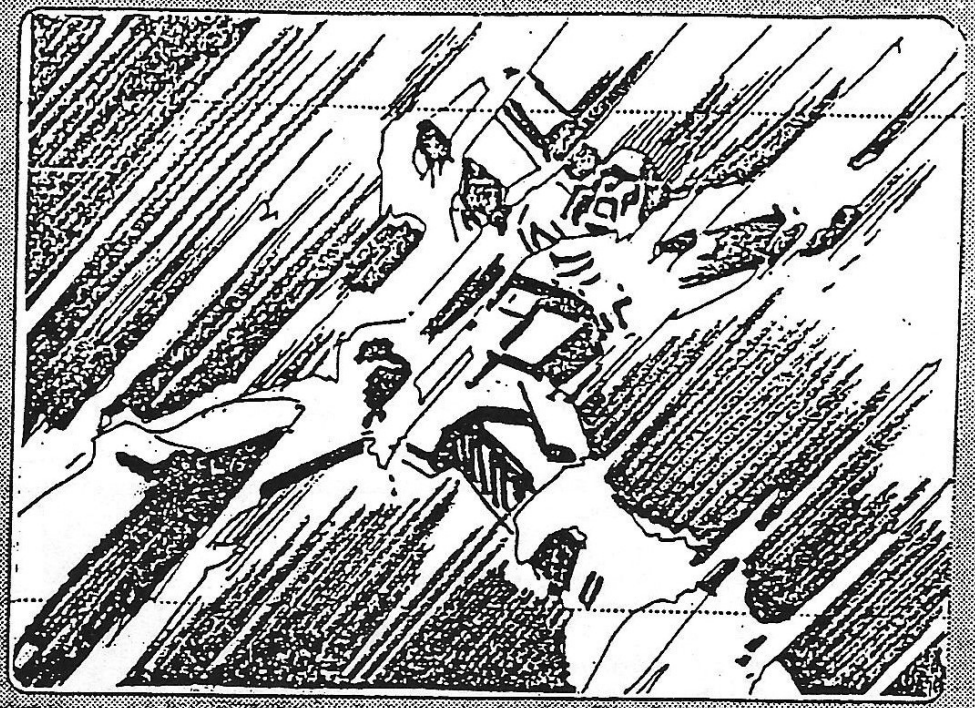
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-30 CONT.

SC. CONT.

SEQ. 14 Page 28





ACTION ...THE MIST FROM UNICRON CLOSES IN AROUND HIM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HE WRITHES IN PAIN.

DIAL

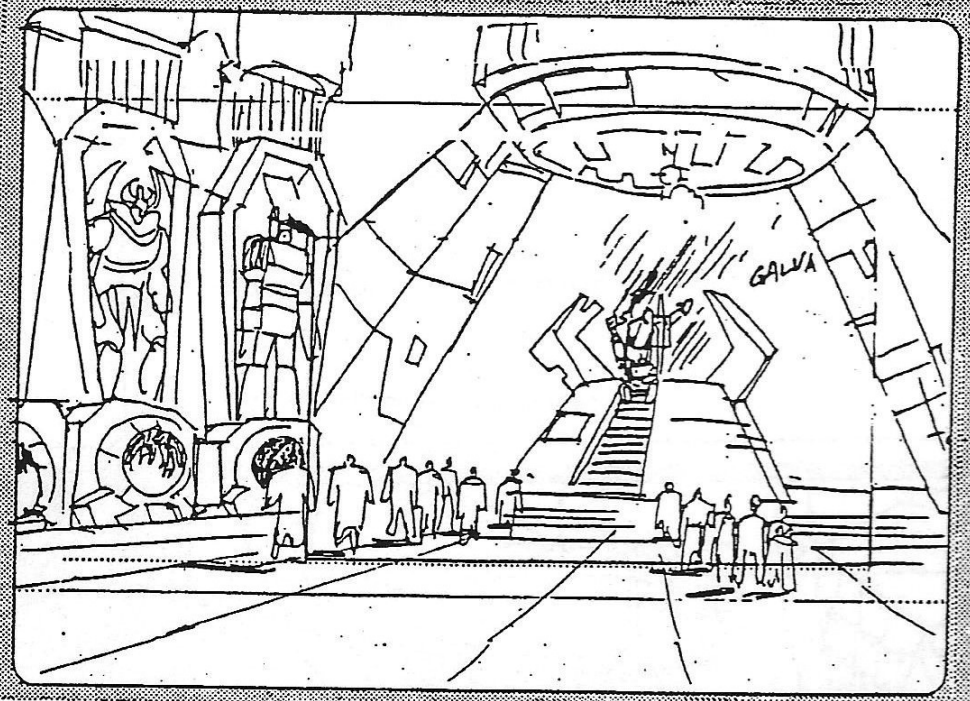
MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 14-32 SEQ. 14 Page 29

NO SCENE 14-31



ACTION

DIAL

MUSIC/SFX

CAMERA

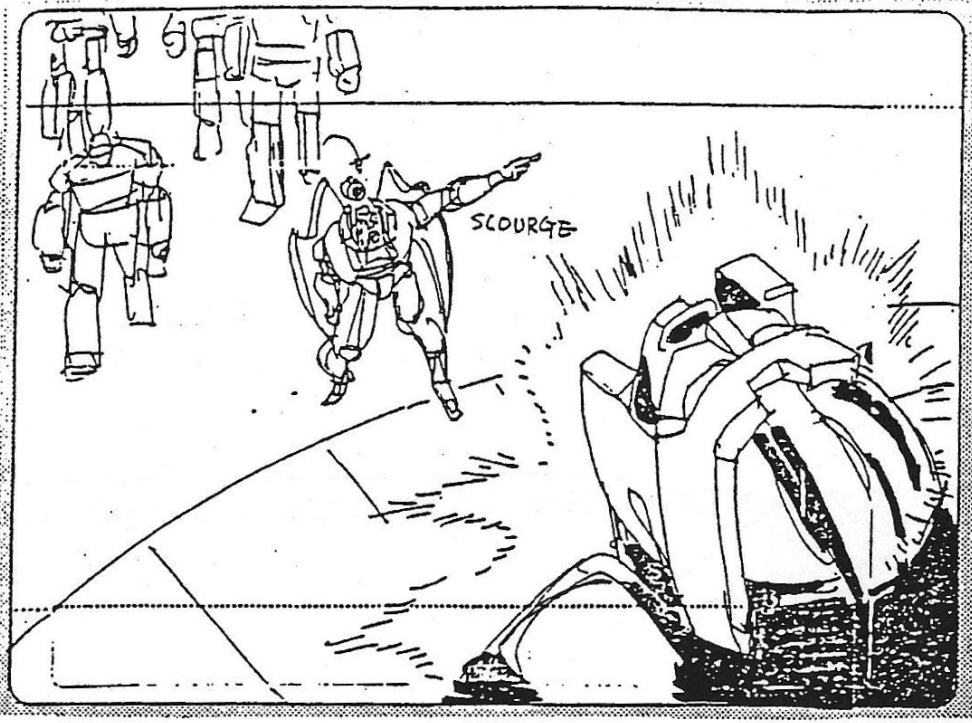
ACTION X.L.S. THE DECEPTICON HALL OF HEROES. GALVATRON ON THE PLATFORM TWISTS IN AGONY.

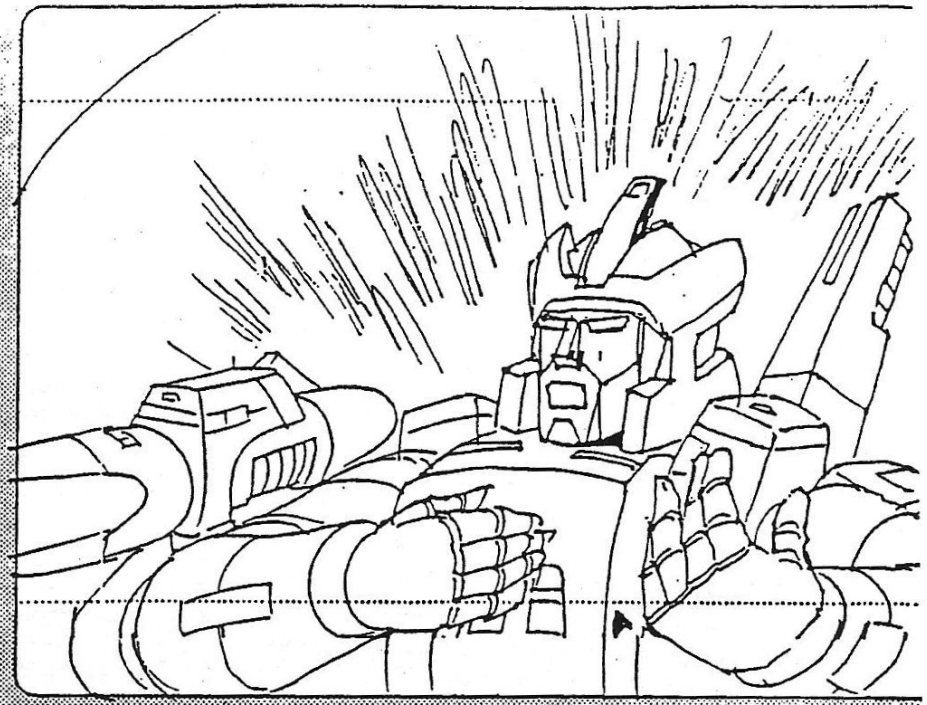
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. SCOURGE STEPS FORWARD TO ADDRESS GALVATRON WHO STANDS TORMENTED IN C.U.

DIAL SCOURGE But remember... we belong to him!

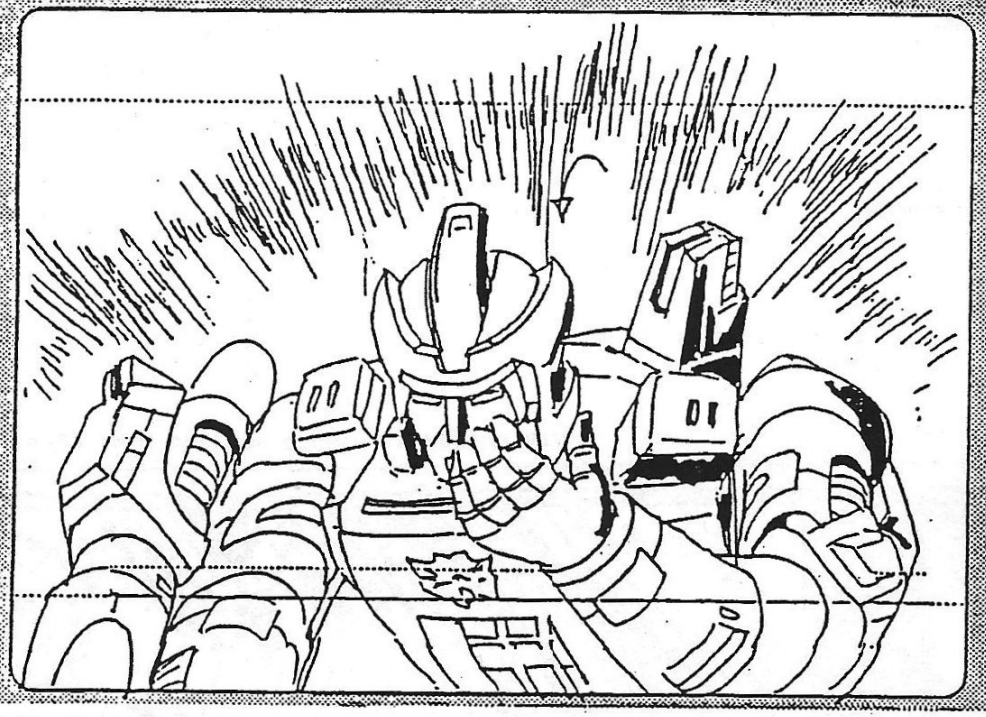
MUSIC/SFX

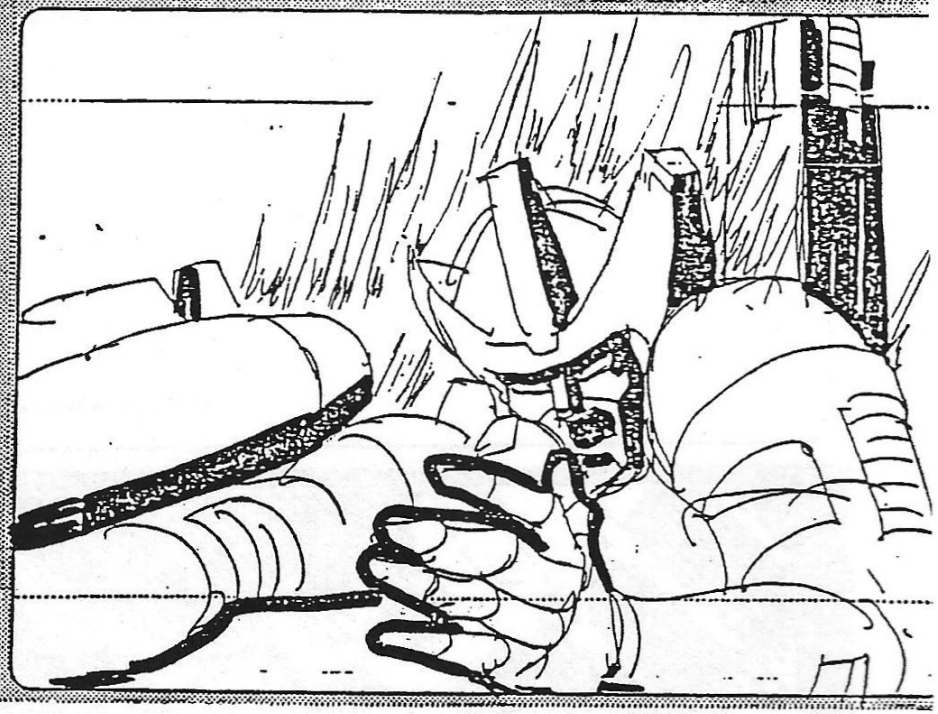
ACTION M.C.U. GALVATRON PROTESTS.

DIAL GALVATRON I belong to nobody!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION PAINFUL ENERGY FROM UNICRON INCREASES, CAUSING GALVATRON TO GRASP HIS HEAD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND TWIST AND BEND IN AGONY.

DIAL

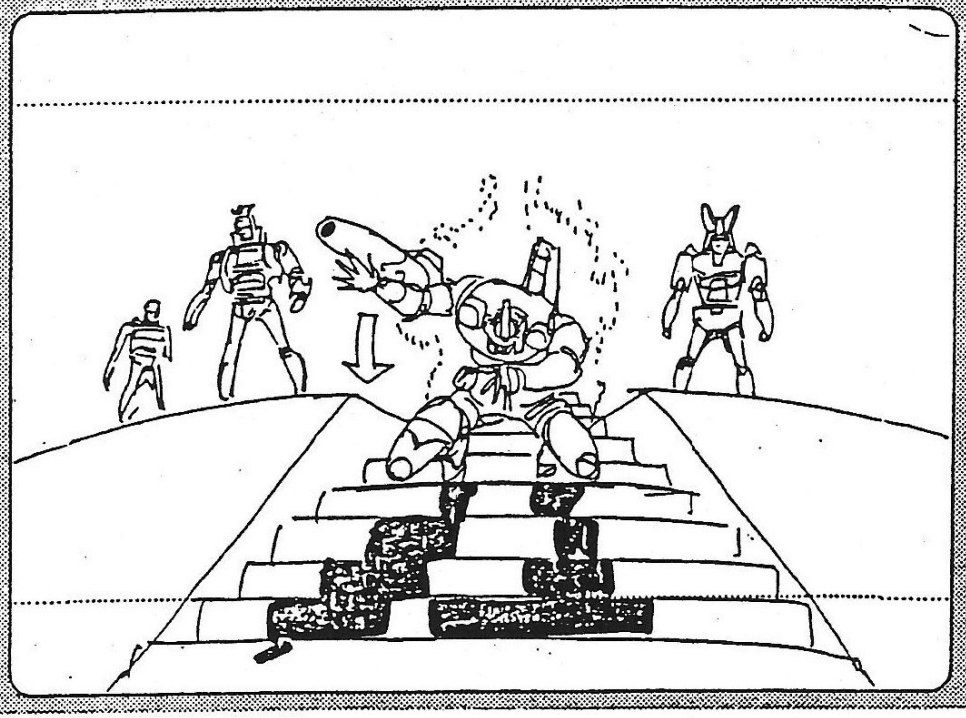
MUSIC/SFX

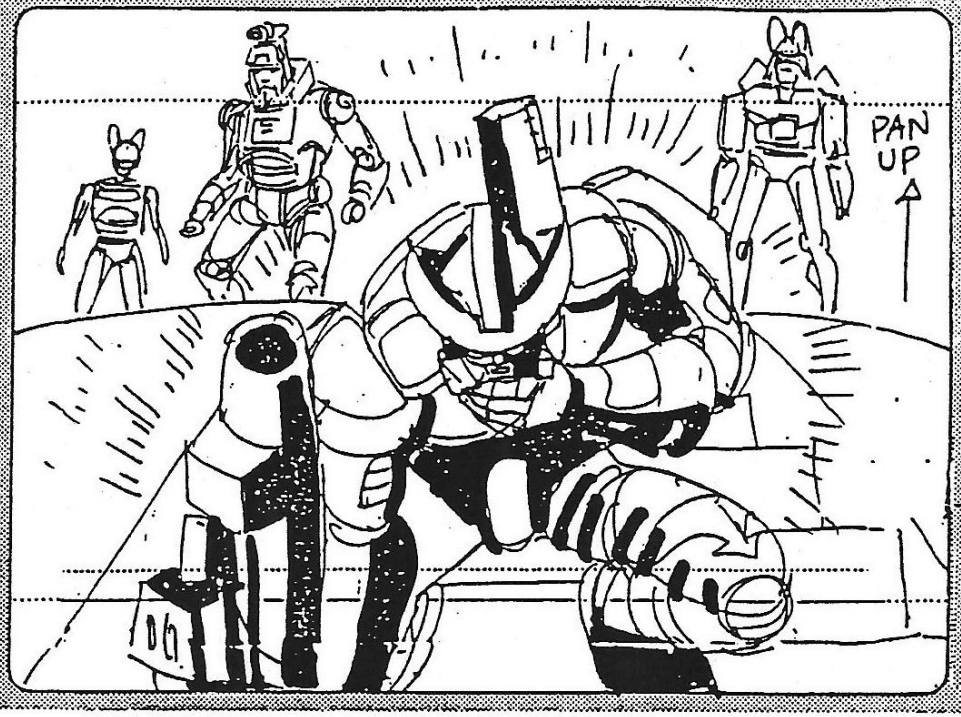
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 14-35

SC. CONT PAN UP WITH GALVATRON. SEQ. 14 Page 32





ACTION L.S. GALVATRON. HE FALLS FORWARD, COLLAPSING DOWN THE STEPS OF THE PLATFORM...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN CLUTCHES HIS THROAT TRYING TO REGAIN HIS COMPOSURE.

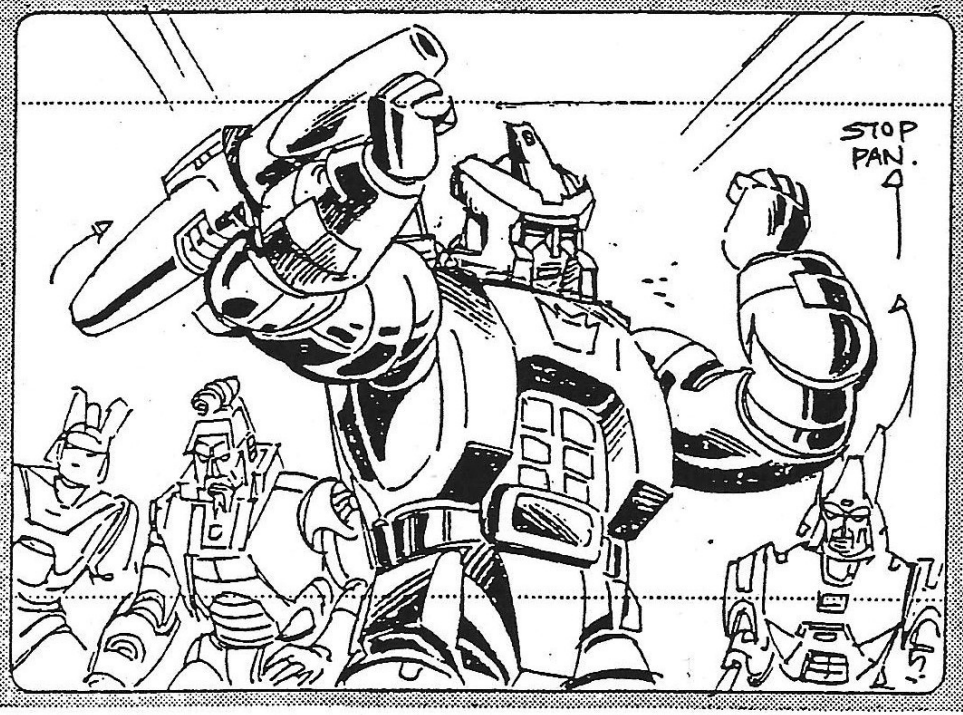
DIAL GALVATRON I... will obey, unicron!

MUSIC/SFX

SC. CONT14-35 STOP PAN.

SC.

SEQ-14 Page 33



ACTION WE PAN UP WITH GALVATRON AS HE STANDS UP TALL AND ERECT AND CRIES OUT HIS ORDERS.

DIAL GALVATRON Decepticons, to Earth!

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

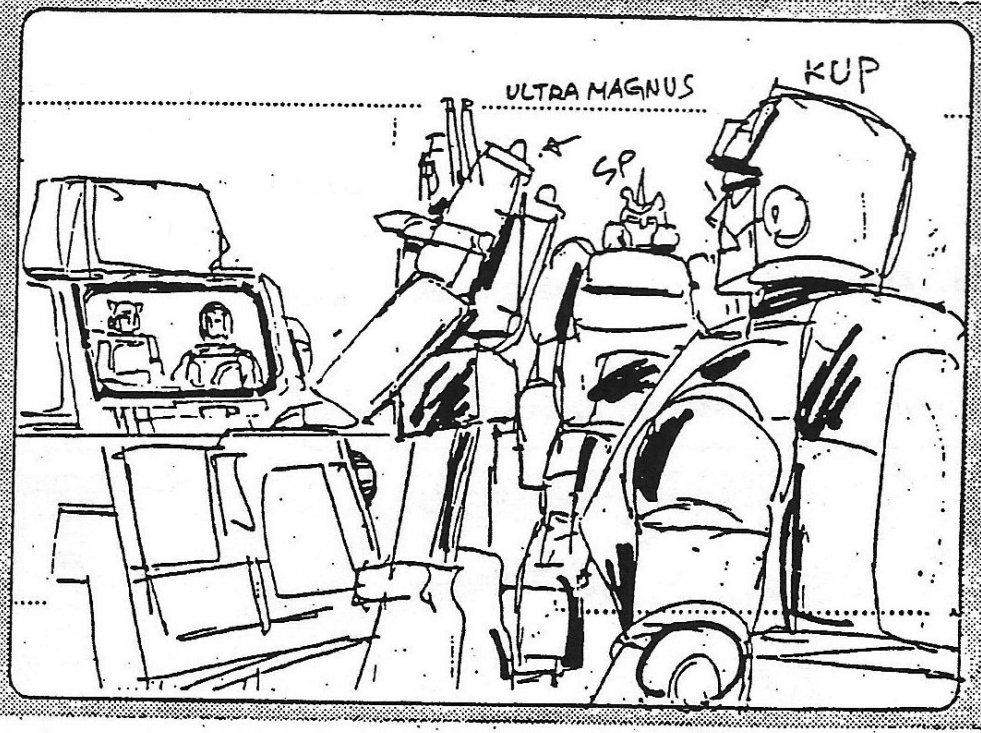
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-1 TRUCK OUT

SC. 15-2

SEQ. 15 Page 1



ACTION C.U. TELEVISION MONITOR. ON THE SCREEN ARE IMAGES OF BUMBLEBEE AND SPIKE. WE TRUCK OUT FROM THE SCREEN.

DIAL SPIKE This is Spike and Bumblebee. It's like a nightmare here.

MUSIC/SFX

CAMERA

ACTION M.L.S. ULTRA MAGNUS, SPRINGER AND KUP. THEY ARE VIEWING THE TRANSMISSION FROM SPIKE AND BUMBLEBEE.

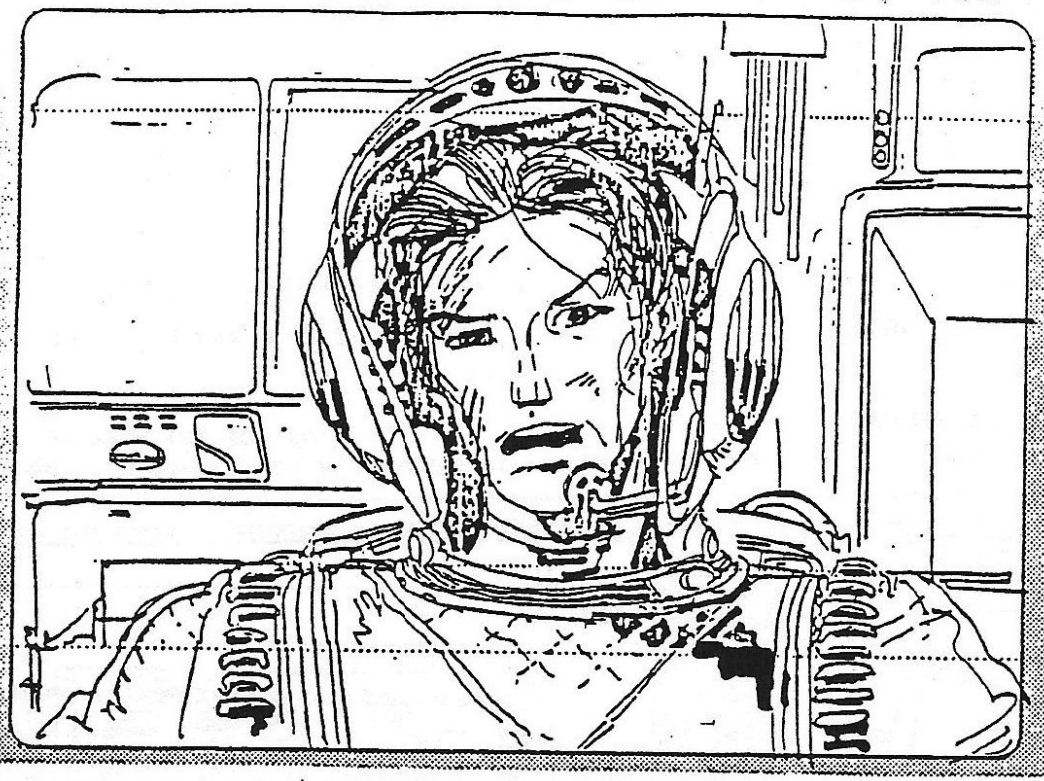
DIAL BUMBLEBEE This thing... This monster planet just ripped the first moon to shreds.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-3

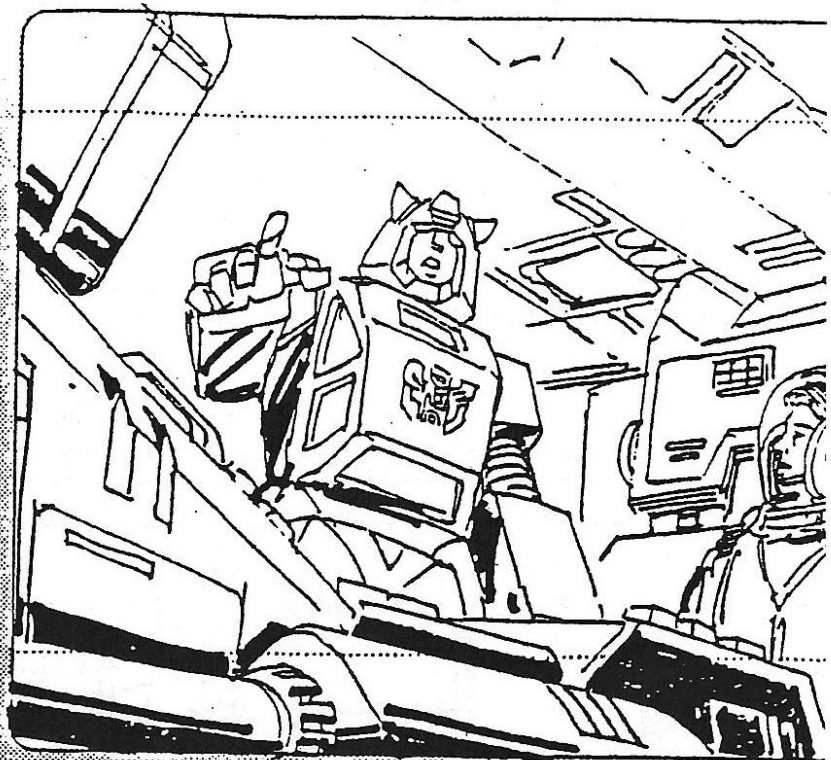


ACTION M.C.U. SPIKE. HE IS FEARFUL OF THE SITUATION.

DIAL SPIKE And it's heading this way.

MUSIC/SFX

SC. 15-7 SEQ. 15



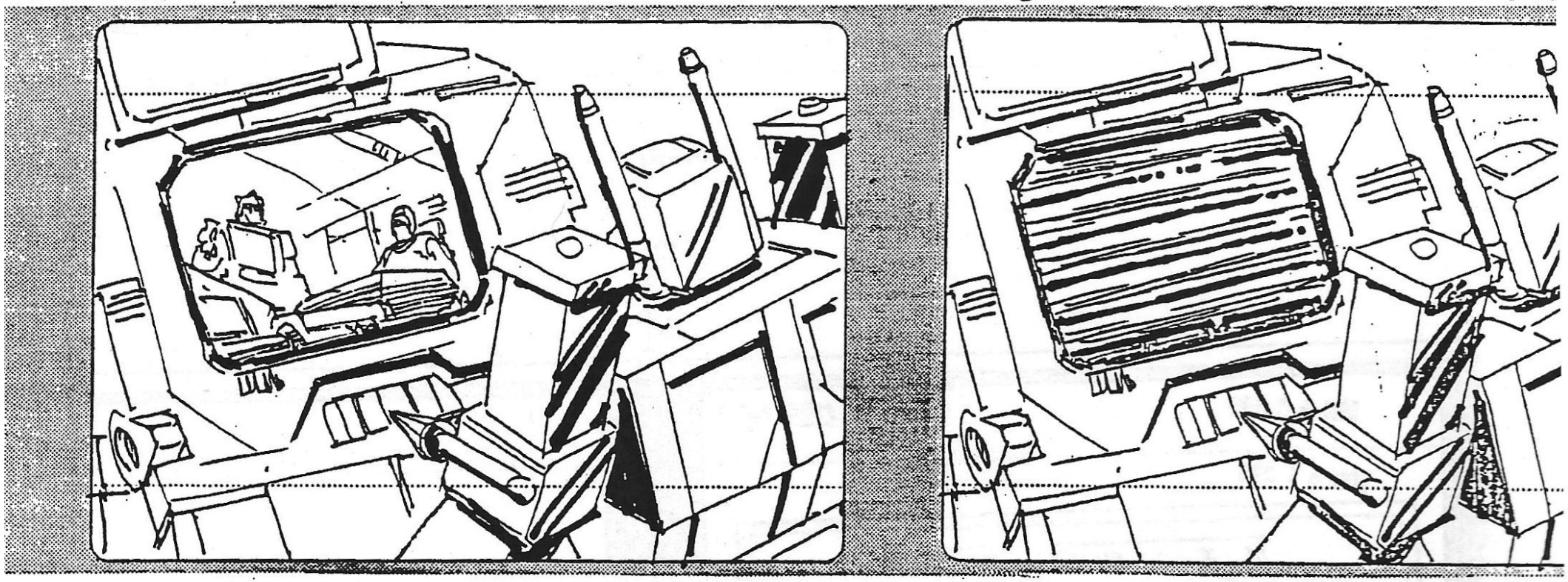
ACTION M.S. BUMBLEBEE AND SPIKE. SPIKE TURNS TO BUMBLEBEE SPEAKS.

DIAL BUMBLEBEE We'll try 'n' slow it

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-5 SC. CONT SEQ. 15 Page __



ACTION M.S. ULTRA MAGNUS. HE IS WATCHING AND LISTENING TO BUMBLEBEE AND SPIKE...

DIAL SPIKE But you'd better get here fast!
Because... (STATIC)

MUSIC/SFX

CAMERA

ACTION ...SUDDENLY THE SCREEN ON THE MONITOR IS COVERED WITH THE PICTURE HAS BEEN LOST.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

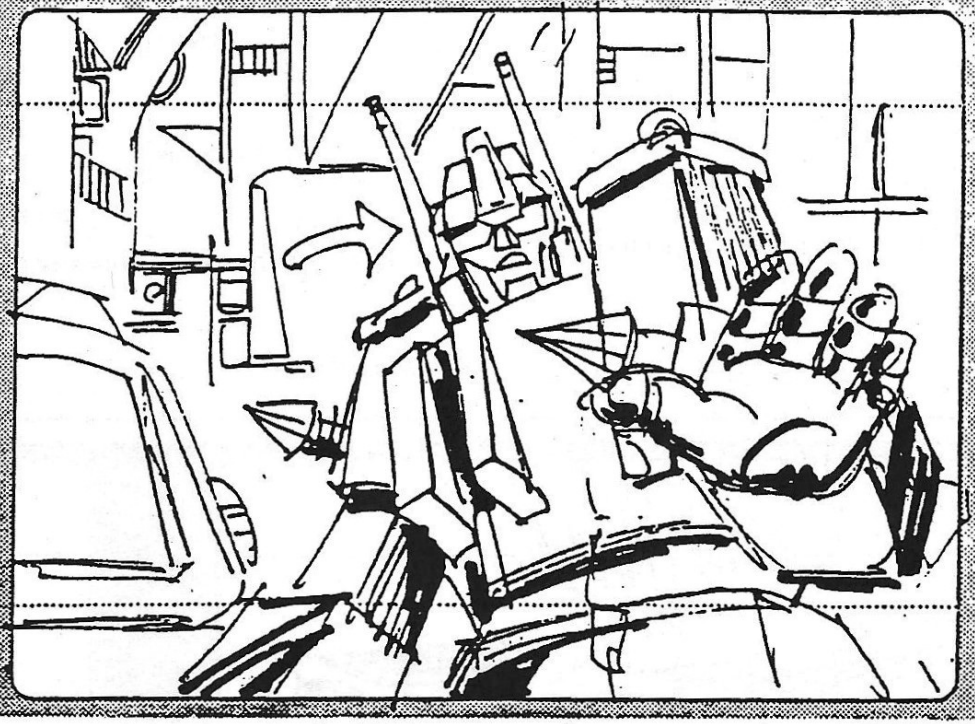
SC. 15-6

ACTION M.S. DANIEL AND ARCEE. ARCEE BRACES DANIEL ON HER SHOULDER, DANIEL LEANS FORWARD AND REACHES OUT.

DIAL DANIEL Dad!

MUSIC/SFX

SC. 15-7 SEQ. 15 Page 4



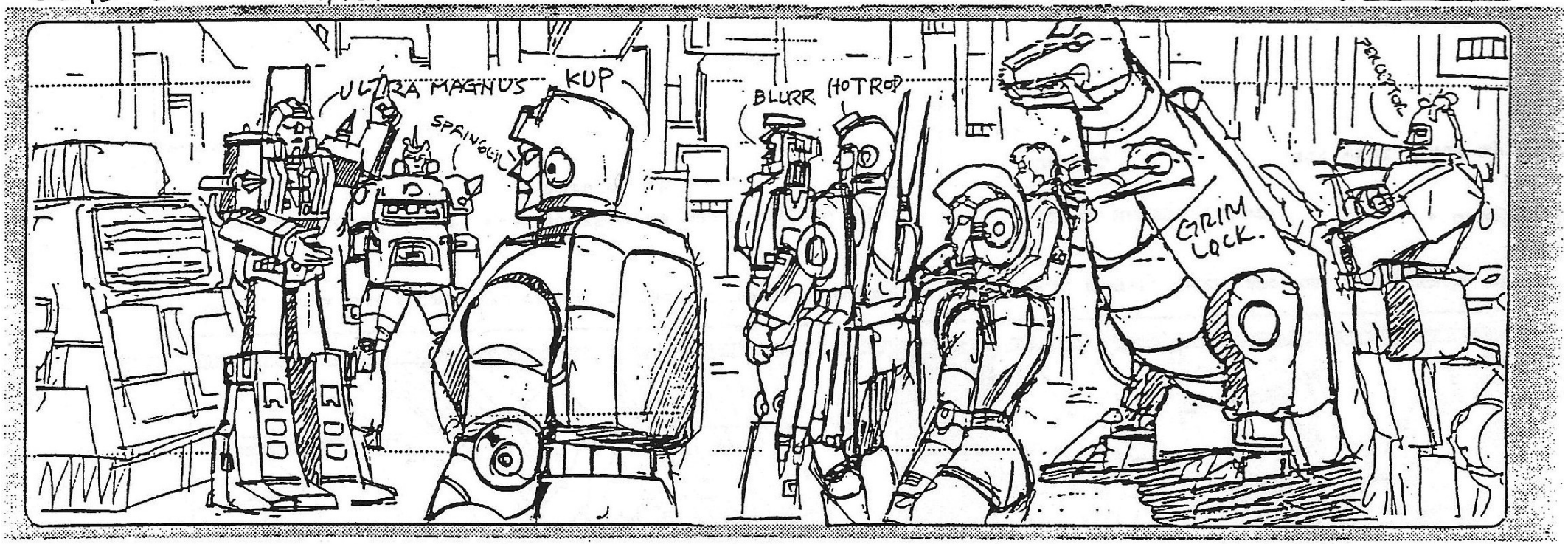
ACTION M.S. ULTRA MAGNUS. HE TURNS TOWARD DANIEL AND ARCEE.

DIAL ULTRA MAGNUS Autobots, prepare to board the shuttles. This new menace is . . .

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-8 START PAN → STOP SEQ. 15 Page 5



ACTION M.L.S. ULTRA MAGNUS, SPRINGER AND KUP. ULTRA MAGNUS ADDRESSES THE GROUP OF AUTOBOTS. WE PAN OVER TO SEE...

ACTION ...BLURR, HOT ROD, DANIEL, ARCEE, PERCEPTOR AND THE DINOBOTS.

DIAL ULTRA MAGNUS (CONT)...more dangerous than all the Decepticons put together.

MUSIC/SFX

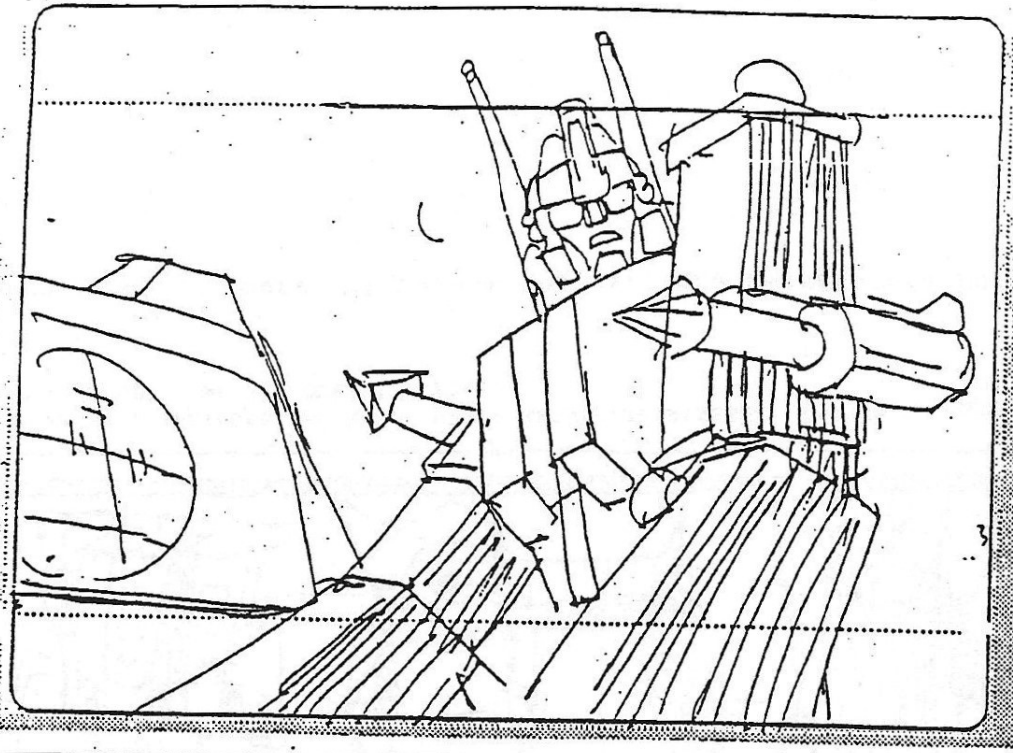
MUSIC/SFX

CAMERA

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-4

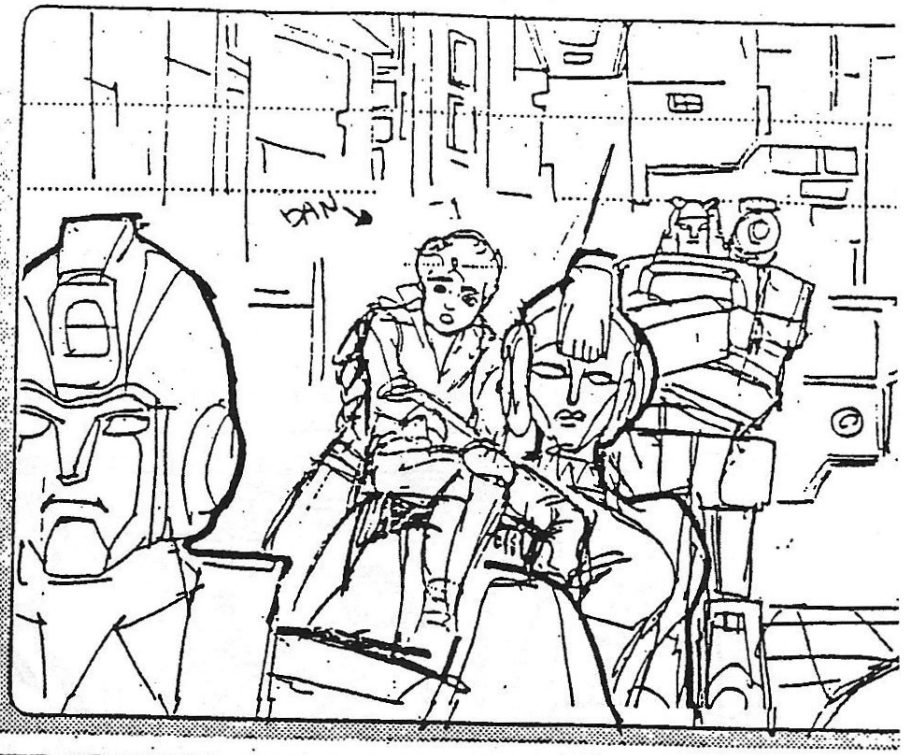


ACTION M.S. ULTRA MAGNUS CONTINUES TALKING TO THE O.S. GROUP OF AUTOBOTS.

DIAL ULTRA MAGNUS (CONT) . . . Somehow we must destroy it before it . . .

MUSIC/SFX

SC. 15-10 SEQ. 5



ACTION M.S. DANIEL, ARCEE, HOT ROD IN FOREGROUND, PERCEPTOR IN B

DIAL ULTRA MAGNUS (CONT) . . . devours Cybertr

DANIEL But what about my dad? . . .

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-11

ACTION C.U. DANIEL. TEARS FLOOD HIS EYES.

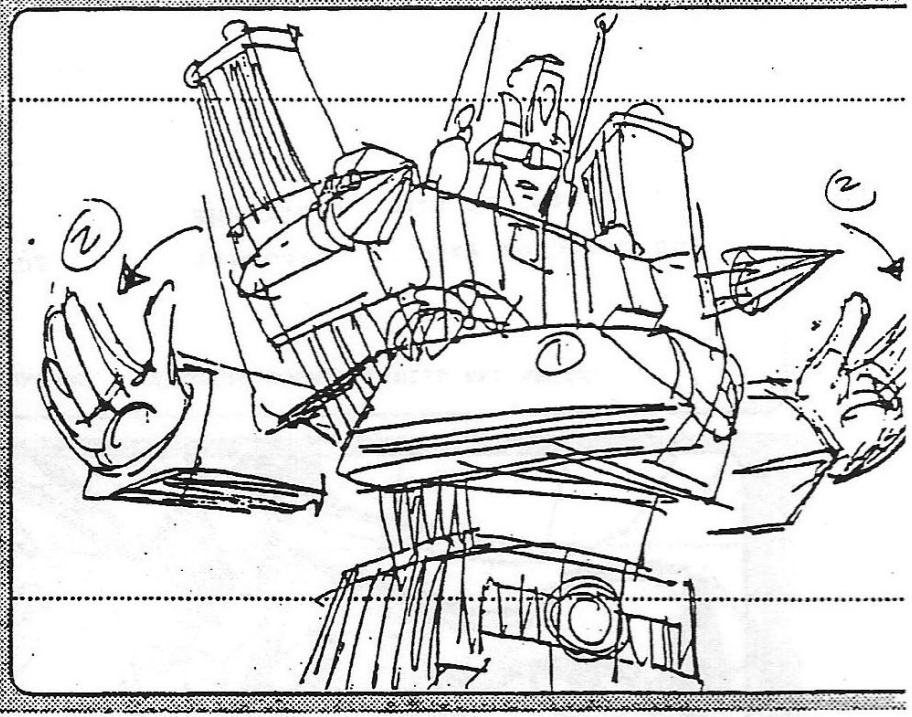
DIAL DANIEL (CONT) . . . He's on the moon between that monster planet and Cybertron.

MUSIC/SFX

CAMERA

SC. 15-12

SEQ. 15 Page 7



ACTION M.S. ULTRA MAGNUS. HE MOTIONS WITH HIS ARMS.

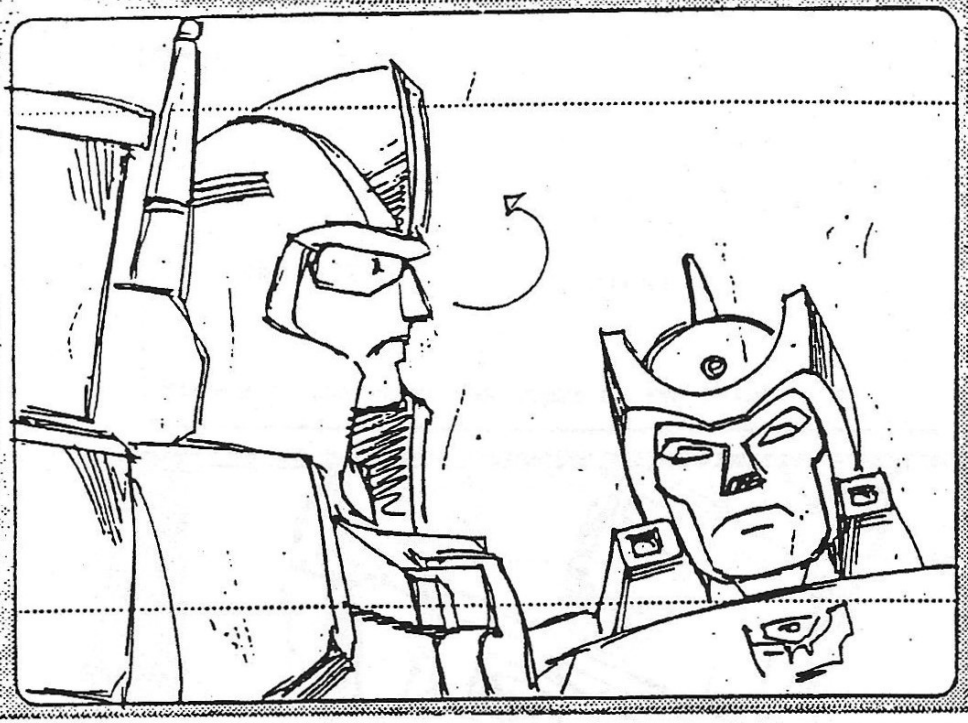
DIAL ULTRA MAGNUS Daniel, we'll do everything we for Spike.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-13



ACTION C.U. SPRINGER.

DIAL SPRINGER And what are we going to do when we get there? If that thing crunches moons, . . .

MUSIC/SFX

CAMERA

SC. 15-14

ACTION M.C.U. ULTRA MAGNUS AND SPRINGER. ULTRA MAGNUS TURNS HIS HEAD TO CAMERA.

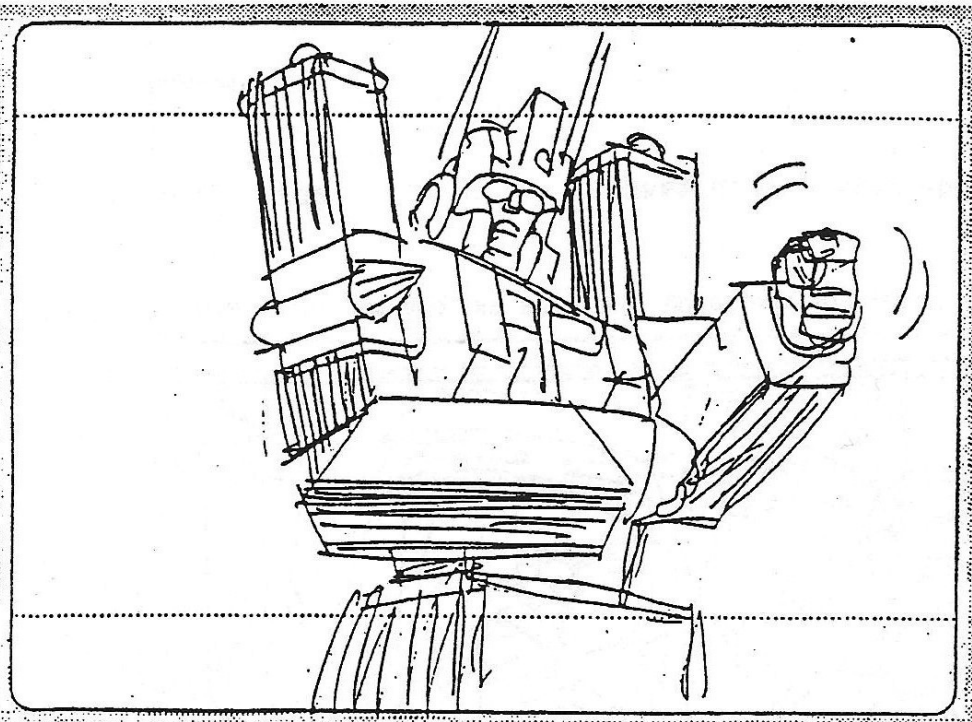
DIAL SPRINGER (CONT) . . . it'll make short work of us.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-15



ACTION M.S. ULTRA MAGNUS. HE SHAKES HIS FIST.

DIAL ULTRA MAGNUS Maybe the Matrix can stop it.

MUSIC/SFX

SC. 15-16

ACTION C.U. HOT ROD.

DIAL HOT ROD You're right! It can!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. HOT ROD AND KUP. KUP QUESTIONS HOT ROD.

DIAL KUP What do you know about it, lad?

MUSIC/SFX

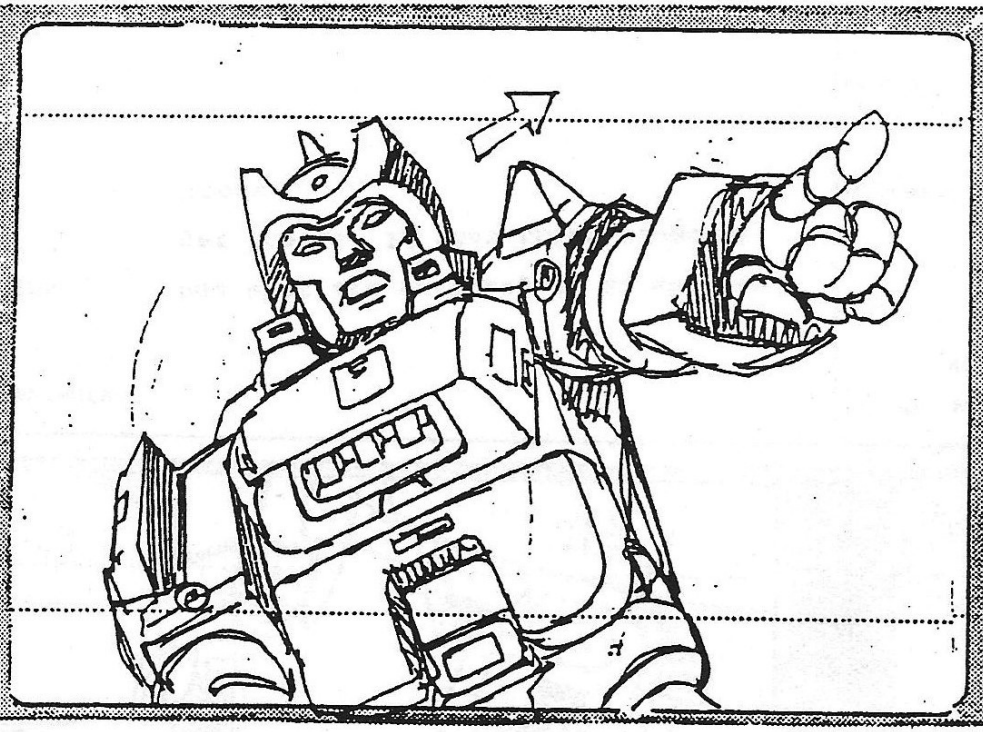
ACTION C.U. HOT ROD. HE NOTICES SOMETHING AND LOOKS UP.

DIAL HOT ROD I just got this feeling.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-19



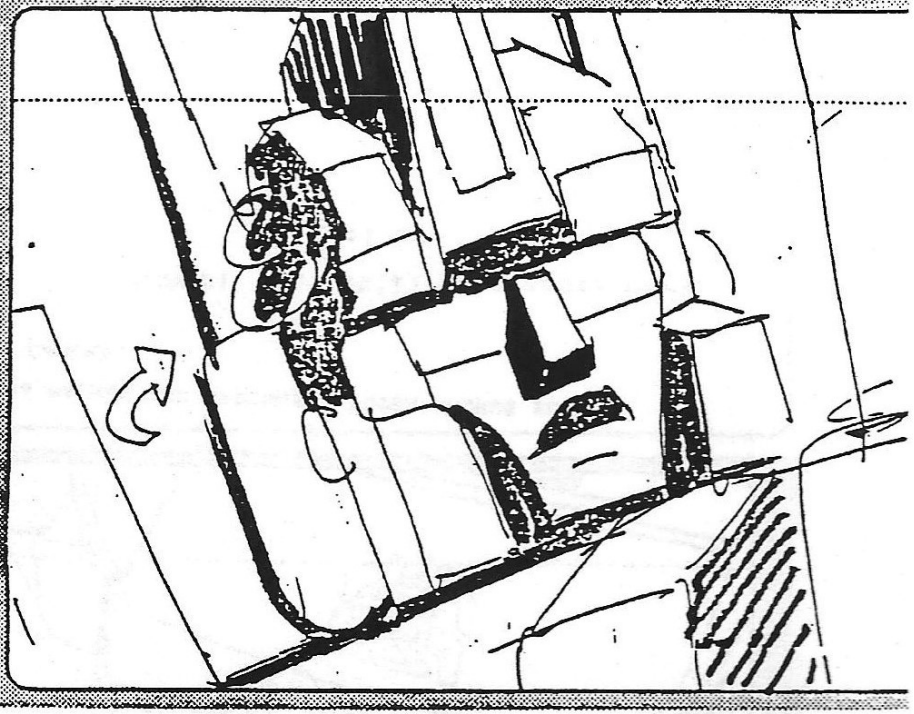
ACTION M.S. SPRINGER. HE LOOKS UP AND POINTS O.S.

DIAL SPRINGER Look!

MUSIC/SFX

CAMERA

SC. 15-20



ACTION C.U. ULTRA MAGNUS. HE TURNS AND LOOKS O.S.

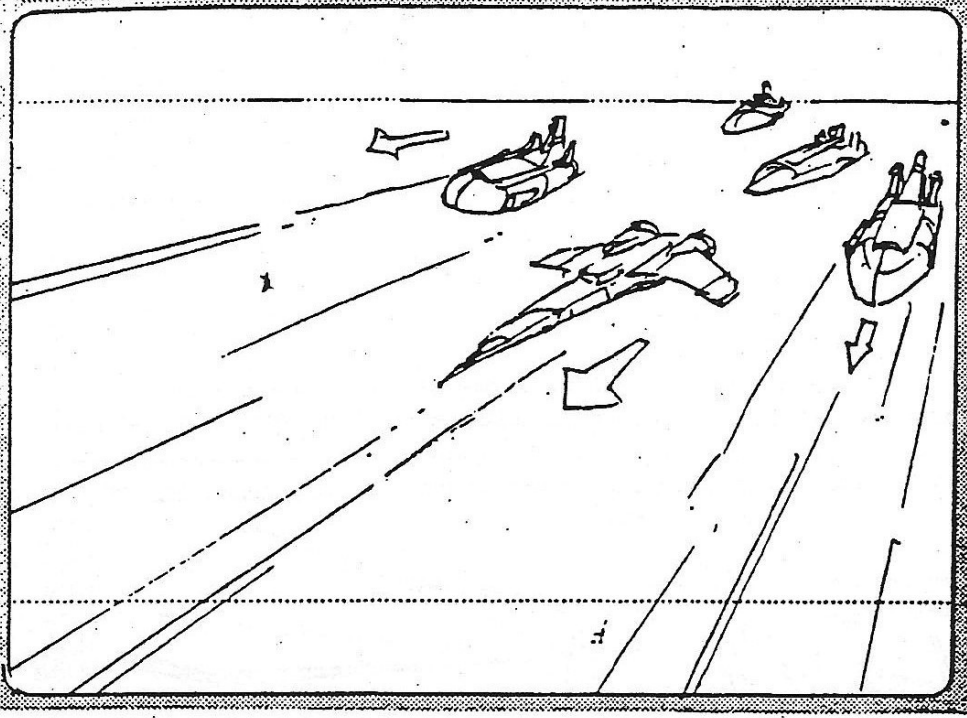
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-21 SC. 15 Page 12



ACTION X.L.S. DECEPTICON JETS DIVE IN TOWARD THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

ACTION

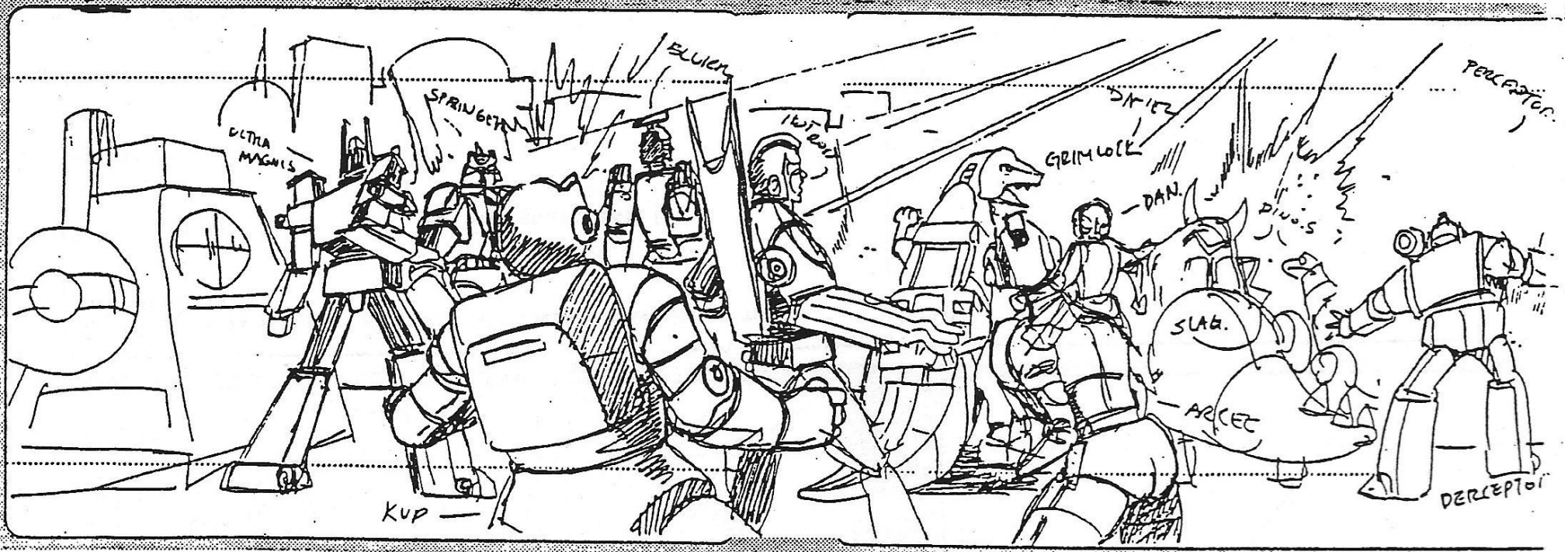
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-22 STOP PAN ← START SEQ. 15 Page 13



ACTION L.S. ARCEE, DANIEL, DINOBOTS AND PERCEPTOR. FOR A MOMENT THEY ALL STAND IN UNBELIEF AS DECEPTICON BLASTS EXPLODE NEAR THEM. AS THEY START TO RUN OUT WE PAN TO HOT ROD, BLURR, SPRINGER, ULTRA MAGNUS AND KUP. THEY TURN AND START TO RUN.

DIAL

MUSIC/SFX

CAMERA

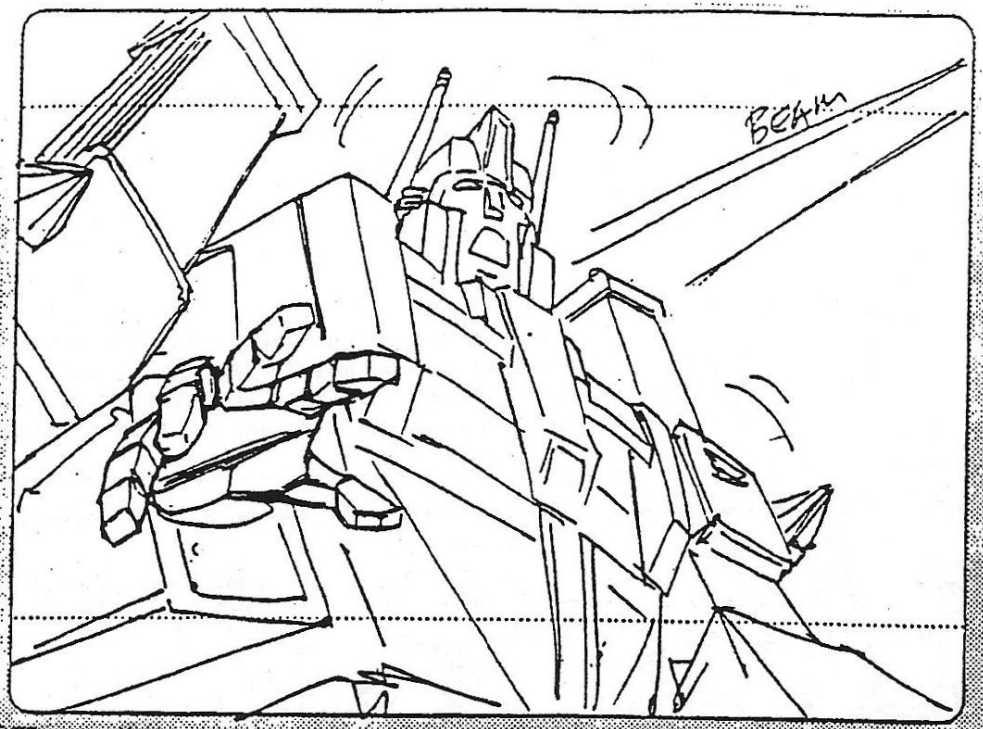
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. ULTRA MAGNUS. HE REACTS AND CALLS OUT ORDERS TO THE AUTOBOTS.

DIAL

ULTRA MAGNUS To the shuttles!!!

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-24

ACTION M.L.S. THE DECEPTICON JETS FIRING, STREAK TOWARD AUTOBOT CITY. THE AUTOBOTS SPUT UP AND FLEE FOR THE SHUTTLES.

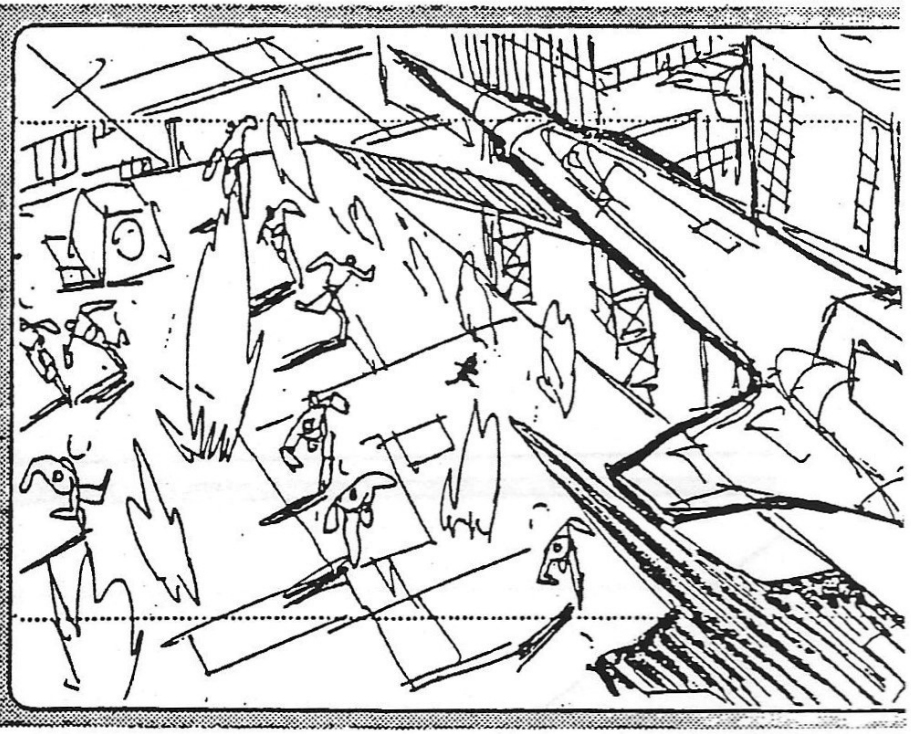
DIAL

MUSIC/SFX

CAMERA

SC. 15-25

SEQ. 15 Page 14



ACTION L. DOWN SHOT. WITH EXPLOSIONS BURSTING AROUND THEM, THE AUT MAKE A BREAK FOR THE SHUTTLES AS THE DECEPTICON JETS FLY PAS OVERHEAD.

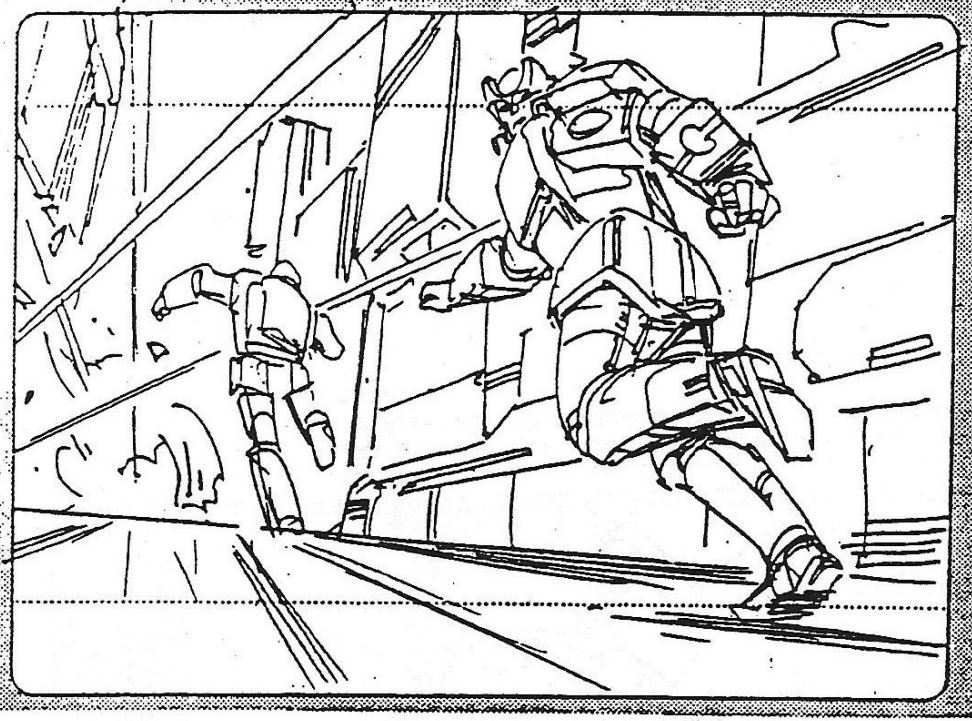
DIAL

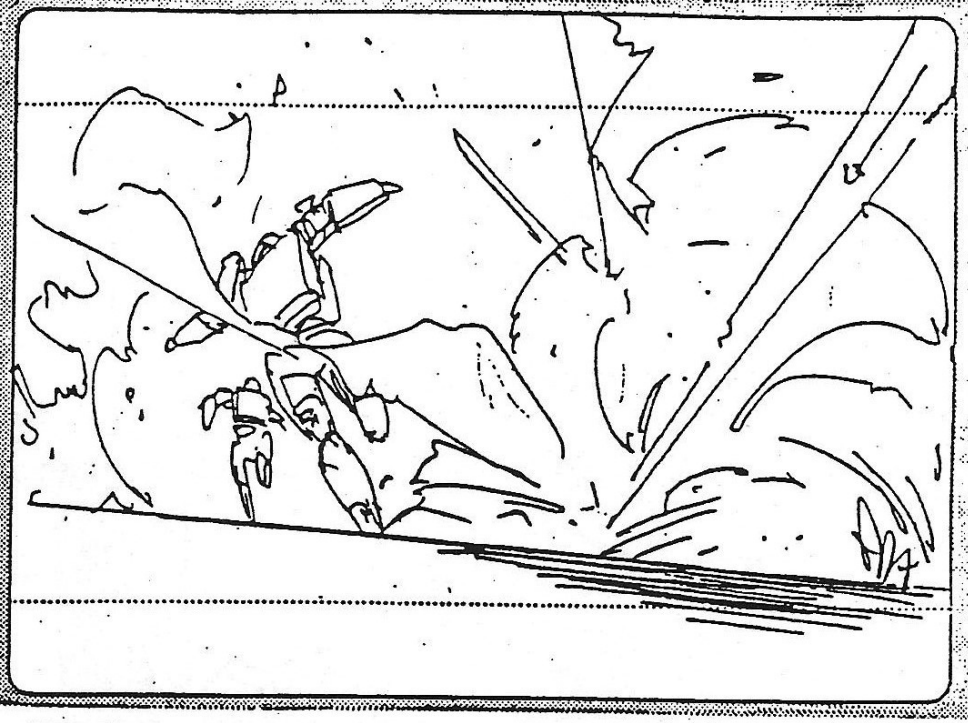
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-26 SC. CONT. SEQ. 15 Page 15





ACTION M.L.S. KUP AND SPRINGER DASH FOR SAFETY.

DIAL

MUSIC/SFX

ACTION DECEPTICON EXPLOSIONS TRAIL AFTER THEM.

DIAL

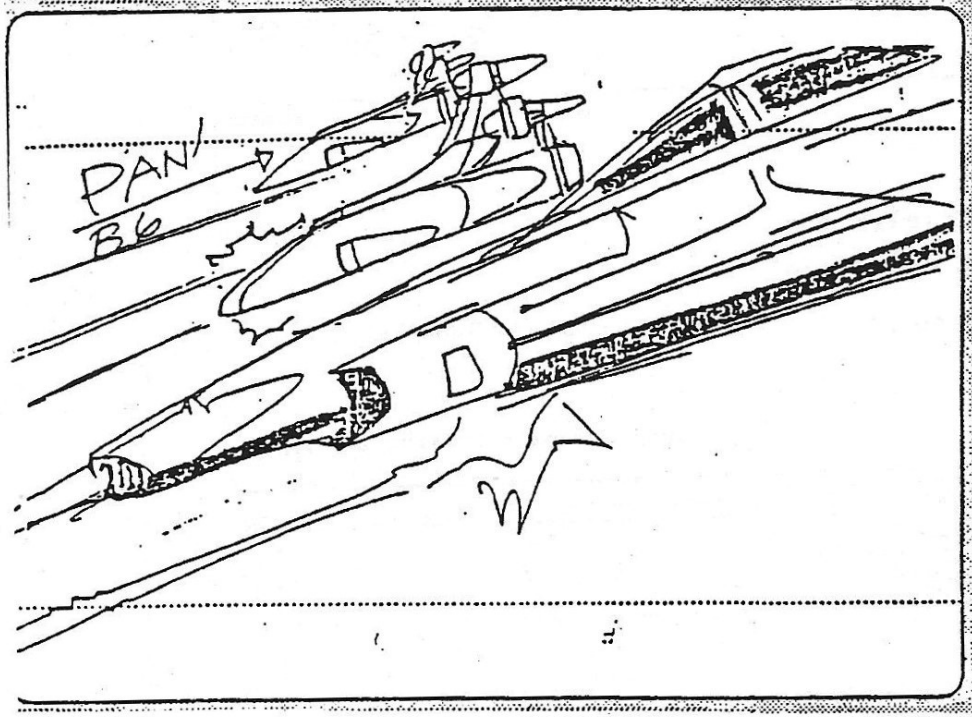
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-29

SC.

Page 17



ON M.S. CYCLONUS AND SWEEPS DIVE FOR THE AUTOBOTS AND FIRE AT THEM O.S.

SFX

FA

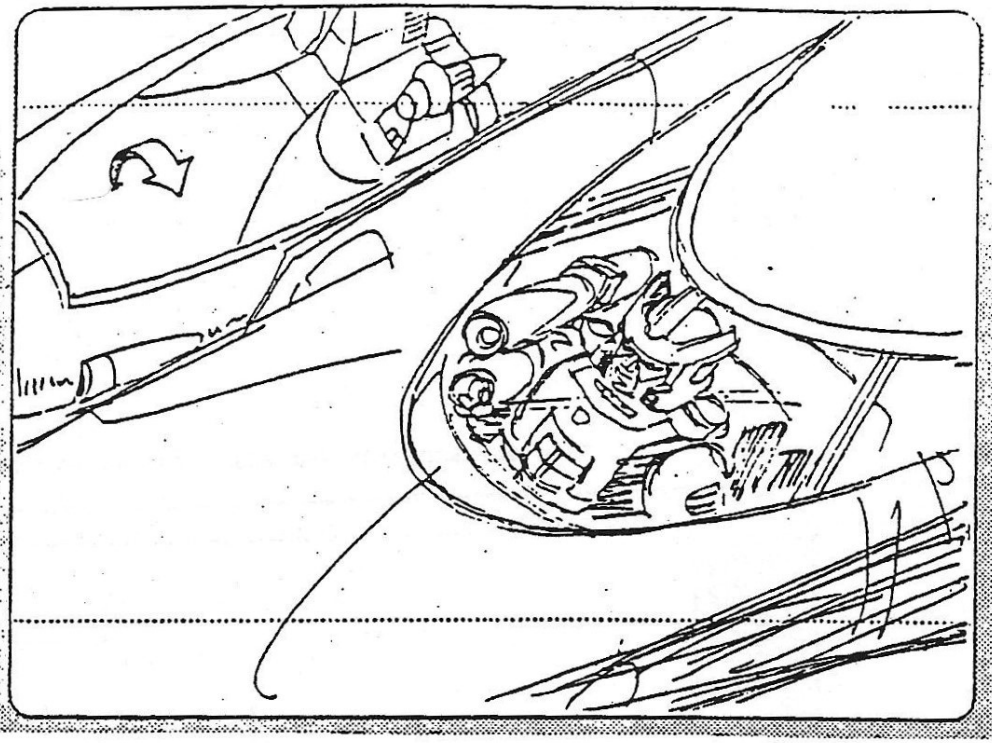
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

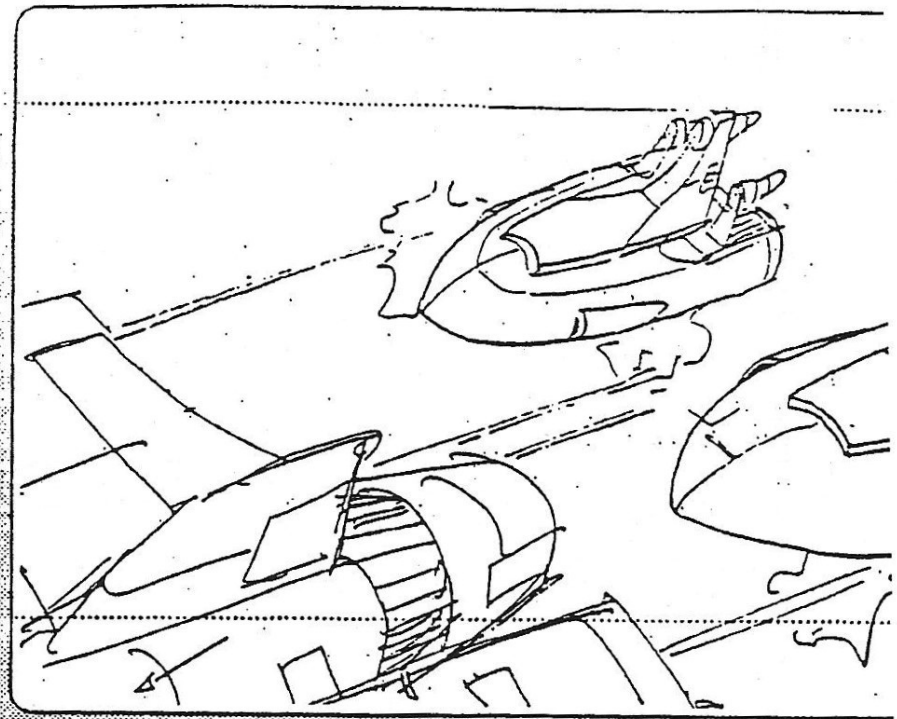


ACTION THE JETS BANK TOWARD CAMERA...

DIAL GALVATRON (V.O.) (CONT) ... I, Galvatron, will crush you just as the magnificent Megatron ...

MUSIC/SFX

CAMERA



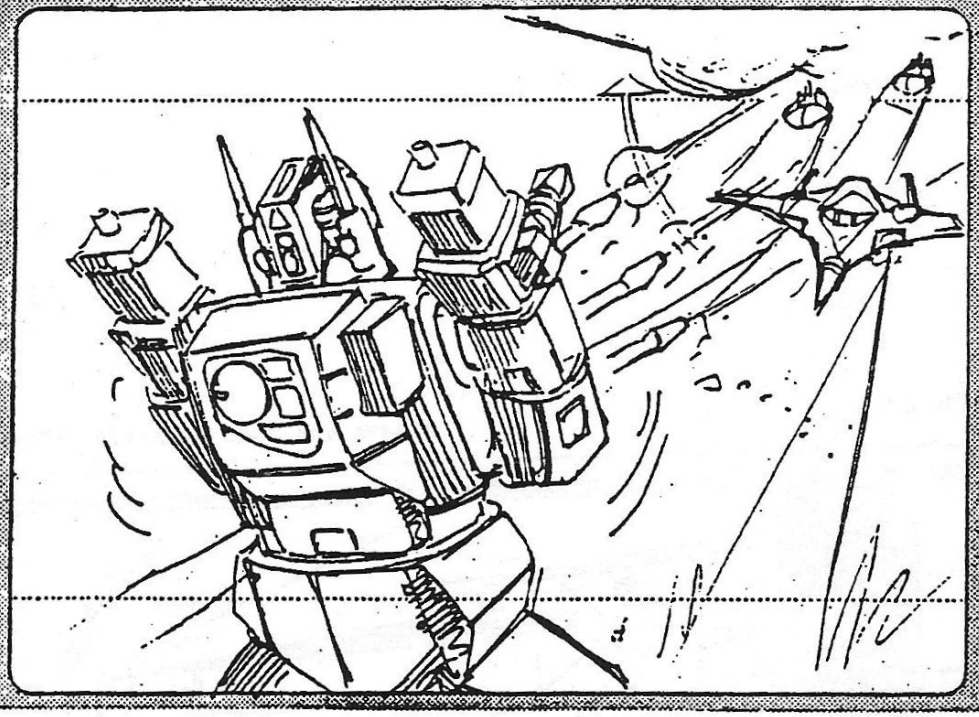
ACTION ...AND GAIN AS OTHER DECEPTICON JETS IN THE DISTANCE FIRE WEAPONS.

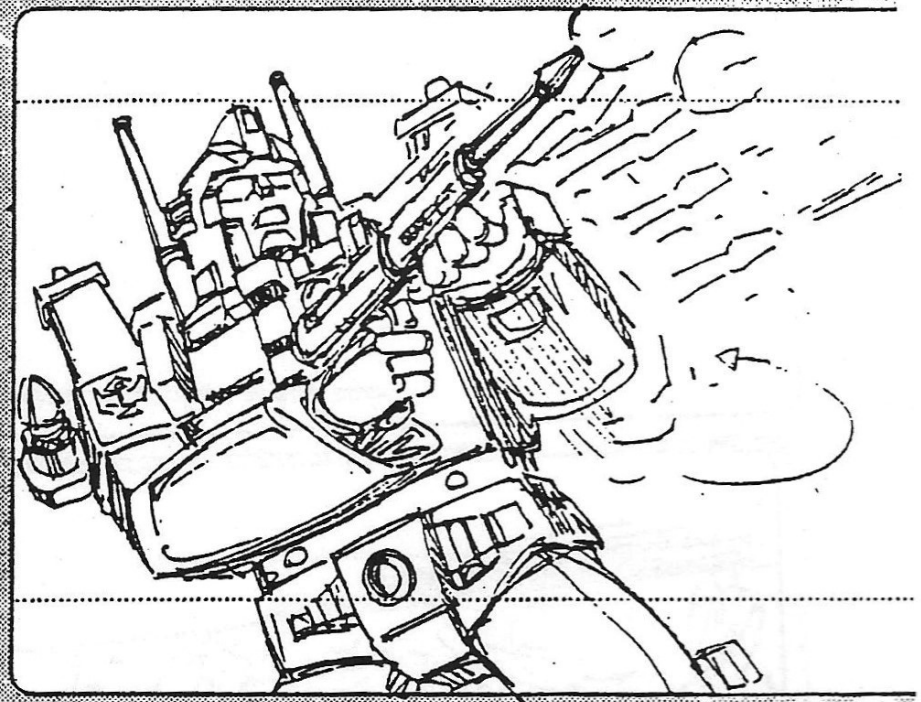
DIAL GALVATRON (V.O.) (CONT) ... crushed Prime.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ULTRA MAGNUS. AS BLASTS EXPLODE ALL AROUND HIM, HE TAKES AIM AND FIRES BACK AT CYCLONUS AND THE OTHER SHIPS WHICH BANK TO THE RIGHT.

DIAL

MUSIC/SFX

CAMERA

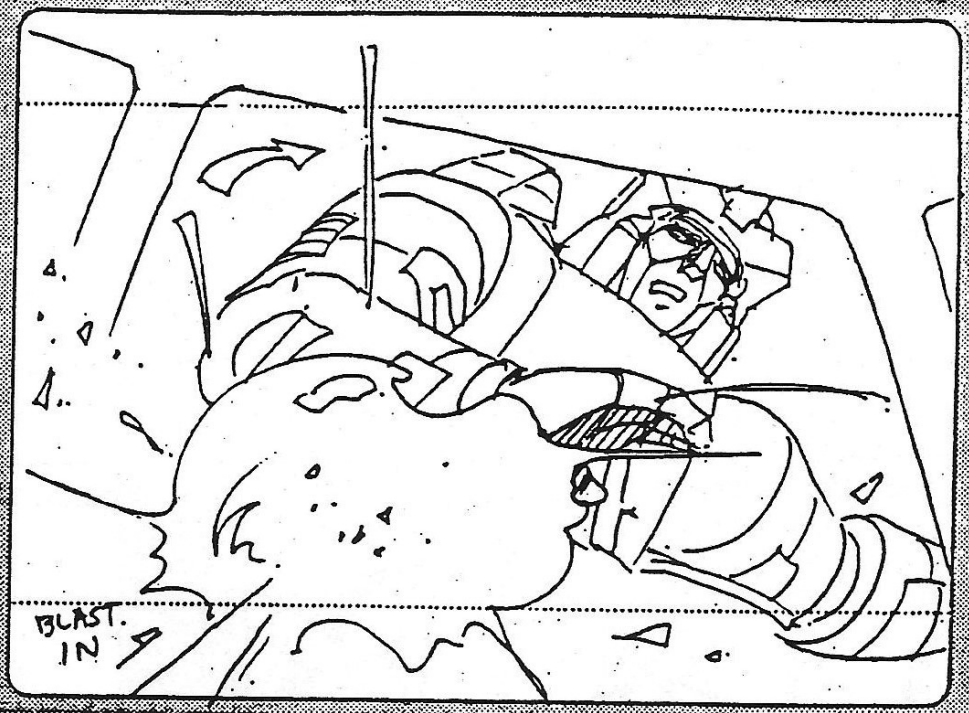
ACTION ULTRA MAGNUS TURNS WITH THEM AND KEEPS FIRING.

DIAL ULTRA MAGNUS And you'll die trying just like Megatron!

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!



NEXT PAGE 22

ACTION C.U. GALVATRON THROUGH CYCLONUS' WINDOW, HE LOOKS SURPRISED...

DIAL

MUSIC/SFX

CAMERA

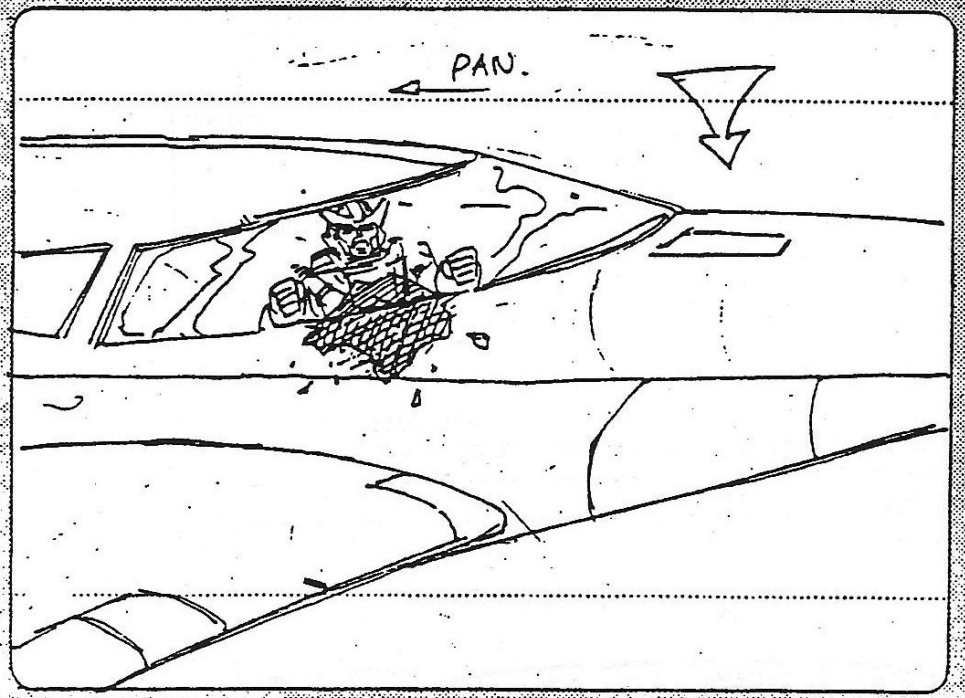
ACTION ...A SHOT FROM ULTRA MAGNUS EXPLODES AGAINST THE SIDE OF CYCLONUS, GALVATRON RECOILS.

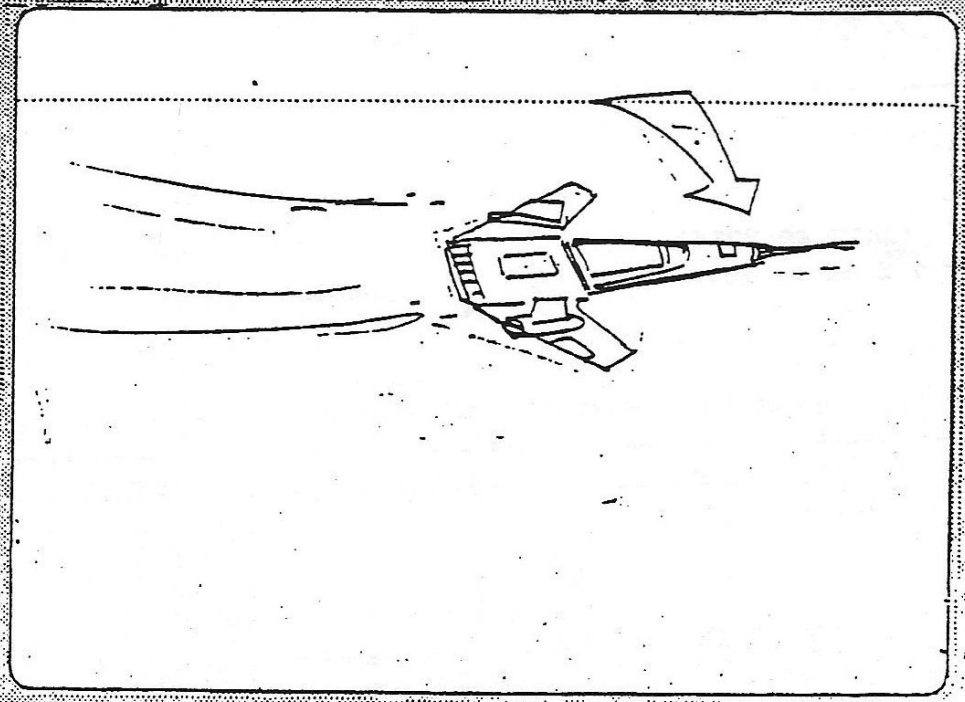
DIAL GALVATRON Ahhhh!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO SCENE 15-34

ACTION GALVATRON SHAKES HIS FIST AS CYCLONUS FALLS AWAY FROM CAMERA...

DIAL GALVATRON Aaaaah! Autobot scrap!

MUSIC/SFX

CAMERA

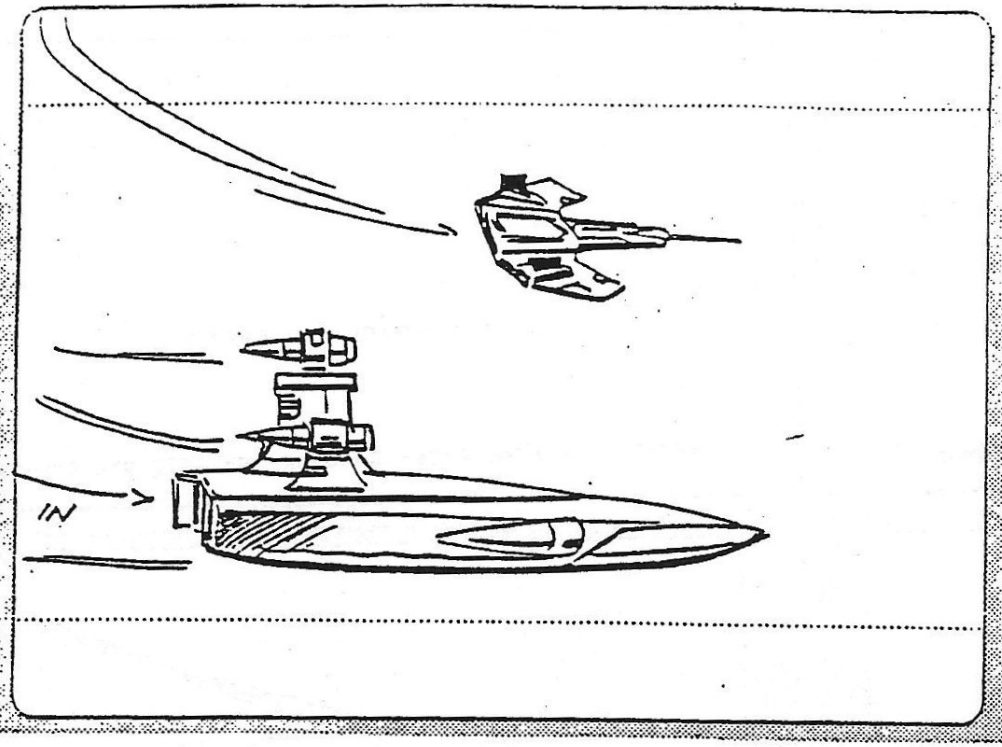
ACTION ...AND DIVES INTO THE DISTANCE.

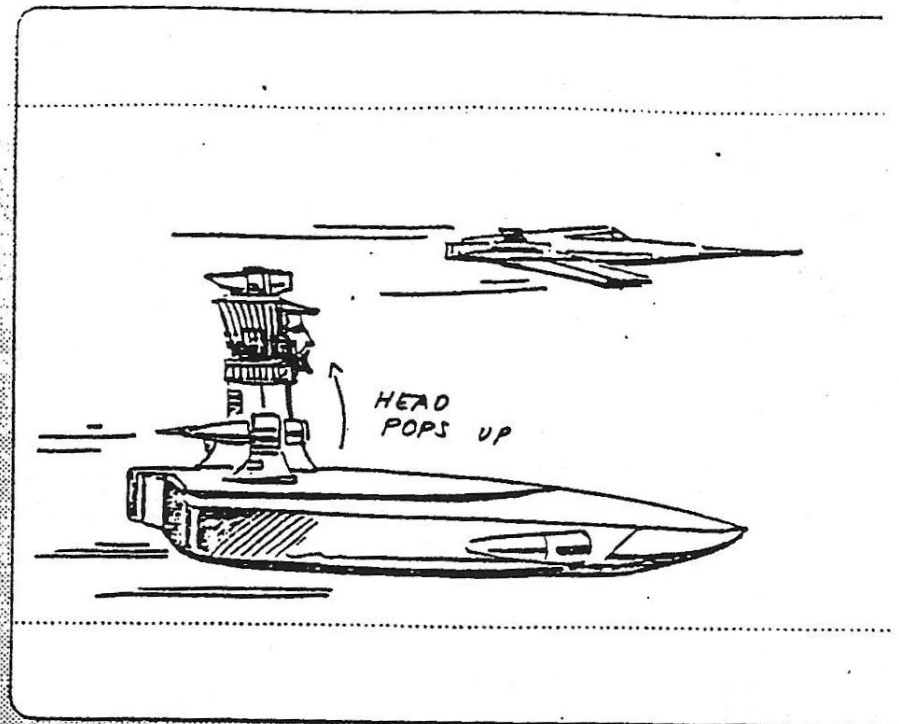
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION AS CYCLONUS LEVELS OUT, SCOURGE ENTERS THE SCENE, FLYING ALONG SIDE HIM.

DIAL

MUSIC/SFX

ACTION SCOURGE'S "HEAD" TRANSFORMS OUT OF THE SHIP AND HE SPEAKS TO GALVATRON.

DIAL SCOURGE

You want me to gut Ultra Magn
(PICK UP LINE)

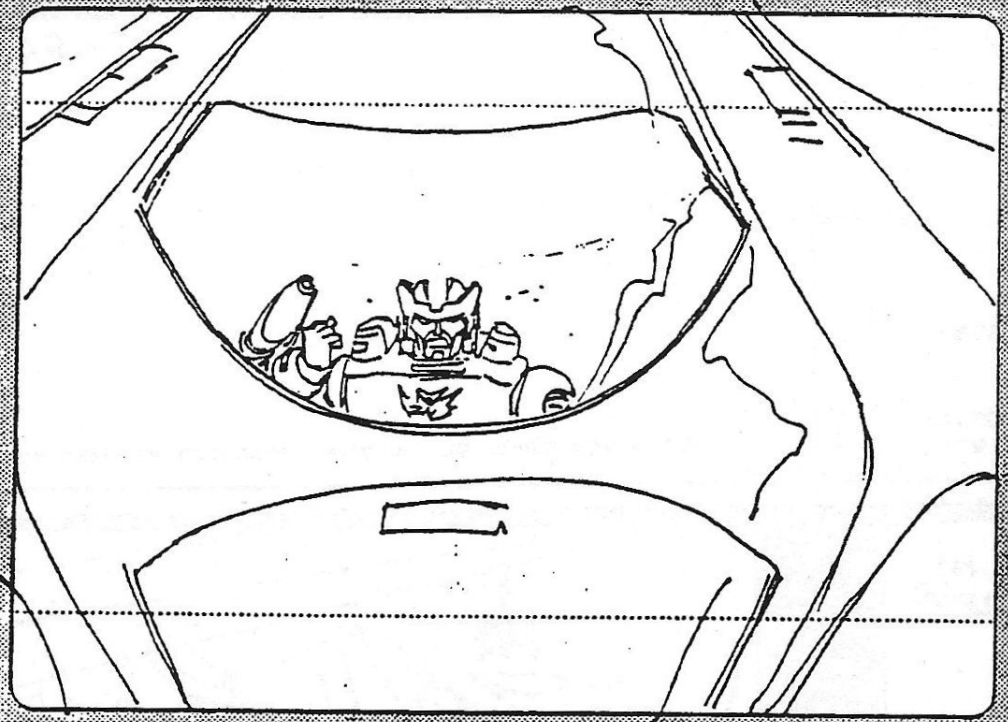
MUSIC/SFX

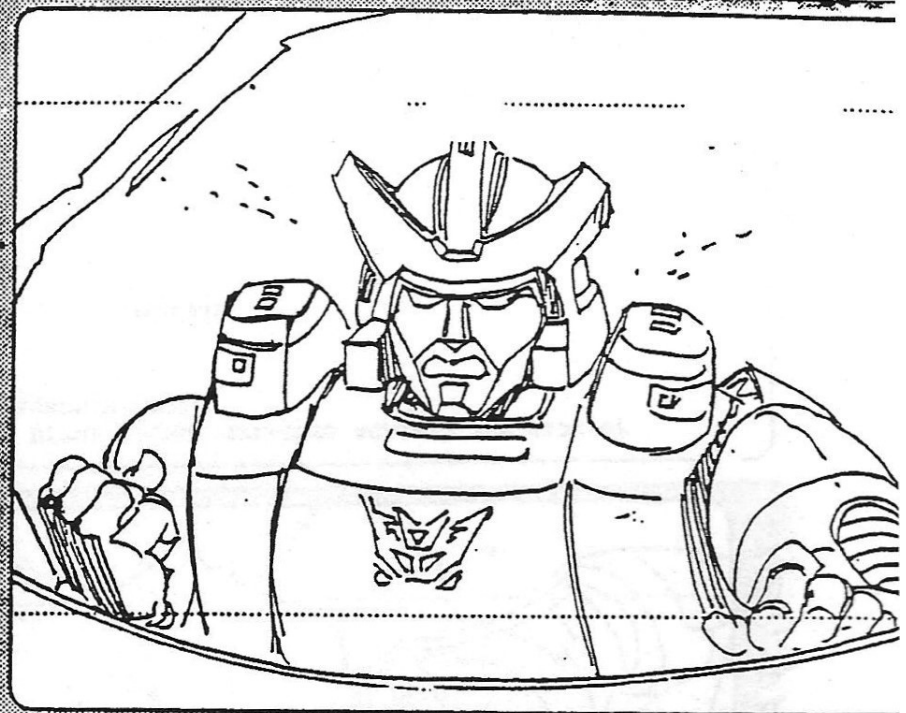
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-35

SC. CONT

SEQ. 15 Page 23





ACTION M.S. GALVATRON THROUGH CYCLONUS' WINDOW AS CYCLONUS DIVES AND...

E NOT PIN

DIAL GALVATRON There are plenty of Autobots for you..

MUSIC/SFX

CAMERA

ACTION ...FLIES TOWARD US. GALVATRON IS FURIOUS.

DIAL GALVATRON (CONT) Ultra Magnus...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-35

SC.

SEQ. 15 Page 23-A

NEXT PAGE 24

ACTION ...AS HIS FACE MOVES INTO X.C.U.

DIAL GALVATRON (CONT) ...is mine!

not pu

MUSIC/SFX

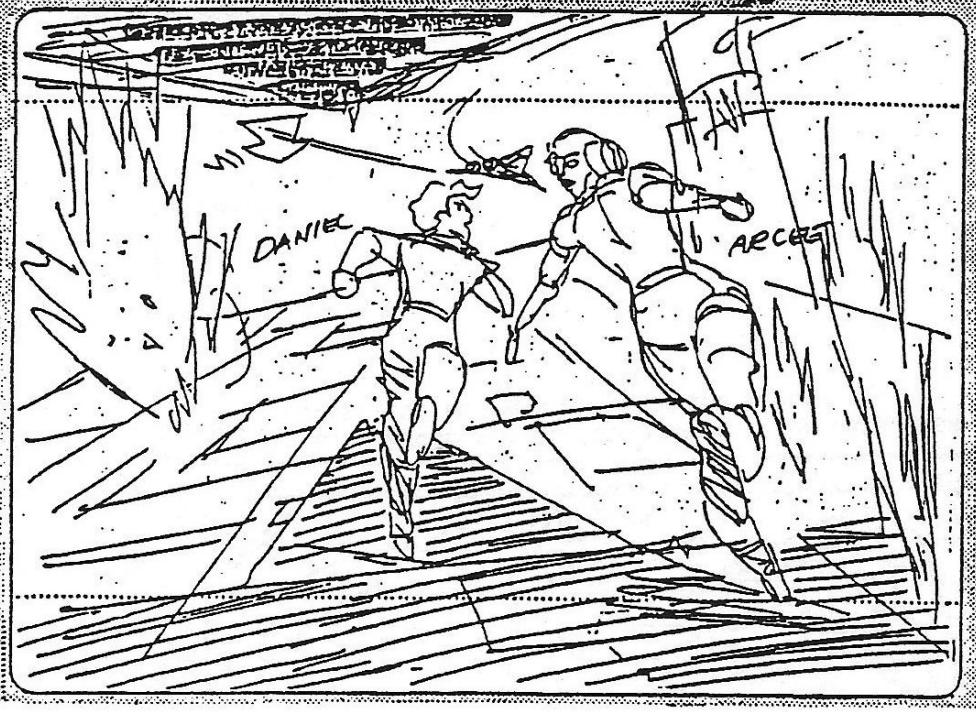
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-36



ACTION L.S. ARCEE AND DANIEL RUNNING ALONG A PLATFORM. CYCLONUS ZOOMS PAST OVERHEAD AND BANKS O.S. TO THE LEFT.

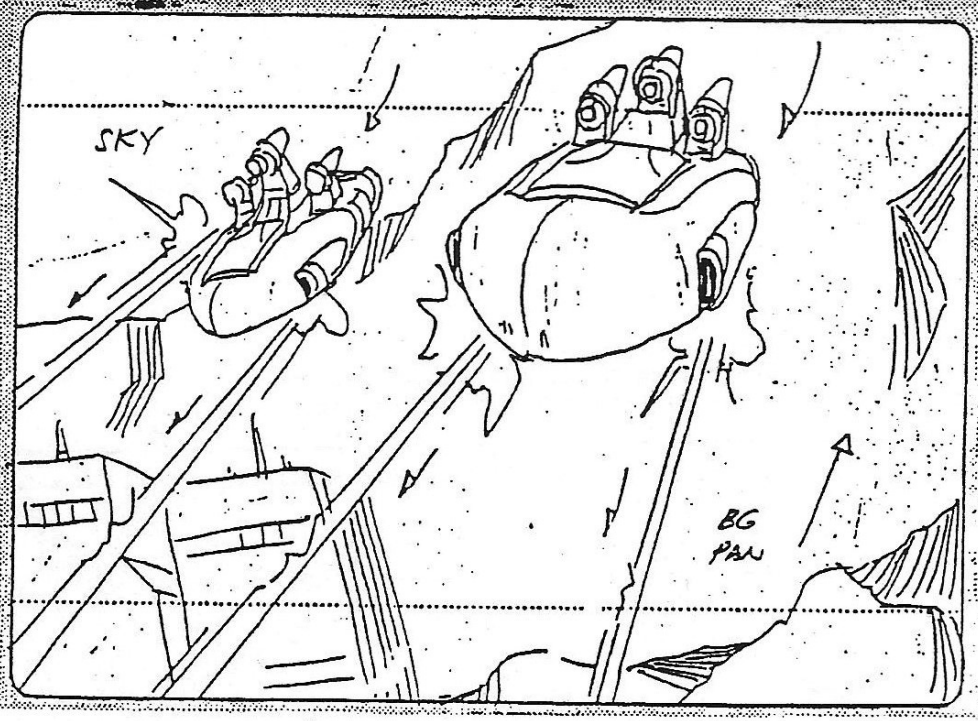
DIAL

MUSIC/SFX

CAMERA

SC. 15-37

SEQ. 15 Page 24



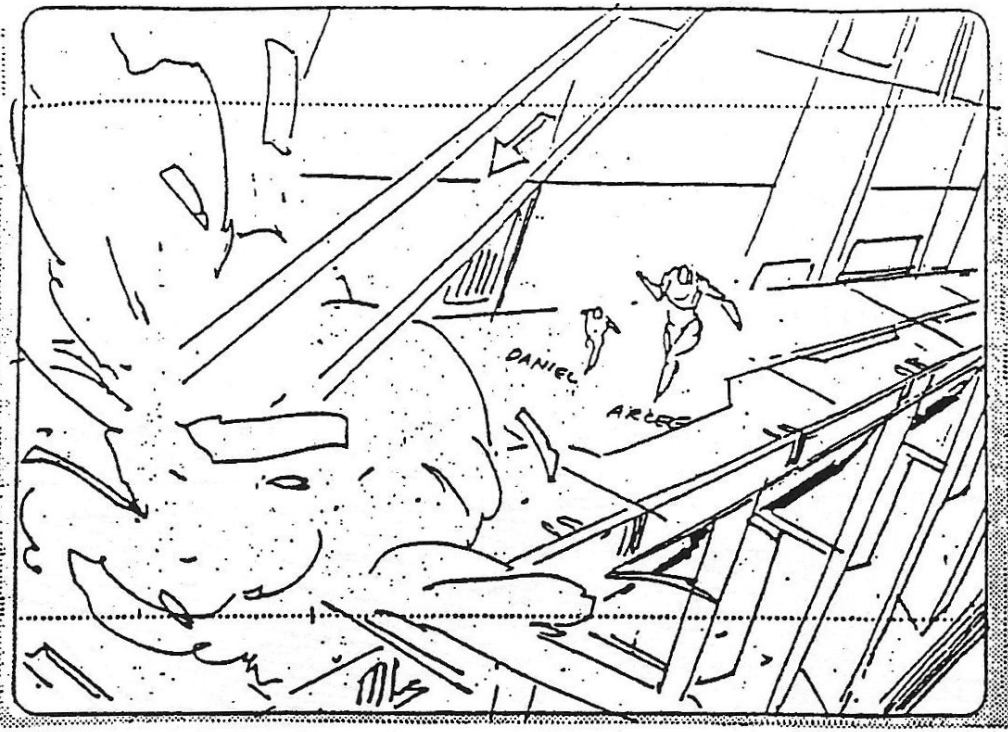
ACTION L.S. THE TWO DECEPTICON PLANES. WE FOLLOW THEM AS THEY DIVE AND FIRE O.S.

DIAL

MUSIC/SFX

CAMERA

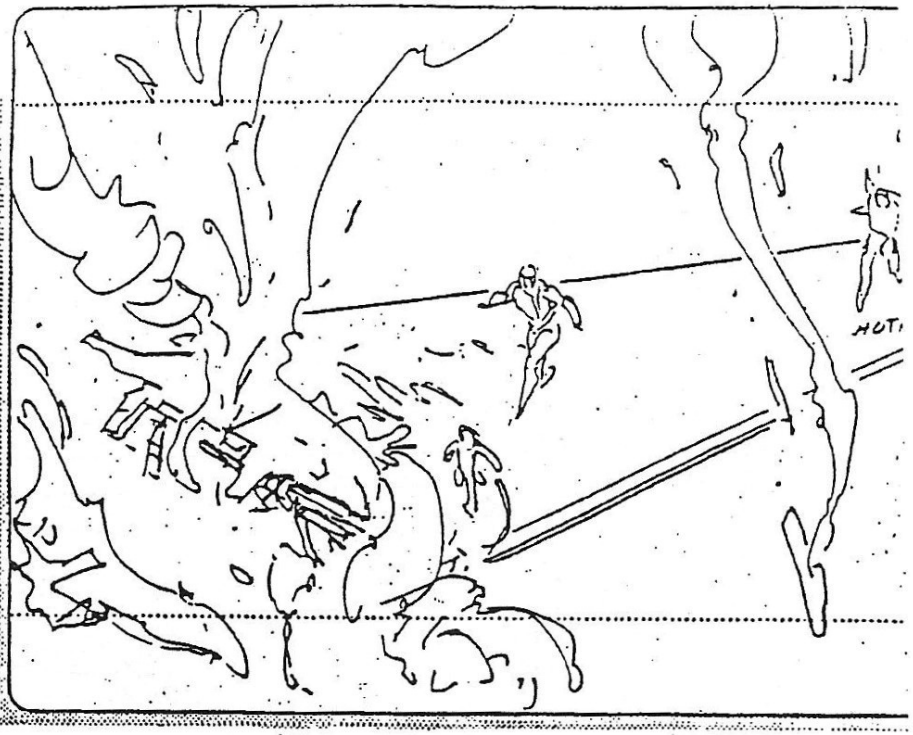
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.L.S. ARCEE AND DANIEL RUNNING. THE RAYS FROM THE O.S. DECEPTICON PLANES STREAK IN AND EXPLODE...

DIAL

MUSIC/SFX



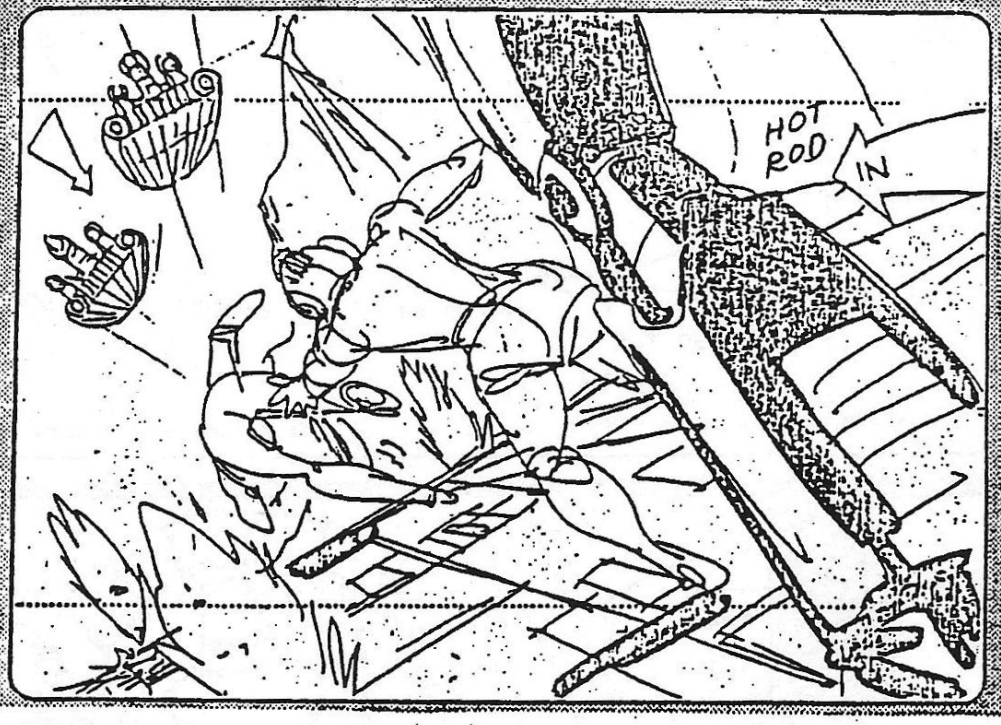
ACTION ...DESTROYING THE PLATFORM IN FRONT OF ARCEE AND DANIEL. HOT ROD ENTERS THE SCENE BEHIND THEM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-39



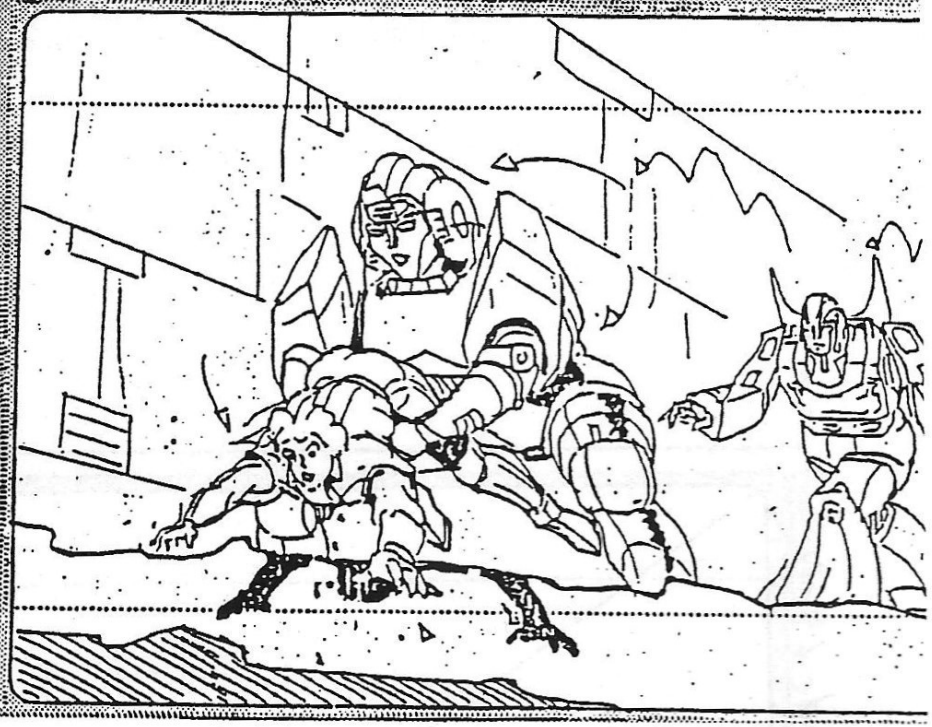
ACTION M.L.S. ARCEE AND DANIEL. DANIEL FALLS OVER THE EDGE OF THE DESTROYED PLATFORM. ARCEE REACHES OUT FOR HIM AS HOT ROD ENTERS THE SCENE BEHIND THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 15-40



ACTION M.L.S. HOT ROD, ARCEE AND DANIEL. ARCEE GRABS A HOLD OF DANIEL AND KEEPS HIM FROM FALLING TO HIS DEATH. HOT ROD RUNS UP FROM BEHIND...

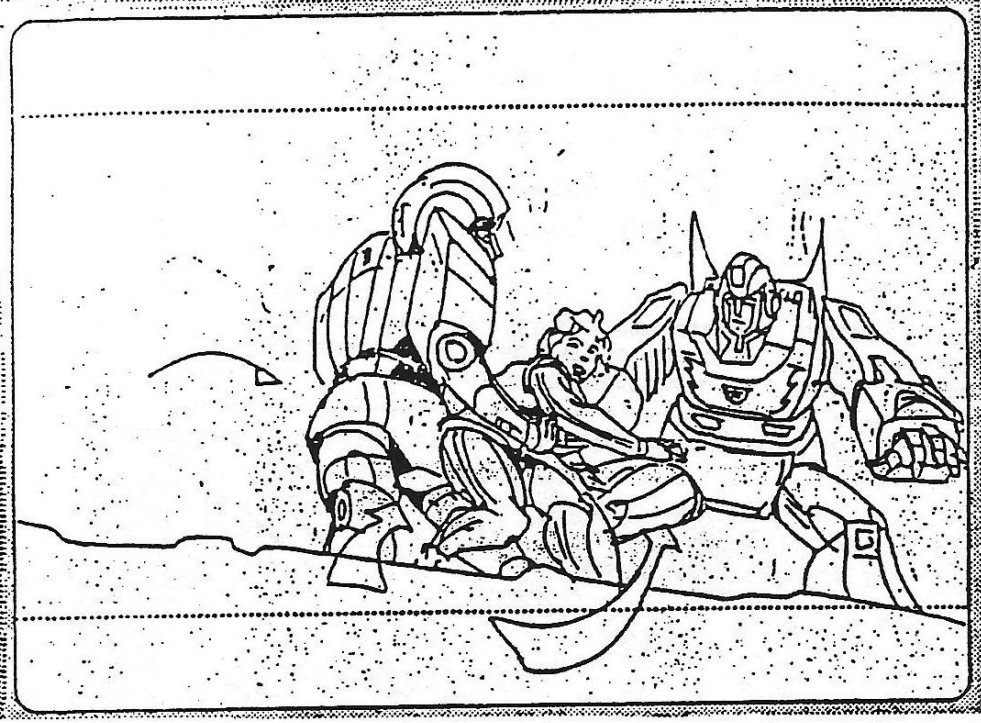
DIAL

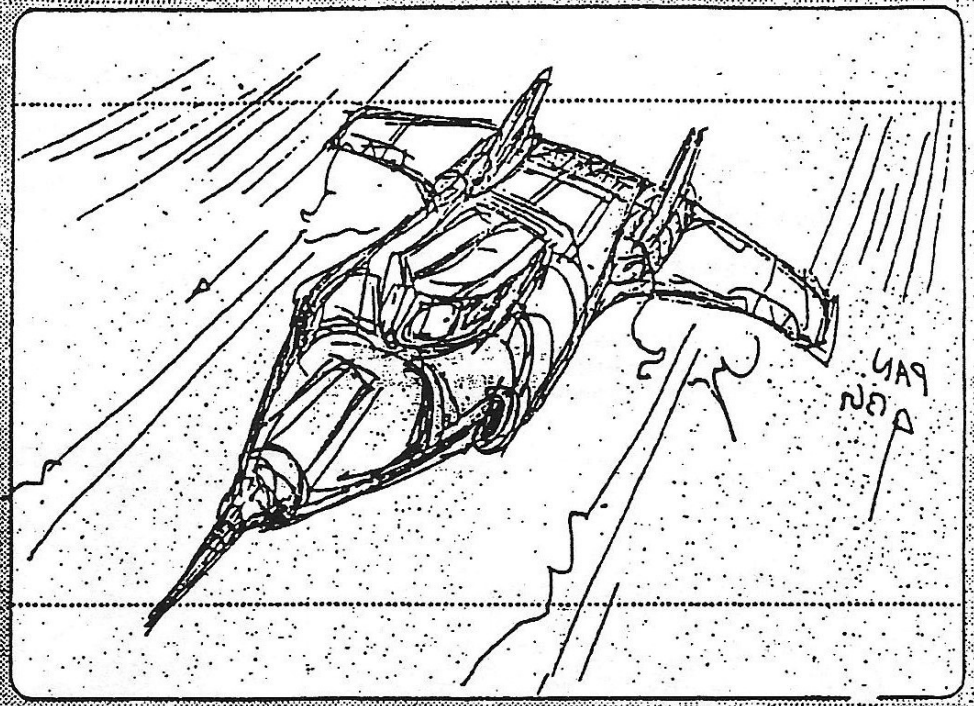
ARCEE — Stay close to me, Daniel...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND HELPS ARCEE WHO PULLS DANIEL TO SAFETY.

DIAL HOT ROD (TO ARCEE) And you better stay close to me...

MUSIC/SFX

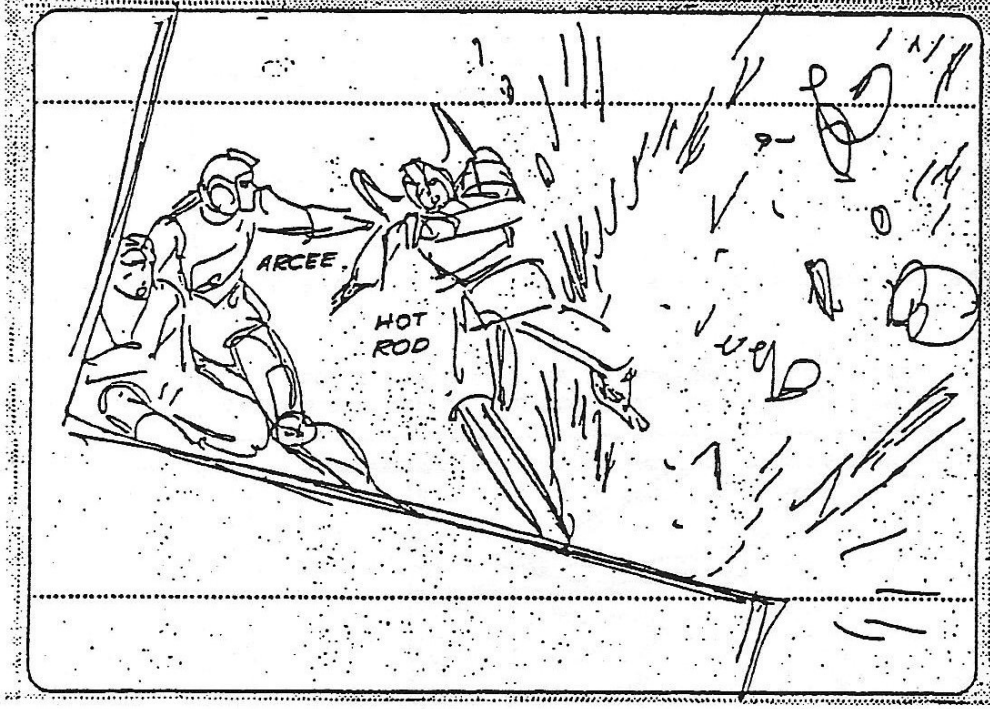
ACTION M.L.S. CYCLONUS DIVES AND FIRES O.S.

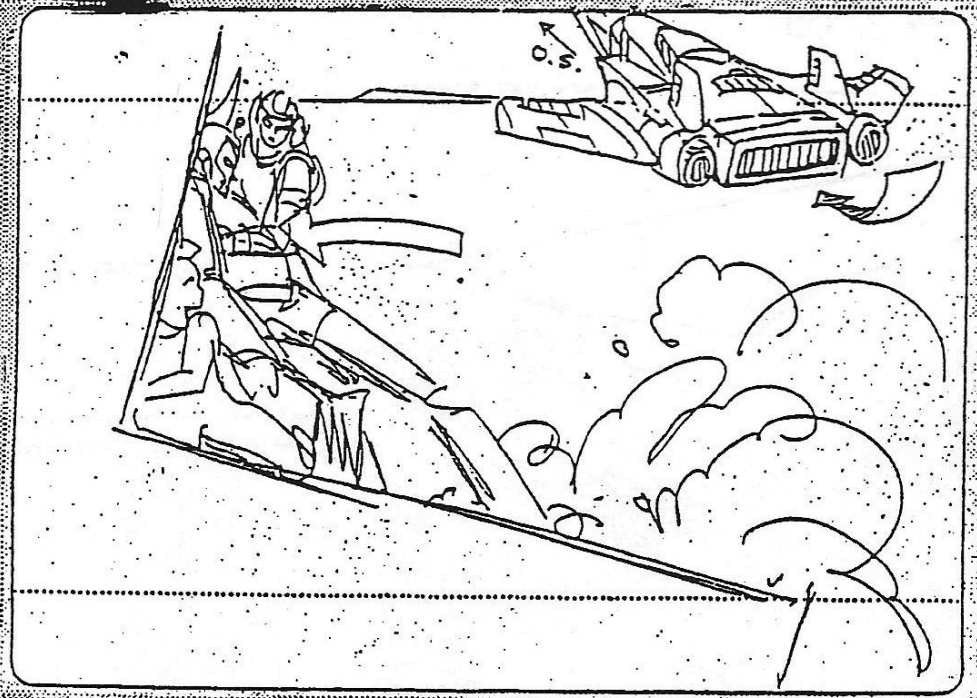
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-42 SC. CONT. SEQ. 15 Page 28





ACTION L.S. HOT ROD, ARCEE AND DANIEL. THE BLAST FROM CYCLONUS EXPLODES NEAR HOT ROD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...KNOCKING HIM AGAINST THE WALL.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.C.U. ARCEE AND HOT ROD. ARCEE CHECKS TO SEE IF HOT ROD IS INJURED. HE IS ALRIGHT. SHE SMILES.

DIAL ARCEE No. You'd better stay close to me.

MUSIC/SFX

ACTION

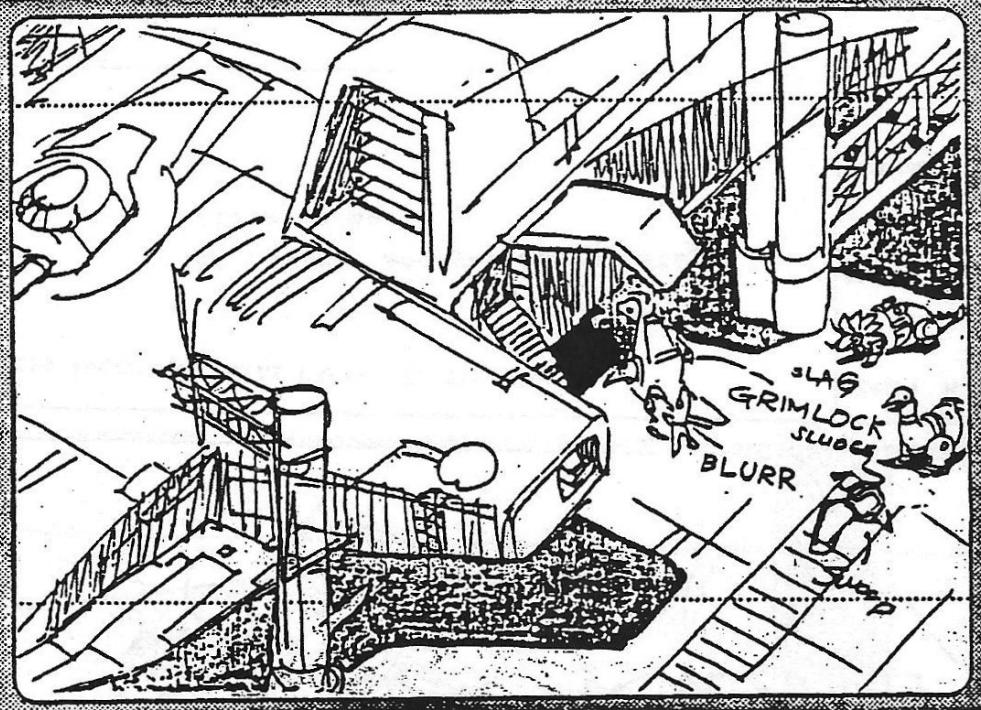
DIAL

MUSIC/SFX

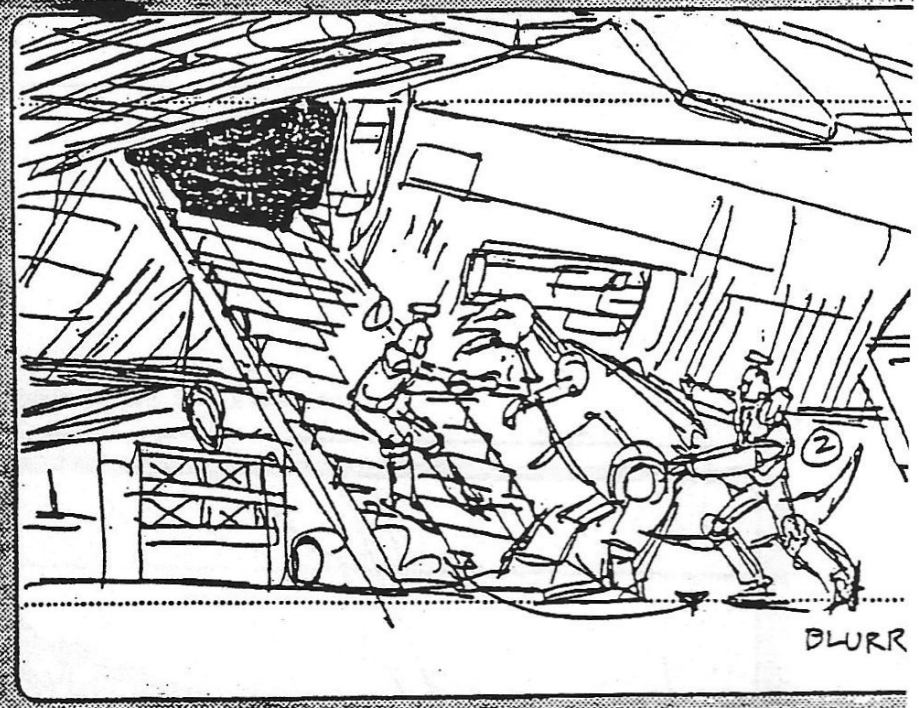
X.L.S. CYCLONUS AND

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-45



SC. 15-46



ACTION L. DOWN SHOT. BLURR AND GRIMLOCK. BLURR IS LEADING GRIMLOCK TOWARD HOT ROD'S SHUTTLE. BLURR SHOOTS THIS WAY AND THAT WAY AROUND THE DINOBOT, TRYING TO GET HIM TO HURRY.

DIAL

BLURR (PLEADING WITH HIM, SHOVING HIM, TALKING VERY, VERY RAPIDLY) Nice Dino, good Dino, sweet Dino! Won't you step into the nice spaceship for Blurr? Pretty please? . . .

MUSIC/SFX

CAMERA

ACTION M.L.S. BLURR AND GRIMLOCK. BLURR RACES AROUND GRIMLOCK FIRST PULLING THEN PUSHING, TRYING TO GET HIM TO GO UP THE BOARDING STEPS OF THE SHUTTLE.

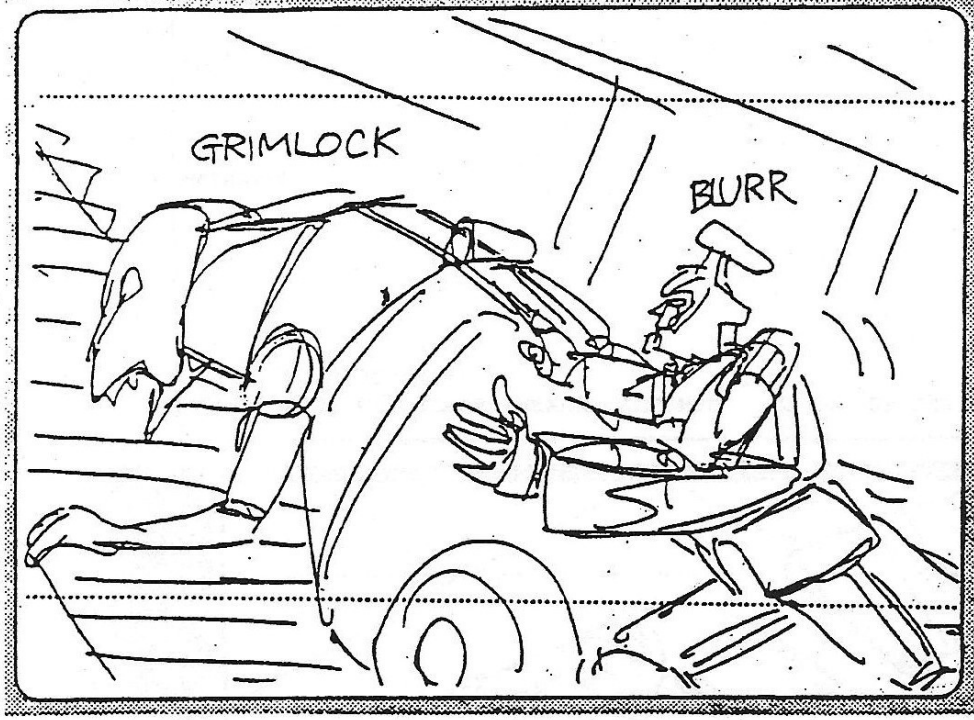
DIAL

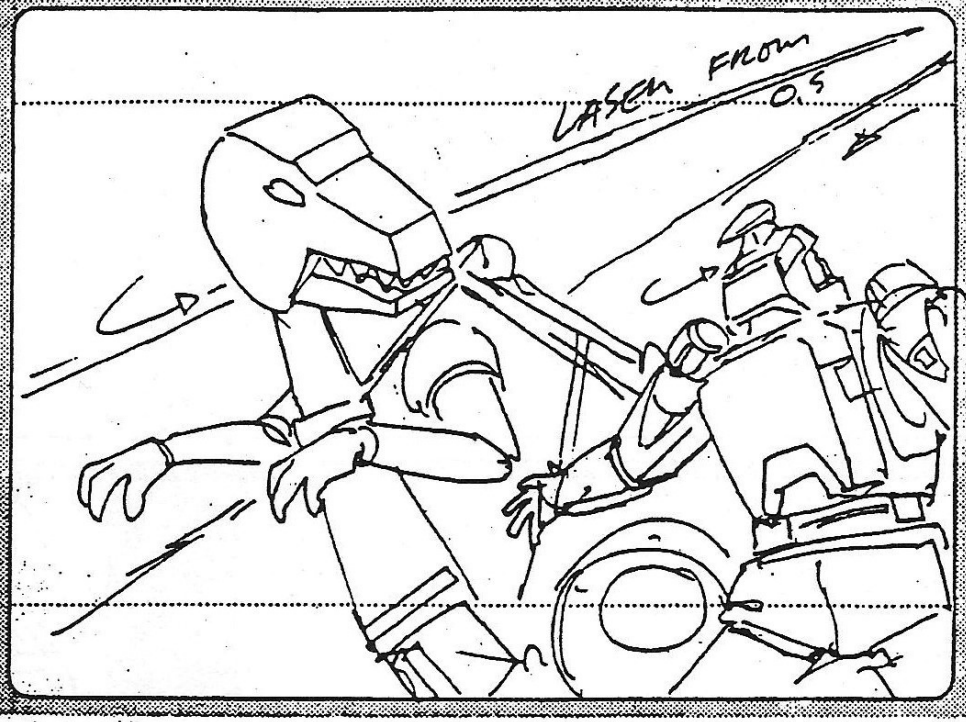
BLURR (CONT) . . . Pretty, pretty, pretty ple
Nice Dino. Goon Dino. Wit
sugar ontop. And a cherr
And some whipped cream. .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





:TION M.S. GRIMLOCK AND BLURR. BLURR SHOVES ON GRIMLOCK WHO RESISTS EVERY EFFORT TO GET HIM TO MOVE.

AL BLURR (CONT) . . . Nice Dino, good Dino, sweet Dino. . .

ISIC/SFX

GRIMLOCK (STICKING HEAD OUT PAST STRUGGLING BLURR) Me, Grimlock, not "nice

MERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

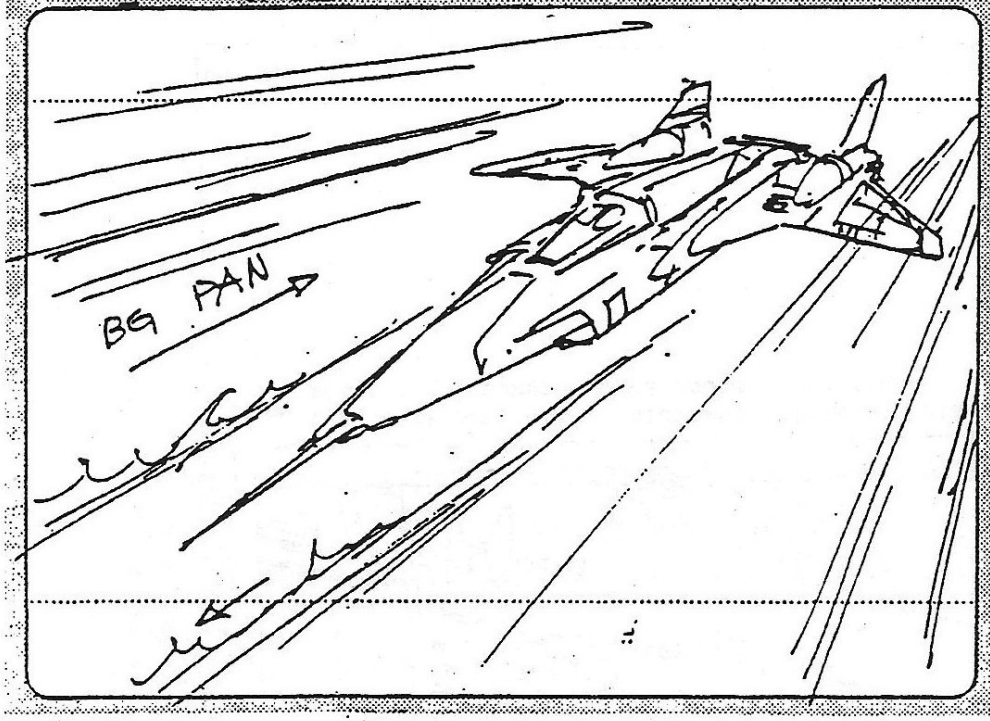
ACTION SUDDENLY LASER BLASTS ZING PAST FROM HIGH O.S. GRIMLOCK AND BLURR TURN TO SEE WHO'S FIRING.

DIAL GRIMLOCK (CONT) . . . Me bash brains!

MUSIC/SFX

CAMERA

SC. 15-48



CTION M.L.S. CYCLONUS DIVES TOWARD THEM.

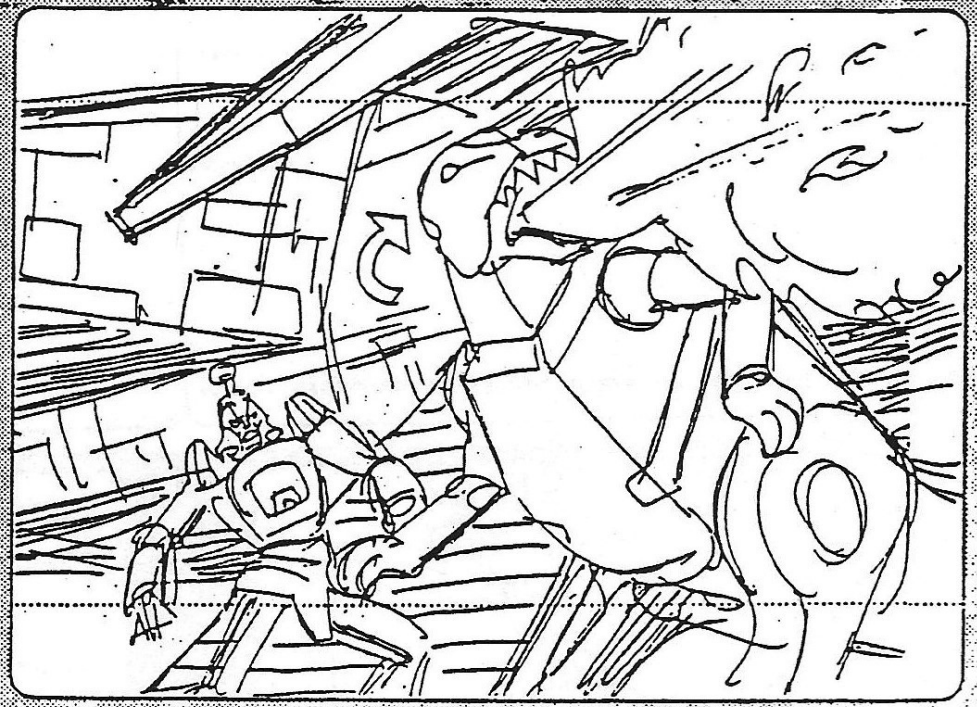
IAL

USIC/SFX

AMERA

SC. 15-49

SEQ. 15 Page 32



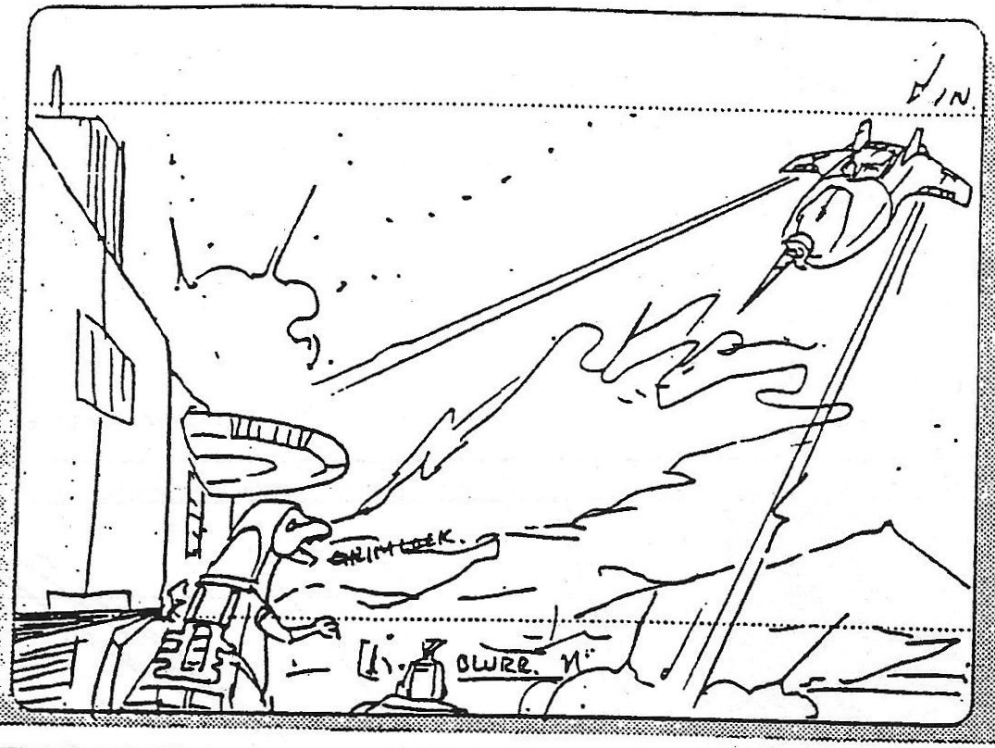
ACTION M.L.S. BLURR AND GRIMLOCK. GRIMLOCK SENDS OUT A BLAST OF FIRE FROM HIS MOUTH.

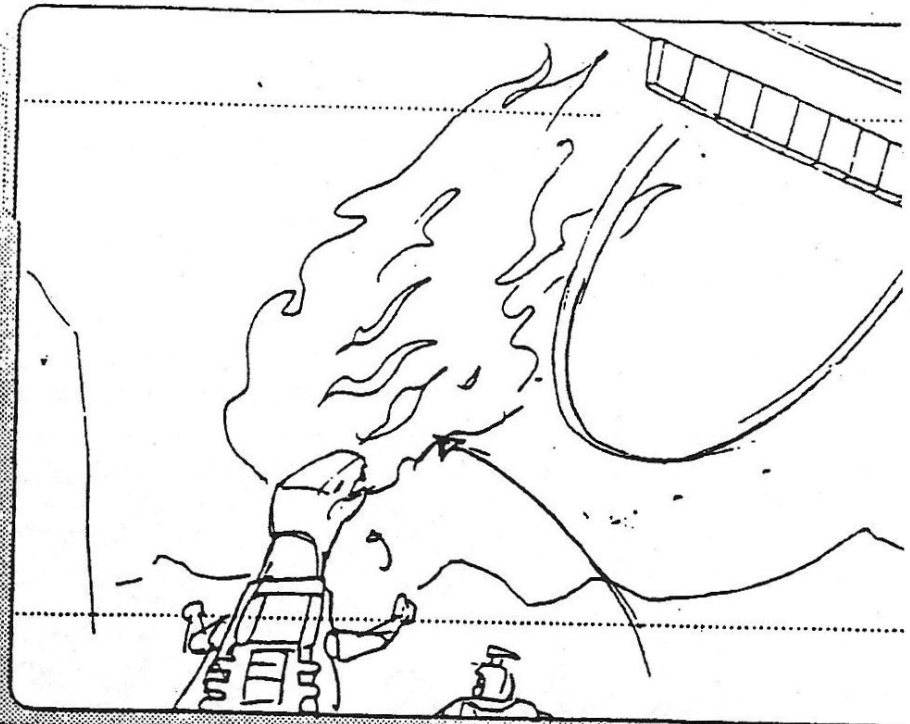
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. GRIMLOCK, BLURR, CYCLONUS. GRIMLOCK FIRES HIS FIRE BLAST AT CYCLONUS WHO IS SHOOTING AT THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION CYCLONUS BANKS AND PULLS UP AVOIDING THE GRIMLOCK'S FIRE.

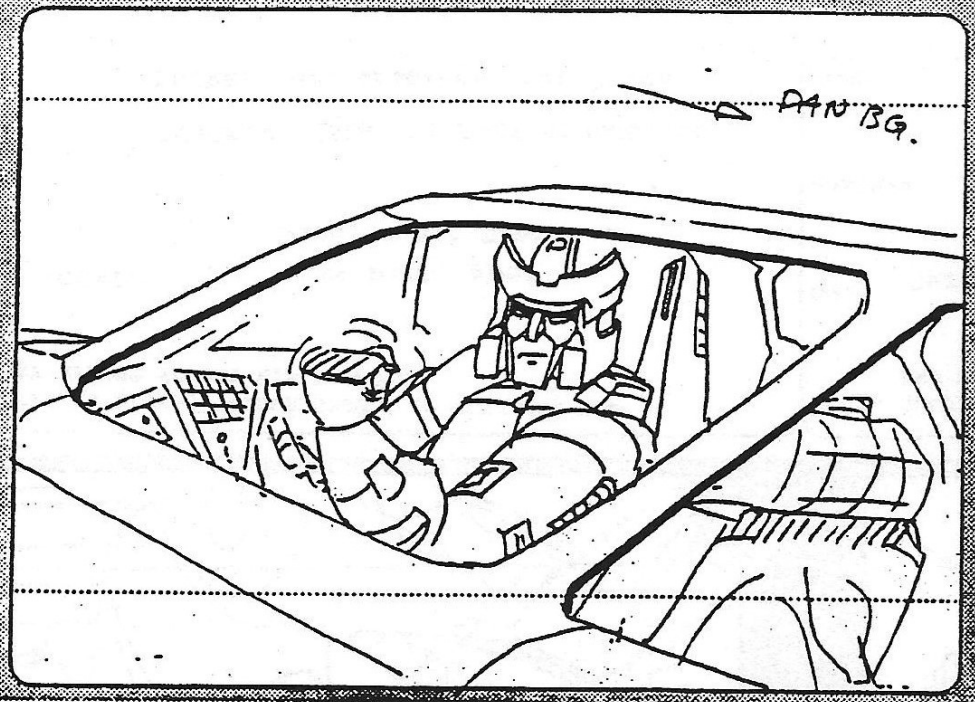
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-50A SC. SEQ. 15 Page 33A



ACTION M.S. GALVATRON INSIDE CYCLONUS. HE SHAKES HIS FIST AT GRIMLOCK O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

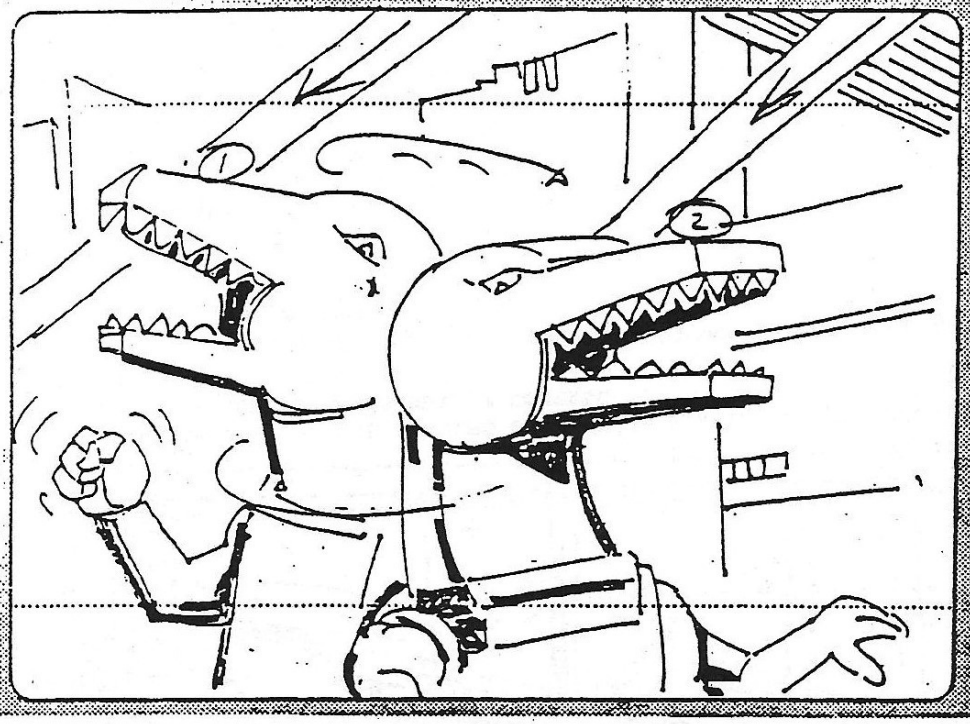
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-51

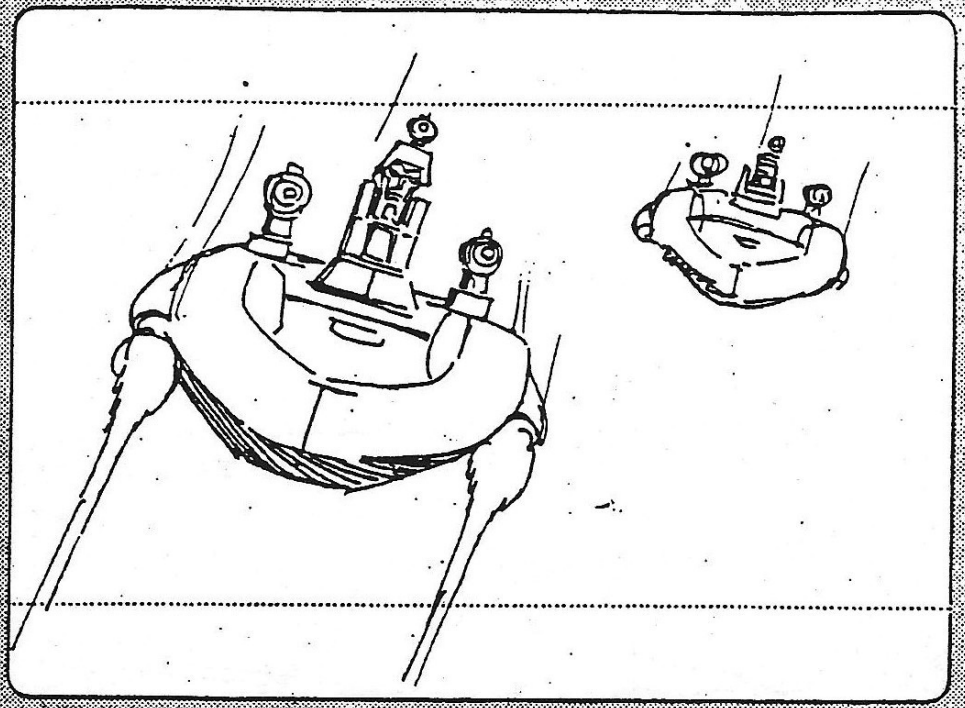


ACTION M.S. GRIMLOCK. HE SHAKES HIS FIST BACK AT GALVATRON, BUT THEN MORE DECEPTICON LASER FIRE ZINGS PAST HIS HEAD. HE TURNS TO SEE WHERE IT IS COMING FROM.

DIAL

MUSIC/SFX

SC. 15-51A SEQ. 15 Page 33B



ACTION L.S. TWO SWEEPS. THEY DIVE TOWARD THE O.S. GRIMLOCK AND FIRE AT HIM.

DIAL

MUSIC/SFX

NEXT PAGE 33C

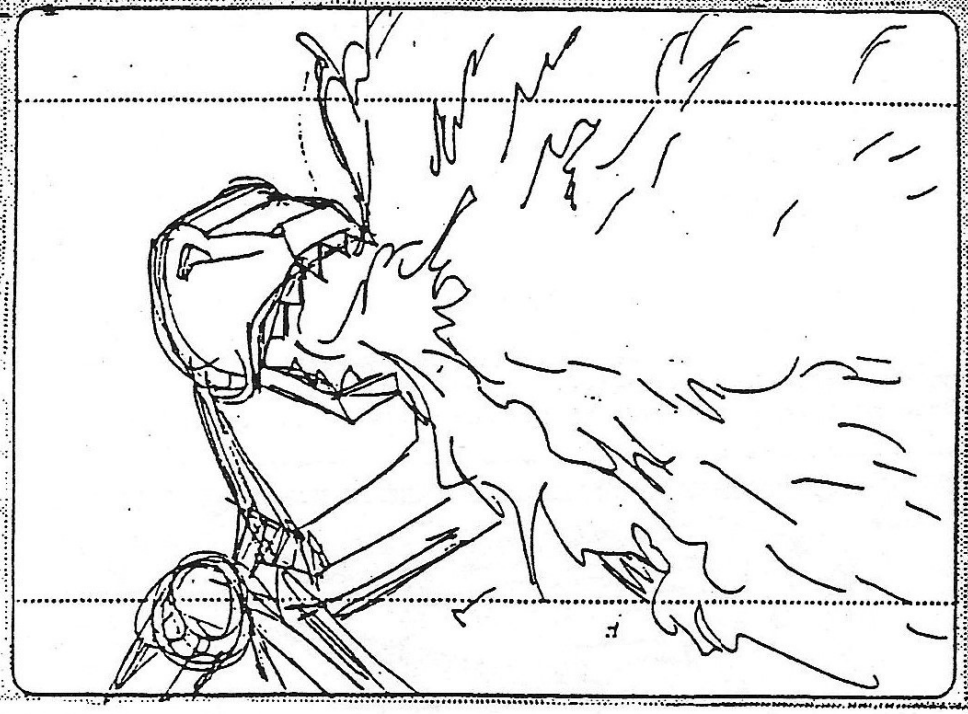
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-51B

SC.

SEQ. 15

Page 33 C



NEXT PAGE 34

ACTION M.S. GRIMLOCK. HE SENDS OUT A BLAST OF FIRE TOWARD THE O.S. SWEEPS.

DIAL

MUSIC/SFX

CAMERA

ACTION

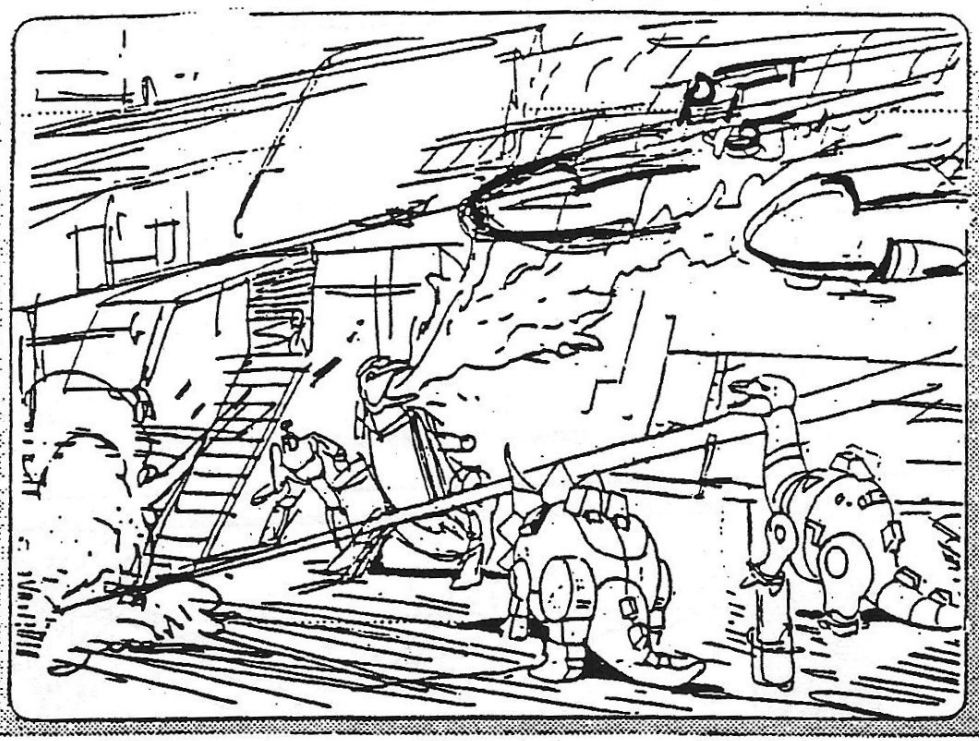
DIAL

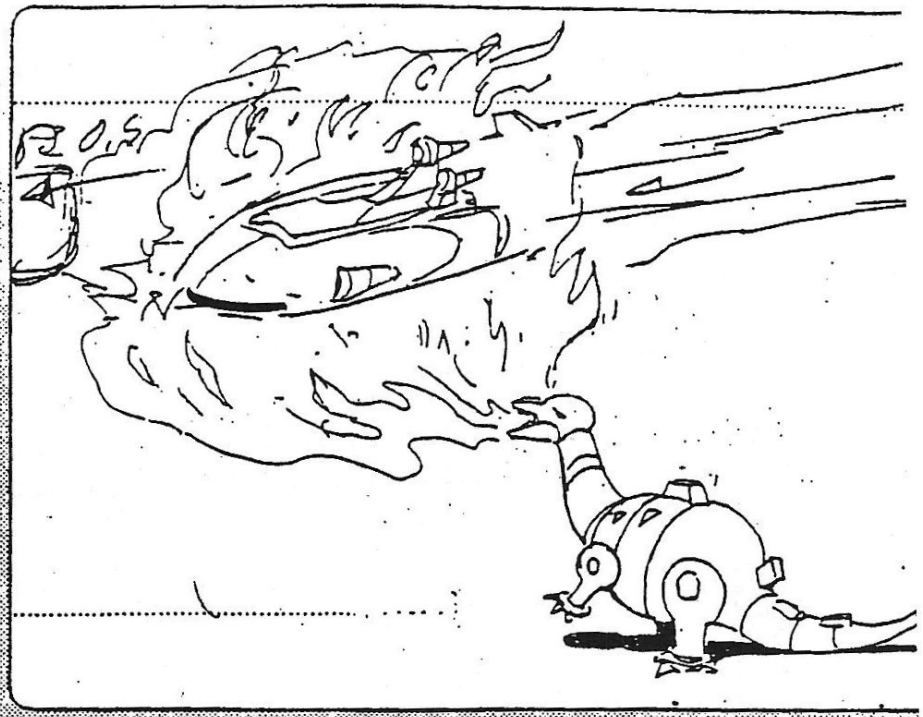
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SEQ.





ACTION L.S. BLURR AND GRIMLOCK AS TWO DECEPTICON PLANES FLY BY LOWE OVERHEAD. GRIMLOCK SHOOTS HIS FIRE BLAST WHICH STARTS THE FIRST SHIP ON FIRE.

DIAL

MUSIC/SFX

ACTION SLUDGE FIRES A BLAST OF FIRE AT THE SECOND SHIP, IT CATCHES ON FIRE AND BOTH SWEEPS FLY O.S.

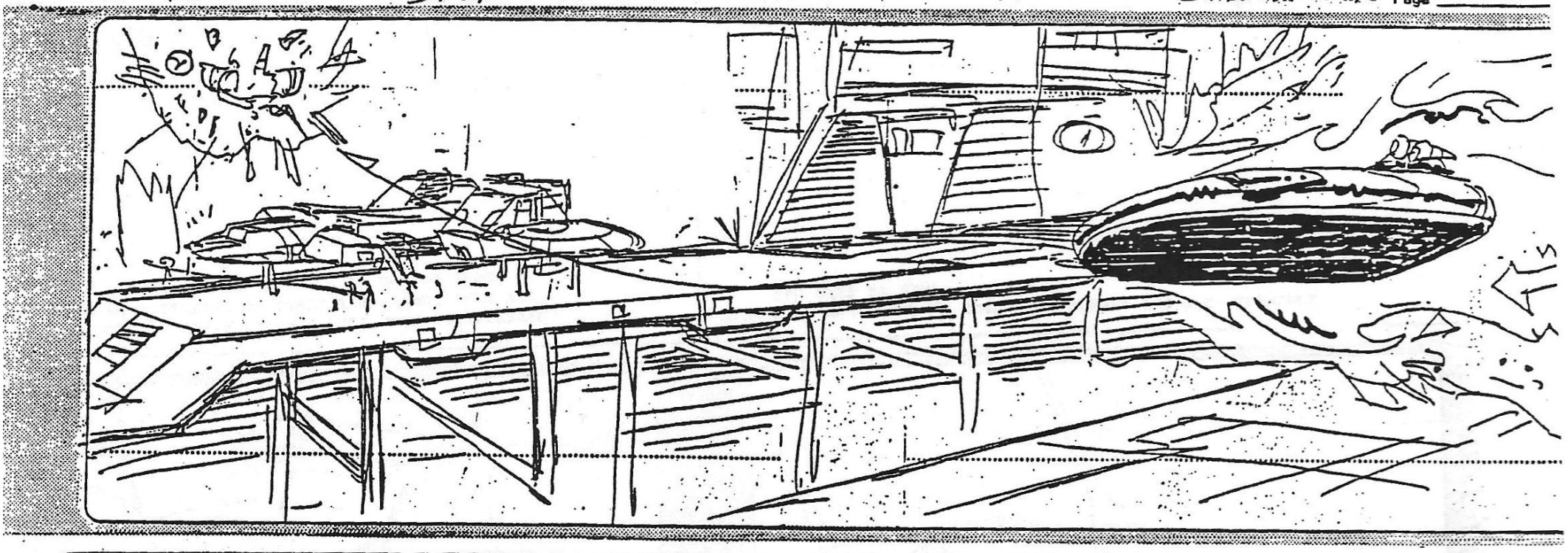
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-53 STOP ← FOLLOW PAN START SEQ. 15 Page 35



ACTION M.L.S. THE FLAMING DECEPTICON PLANE. WE PAN WITH IT AS IT BANKS OUT OF CONTROL...

...FLIES OVER ULTRA MAGNUS' AUTOBOT SHUTTLE AND EXPLODES IN MID-AIR.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

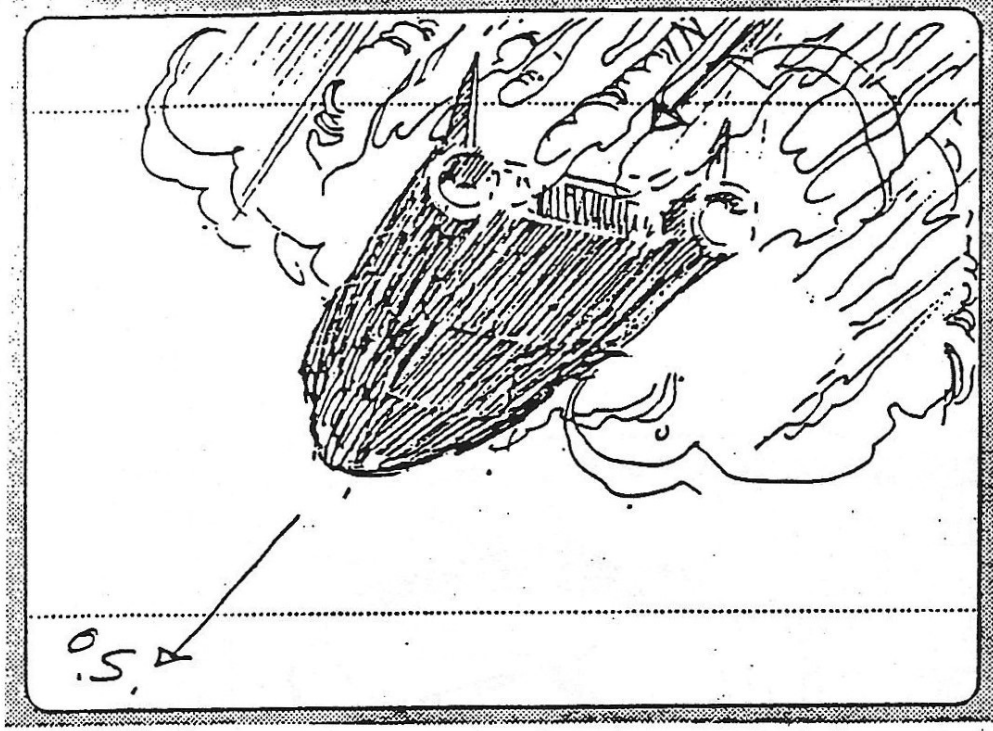
CAMERA

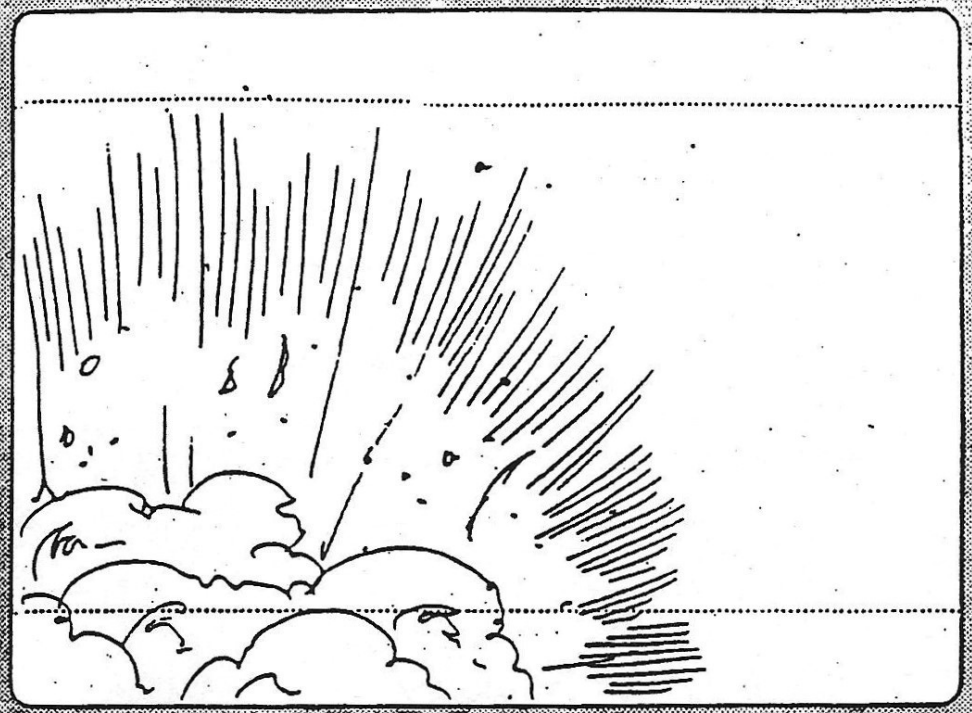
TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-53

SC. CONT

SEQ 15 Page 35A





CTION THE SECOND SWEEP, IN FLAMES, STREAKS DOWN THROUGH THE SCENE...

IAL

IUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND EXPLODES O.S. SENDING UP BILLOWING CLOUDS OF FLAME AND SMOKE.

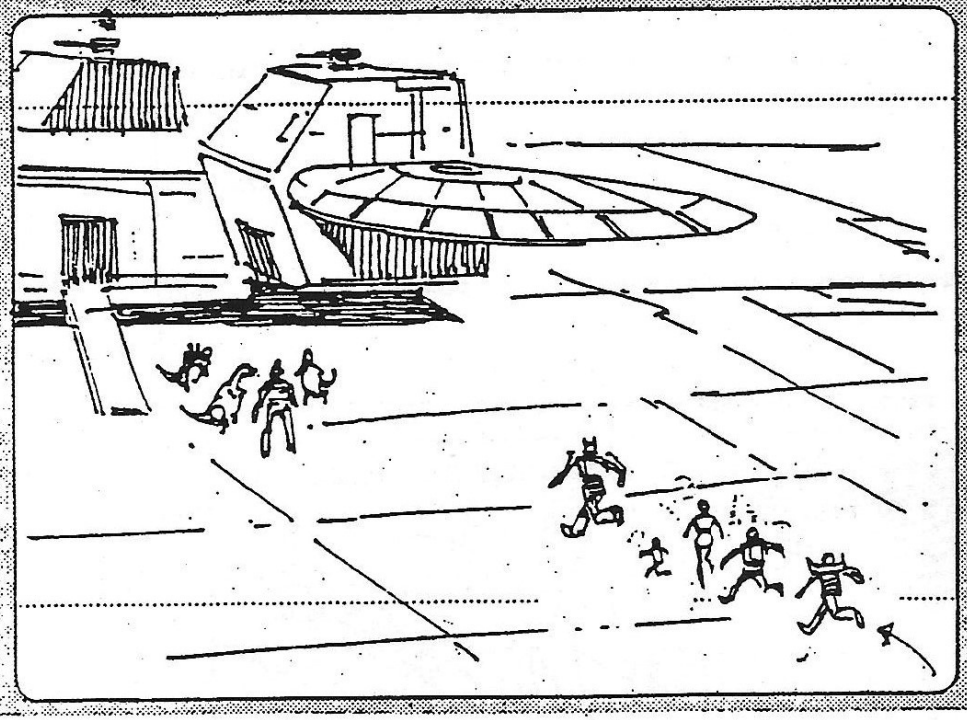
DIAL

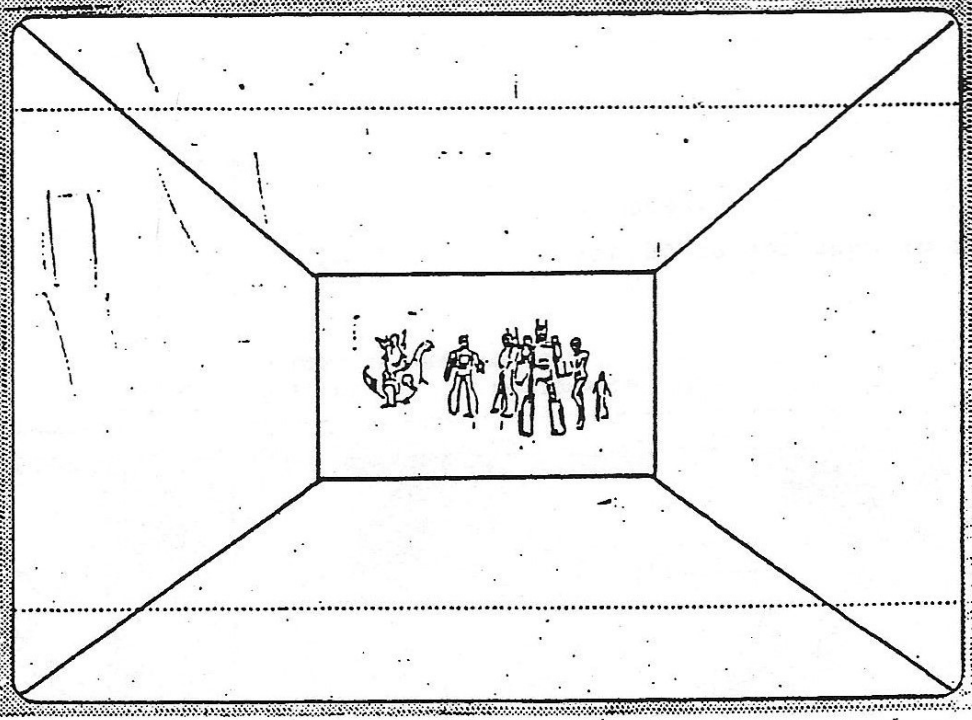
MUSIC/SFX

CAMERA

SC. 15-53A

SC. TRUCK IN SEQ. 15 Page 36





ACTION X.L.S. BLURR AND THE DINOBOTS STAND NEAR AN AUTOBOT SPACE SHUTTLE AS ULTRA MAGNUS, DANIEL, ARCEE, KUP AND HOT ROD COME RUNNING TOWARD THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION ULTRA MAGNUS AND THE OTHERS GATHER NEAR BLURR AND THE DINOBOTS.

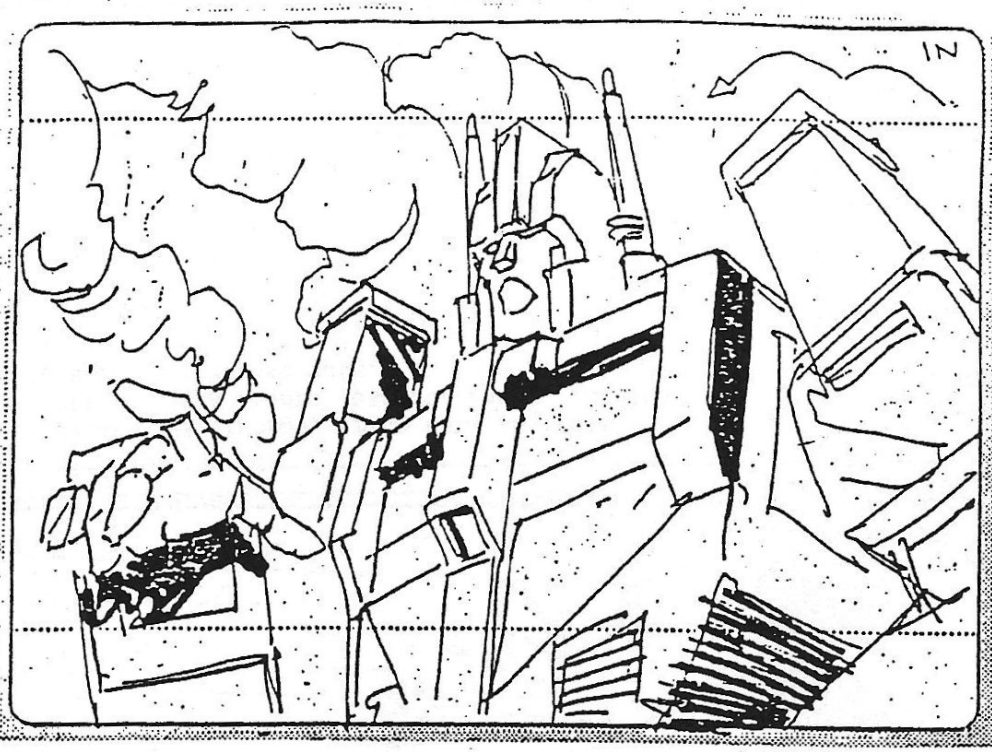
DIAL

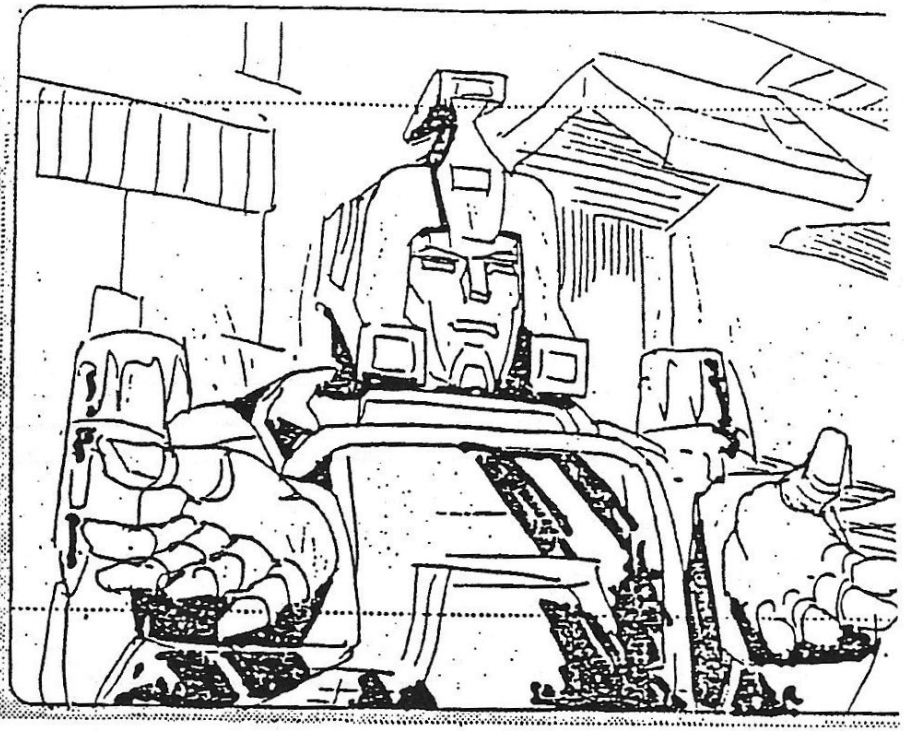
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-55 SEQ. 5





ACTION ULTRA MAGNUS STEPS INTO THE SCENE AND ADDRESSES BLURR O.S.

DIAL ULTRA MAGNUS Blurr, get the Dinobots in the shuttle.

MUSIC/SFX

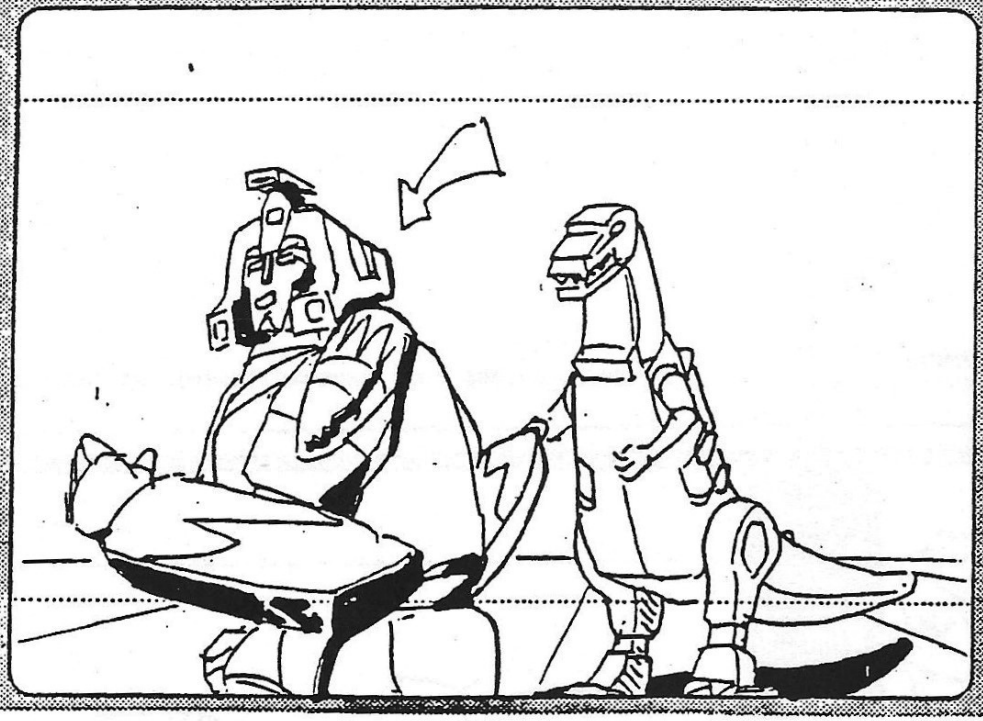
CAMERA

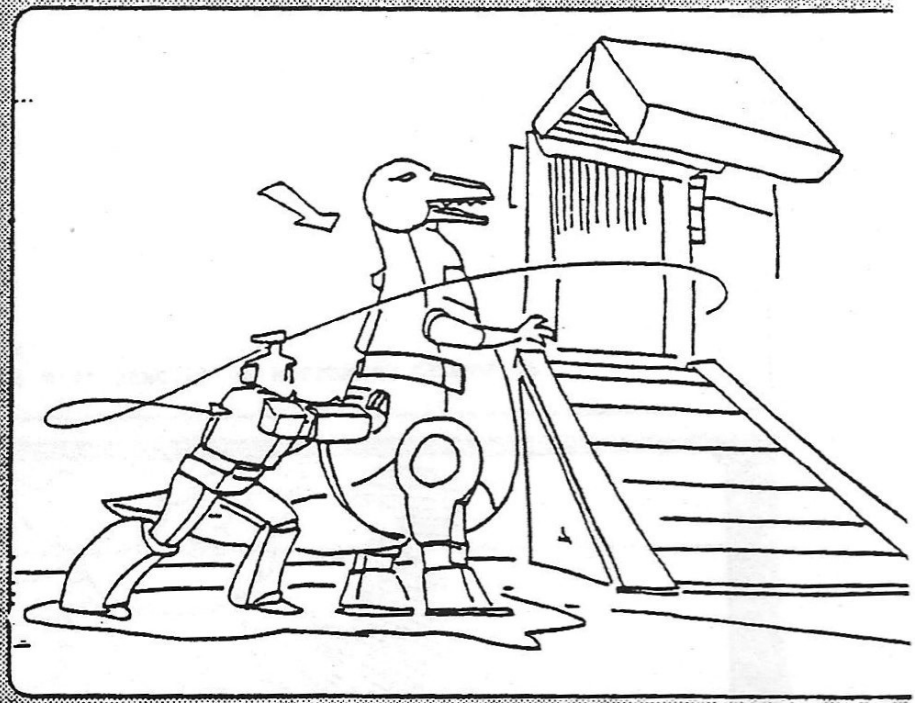
ACTION M.S. BLURR. HE MOTIONS TO ULTRA MAGNUS THAT HE IS AT A LOSS AS WHAT TO DO...

DIAL BLURR I'm trying to get them in the shuttl Ultra Magnus. . .

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...HE THEN TURNS...

DIAL BLURR (CONT) ...'Cause I know that we can't launch the shuttle until . . .

MUSIC/SFX

CAMERA

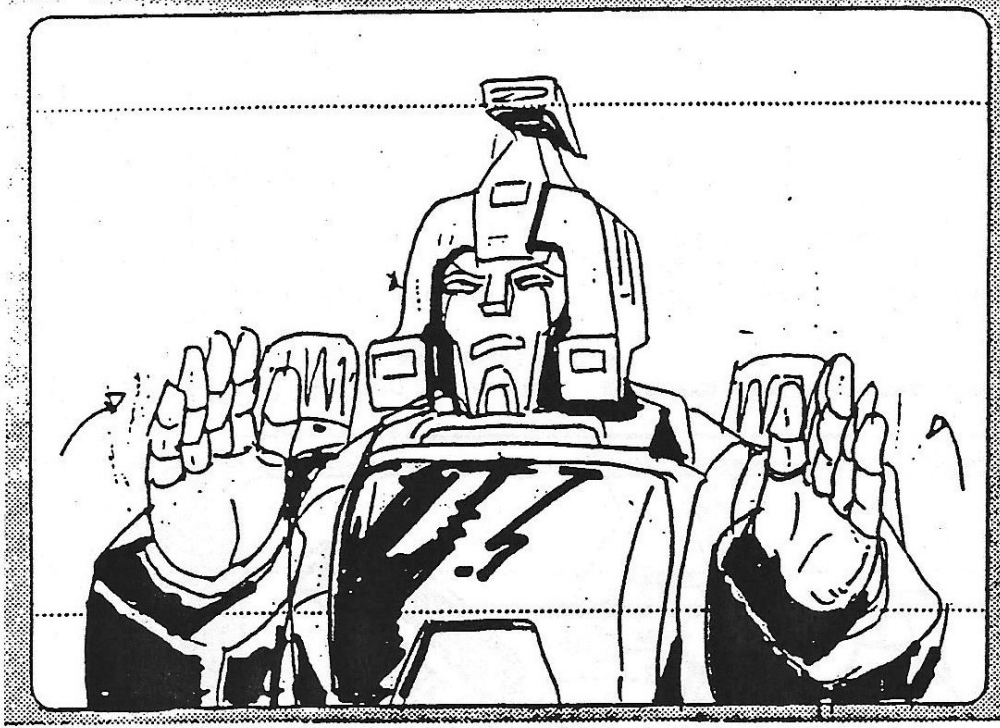
ACTION ...ZIPS OVER TO GRIMLOCK AND TRIES TO FORCE HIM ONTO THE SHUTTLE.

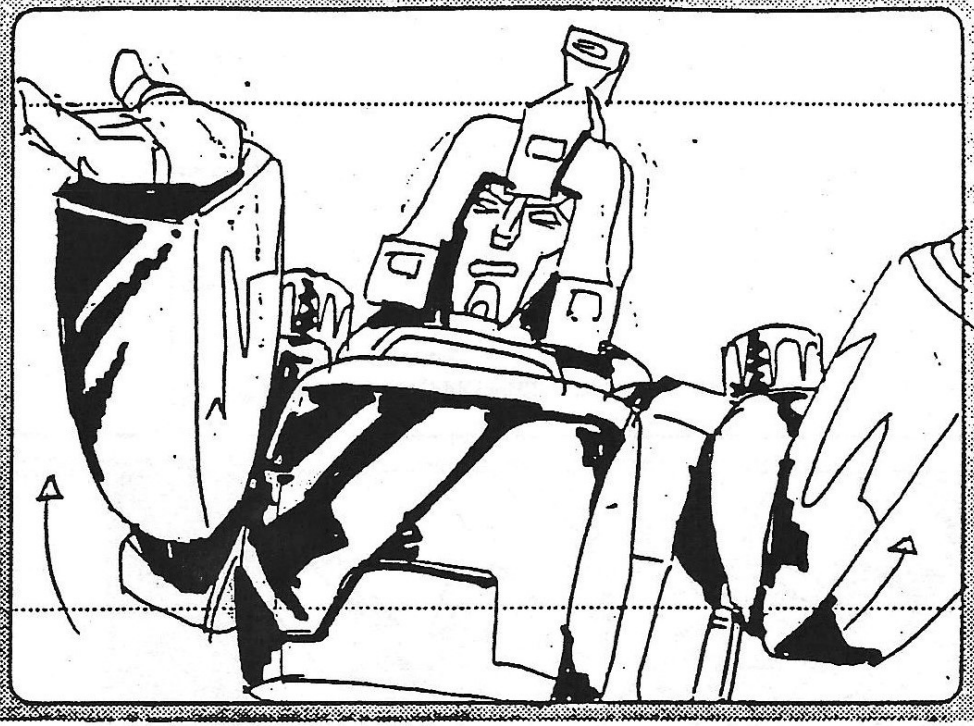
DIAL BLURR (CONT) ...I get them in the shuttle. . .

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ACTION BLURR ZIPS BACK TO FOREGROUND. HE THEN MOTIONS TO ULTRA MAGNUS O.S. HE'S HELPLESS, FRUSTRATED...

DIAL BLURR (CONT) ... But I can't seem to get them in the shuttle. 'Cause . . .

MUSIC/SFX

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AND AT A LOSS AS HOW TO MOVE HIS DINOBOT BUDDY ON TO THE SHIP.

DIAL BLURR (CONT) . . . they're impossible, impossible, impossible.

MUSIC/SFX

CAMERA

ACTION M.S. ULTRA MAGNUS SPEAKS TO O.S. BLURR.

DIAL ULTRA MAGNUS Okay, forget it.

MUSIC/SFX

CAMERA

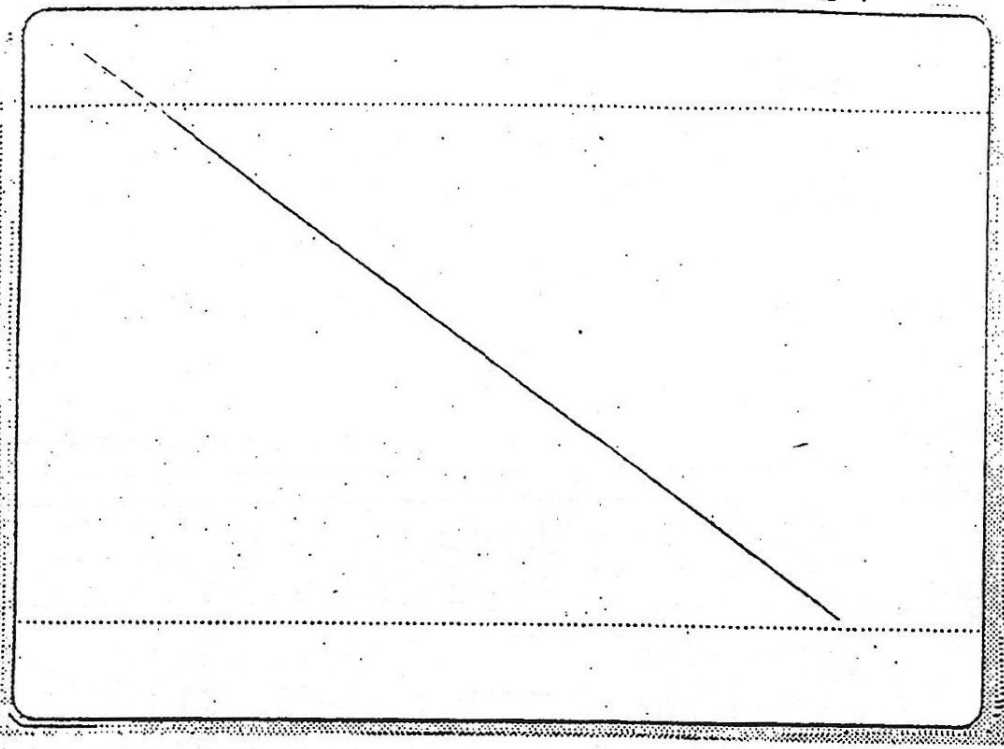
ACTION HE THEN TURNS HIS HEAD AND SPEAKS TO O.S. HOT ROD AND KUP.

DIAL ULTRA MAGNUS Kup, Hot Rod

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

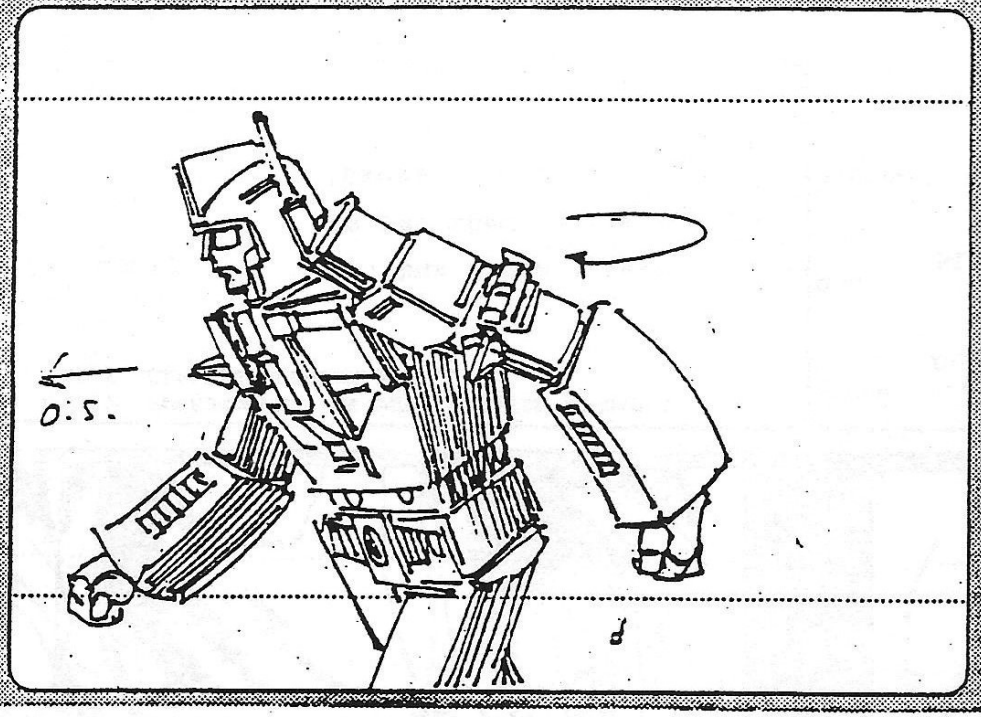
MUSIC/SFX

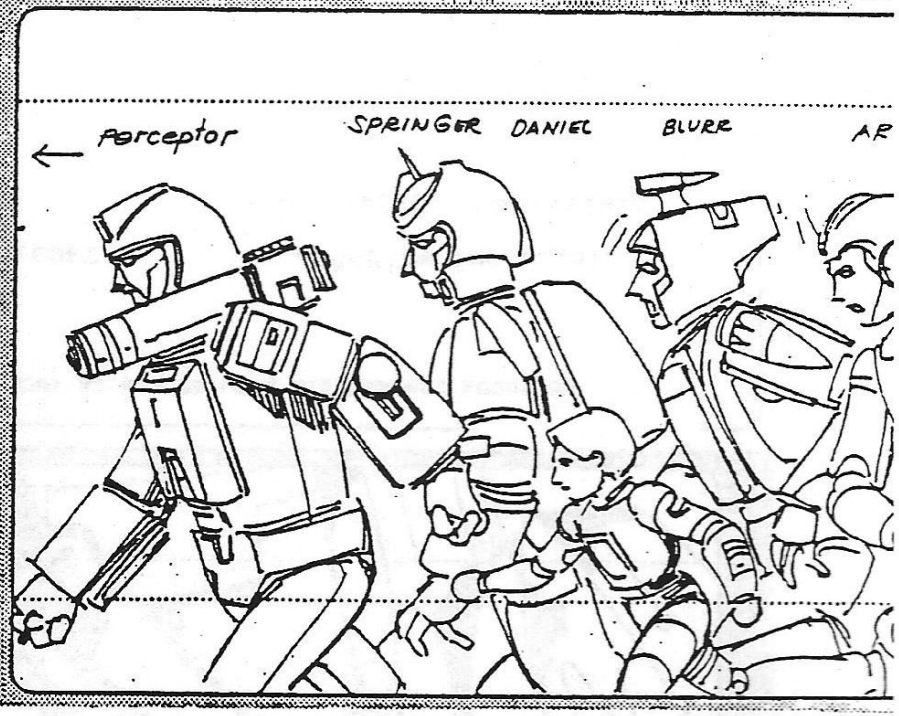
ACTION M.L.S. HOT ROD, ARCEE AND KUP. THEY STOP THEIR ACTIVITY AND TURN TO FACE ULTRA MAGNUS O.S.

DIAL ULTRA MAGNUS (VO) you guys get the Dinobots aboa and get out of here?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ULTRA MAGNUS. HE GIVES ORDERS TO THE AUTOBOTS, TURNS AND HURRIES O.S.

DIAL ULTRA MAGNUS The rest of you come with me. (PICK UP LINE)

MUSIC/SFX

CAMERA

ACTION PERCEPTOR, SPRINGER, DANIEL, BLURR AND ARCEE FOLLOW ULTRA MAGNUS.

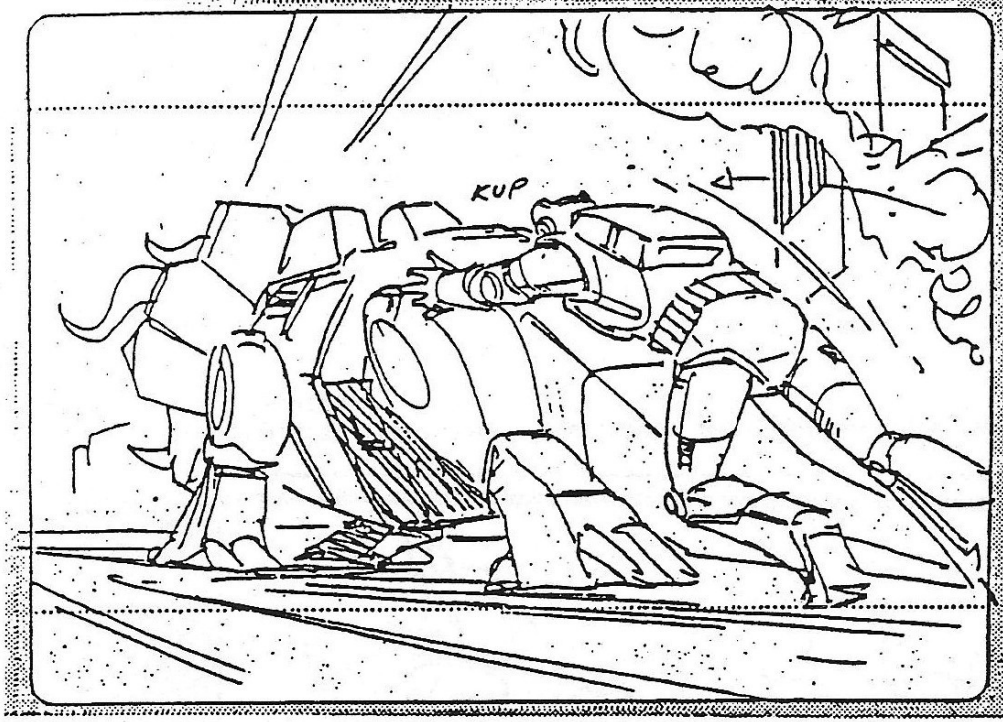
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-58



ACTION L.S. KUP AND SLAG. KUP MOVES IN AND GIVES SLAG A PUSH.

DIAL

MUSIC/SFX

CAMERA

SC. 15-59

ACTION M.S. HOT ROD. HE REACHES INTO A SIDE COMPARTMENT AND TAKES OUT A METAL ROPE.

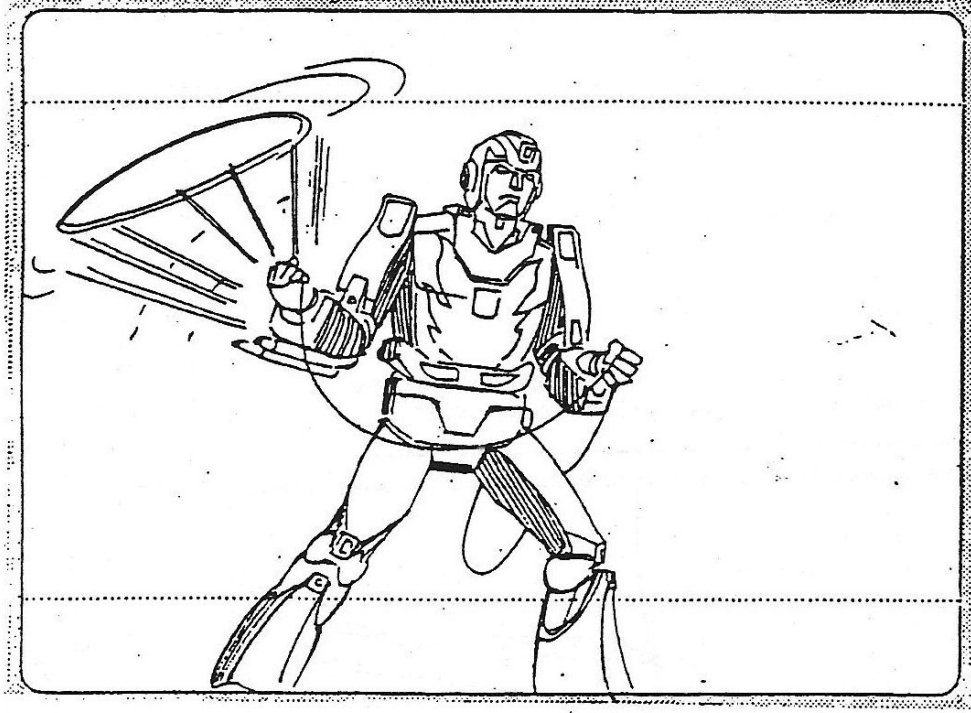
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-60



TION M.S. HOT ROD. HE SPINS A LASSO IN HIS HAND GETTING READY TO ROPE SLUDGE, THEN THROWS IT.

AL

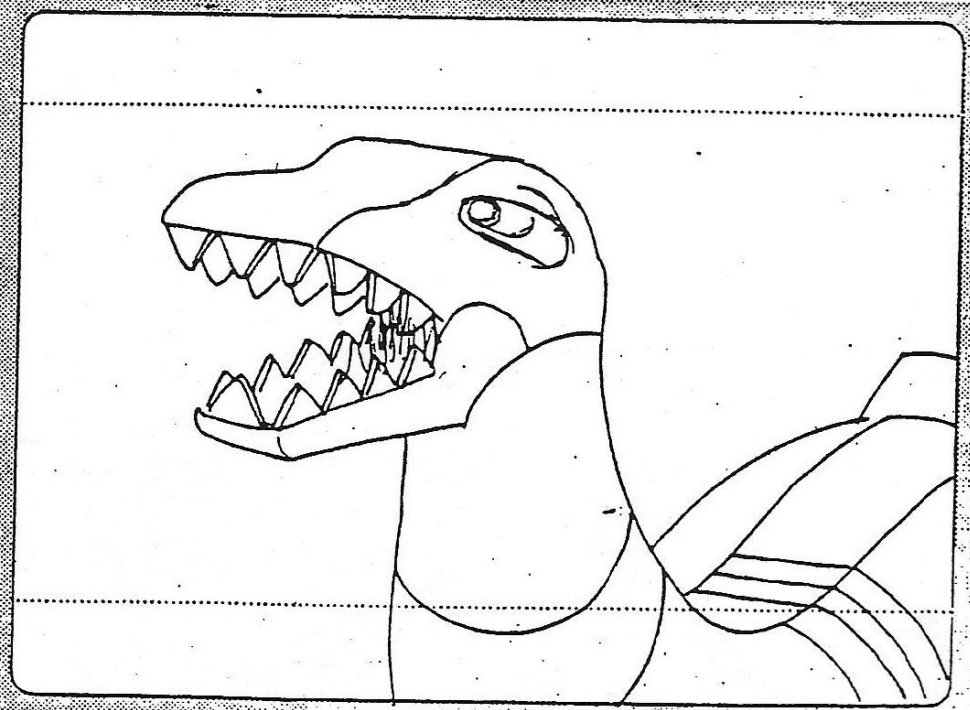
SIC/SFX

MERA

SC. 15-61

15

Page 42



NEXT PAGE 42_B

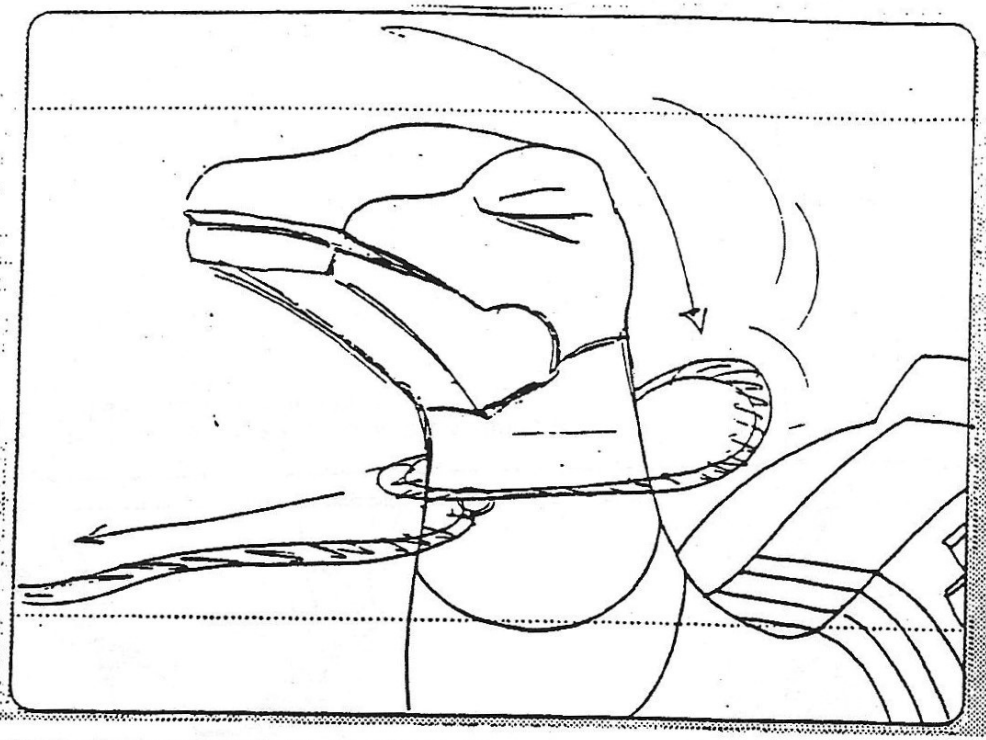
ACTION M.S. SLUDGE. HE LOOKS SURPRISED AS...

DIAL

MUSIC/SFX

CAMERA

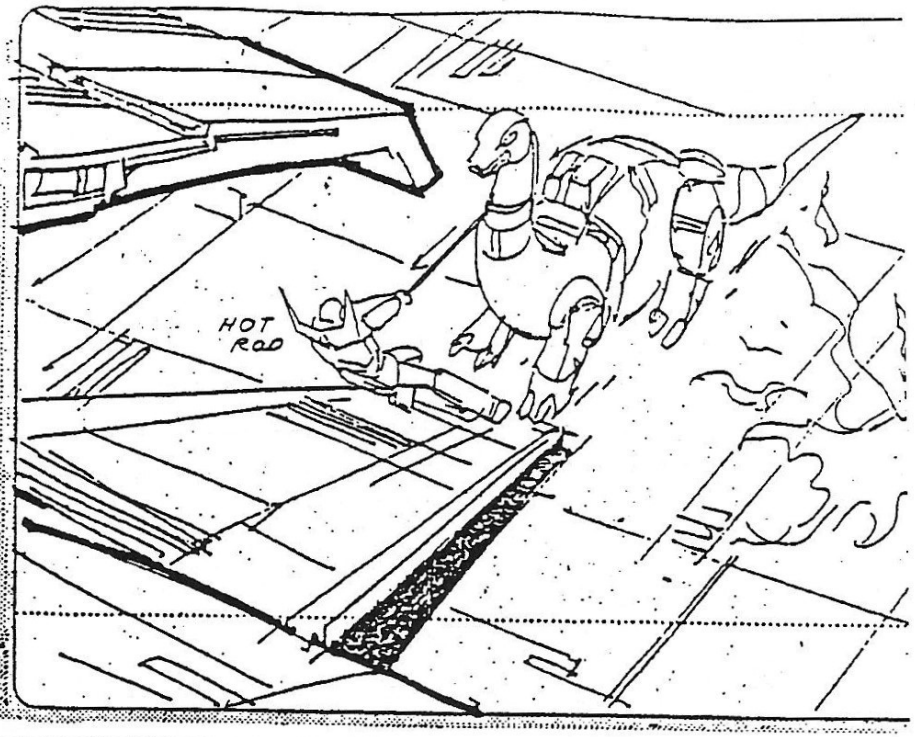
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...THE LASSO DROPS DOWN OVER HIS HEAD AND IS TIGHTENED UP AROUND HIS NECK.

DIAL

MUSIC/SFX



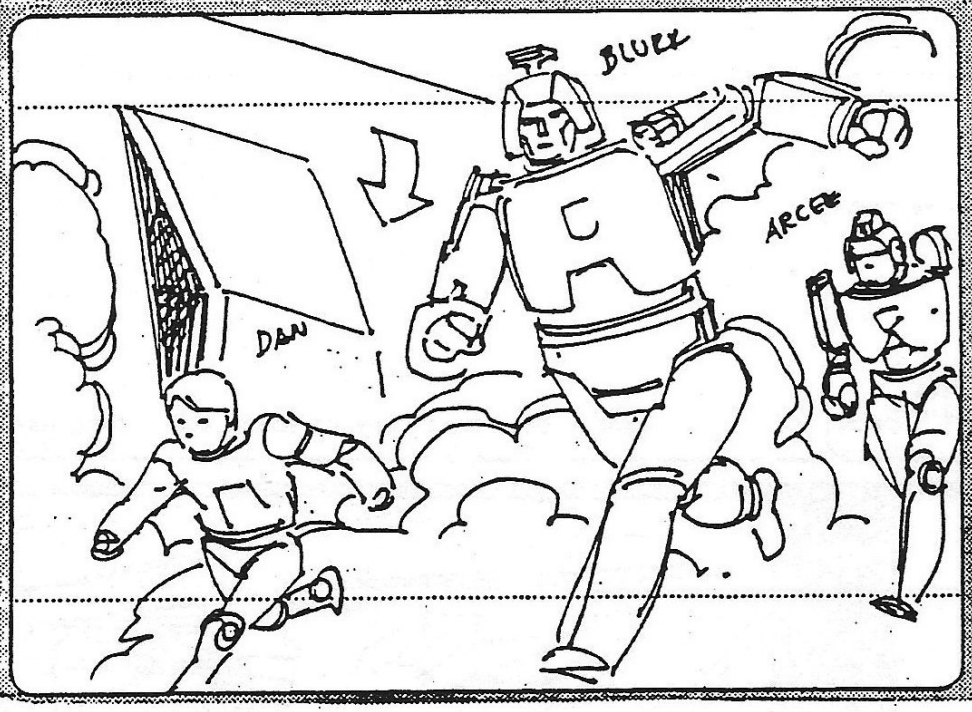
ACTION L.S. HOT ROD AND SLUDGE. HOT ROD PULLS THE ROPE TIGHT AND TRIES TO PULL THE RESISTANT SLUDGE INTO THE SHUTTLE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-61B



ACTION M.L.S. BLURR AND ARCEE. THEY DASH TOWARDS ULTRA MAGNUS' SHUTTLE.

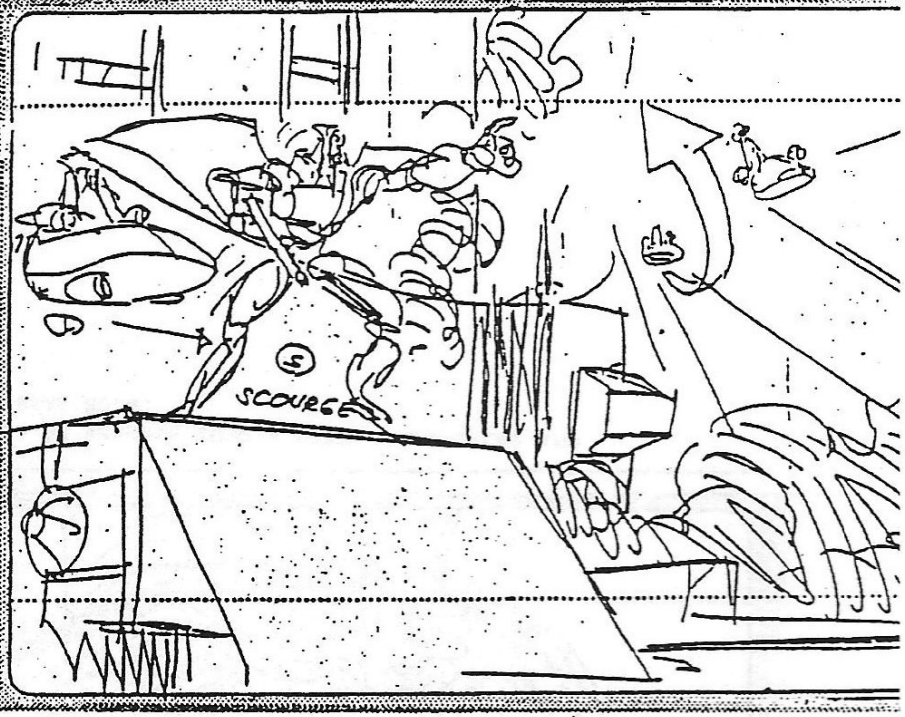
DIAL

MUSIC/SFX

CAMERA

SC. 15-61C

SEQ. 15 Page 42



ACTION L.S. SCOURGE. HE LANDS AND TRANSFORMS INTO ROBOT MODE AS OTHER SWEEPS ZOOM PAST ON THE RIGHT.

DIAL

MUSIC/SFX

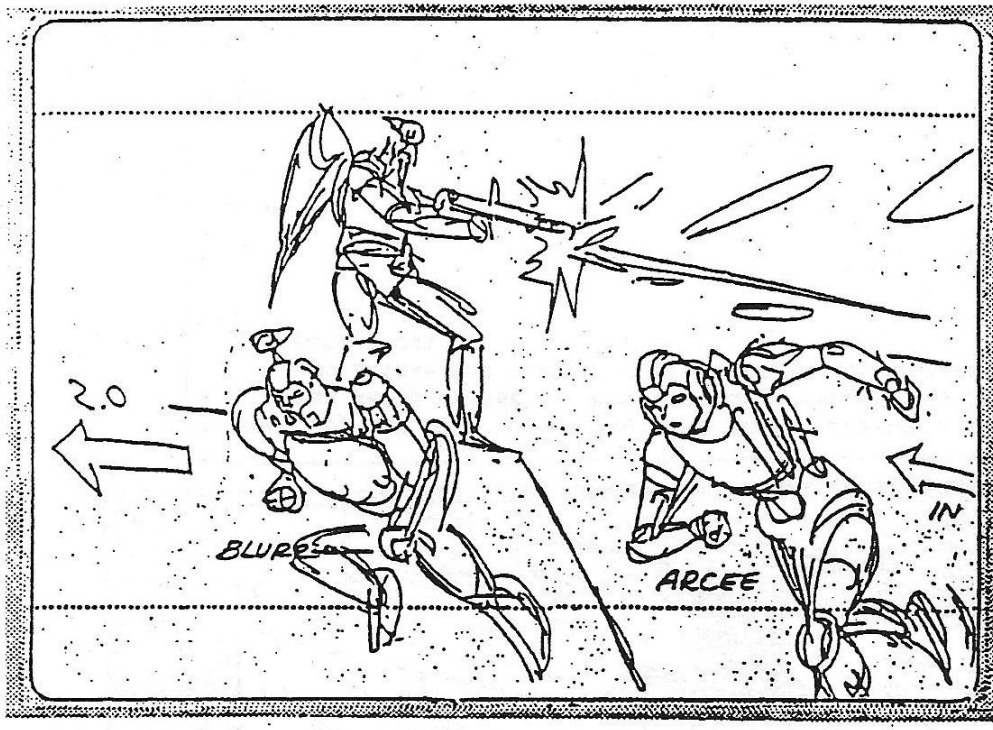
CAMERA

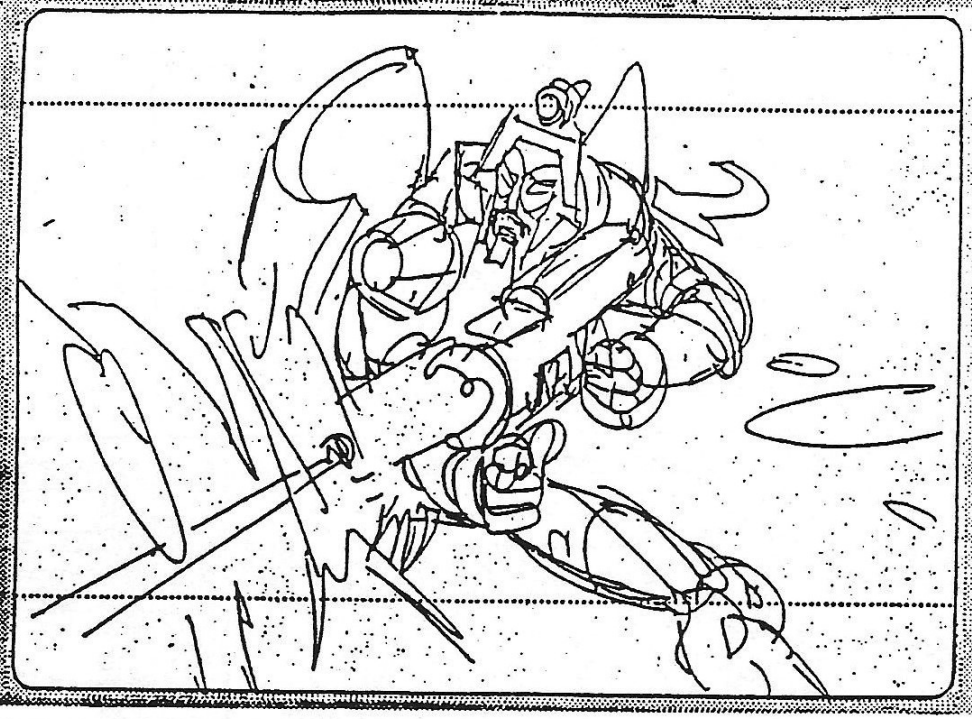
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-61D

SC. 15-62

SEQ. 15 Page 43





NEXT DRAFT 4.5.11

ACTION M.L.S. SCOURGE TRIES TO FIRE AT BLURR AND ARCEE WHO RUN THROUGH THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. SCOURGE. HE TURNS AND KEEPS FIRING AT THE O.S. AUTOBOTS.

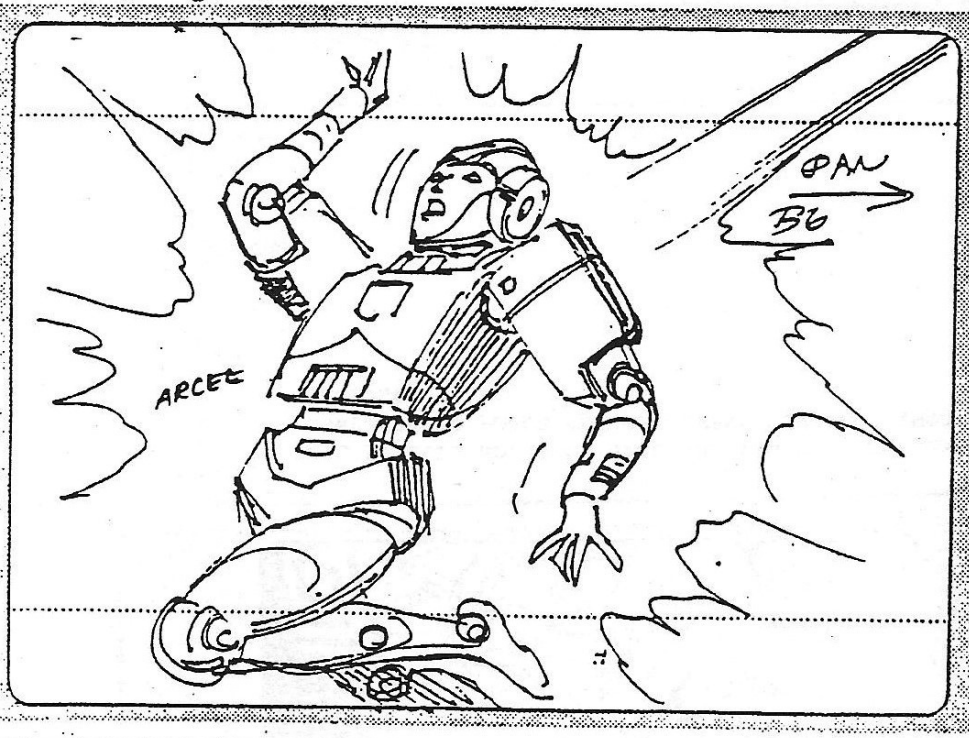
DIAL SCOURGE No survivors!

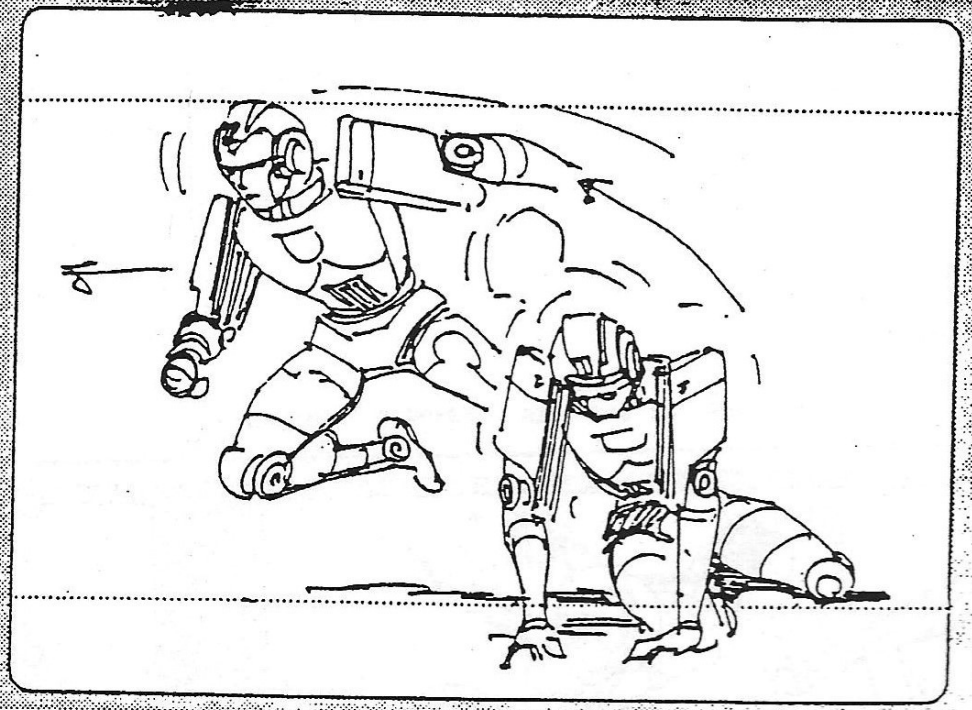
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-62A SC. CONT SEQ 15 Page 43A





NEXT PAGE 44

ACTION M.L.S. ARCEE.. WE MOVE ALONG WITH HER AS SHE IS HIT IN THE BACK BY SCOURGE'S LASER BEAM.

DIAL

MUSIC SFX

CAMERA

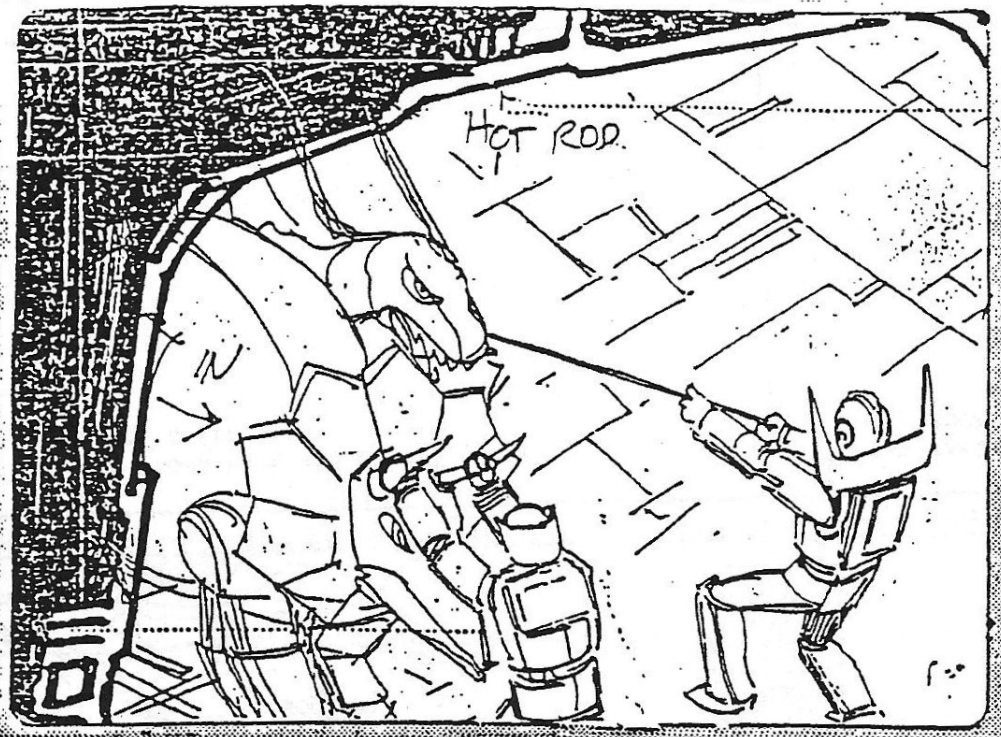
ACTION SHE FALLS TO THE GROUND STUNNED FOR A MOMENT BUT QUICKLY SHE REGAINS HER STRENGTH, GETS UP AND RUNS ON.

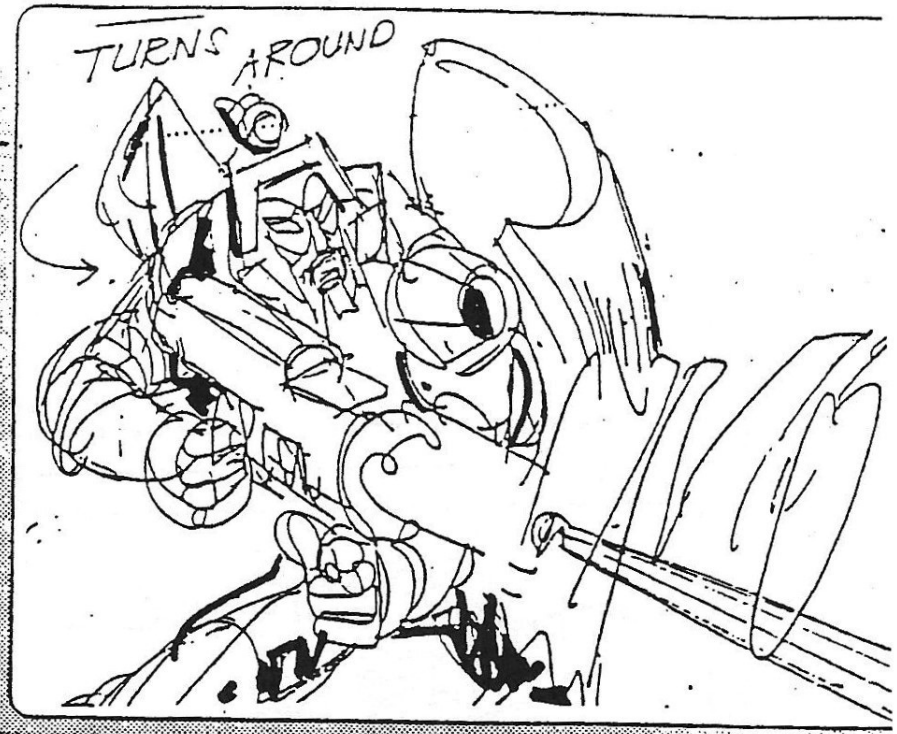
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. KUP, HOT ROD, SLAG AND SLUDGE. KUP AND HOT ROD CONTINUE TO FORCE THE RELUCTANT DINOBOTS INTO THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. SCOURGE. HE FIRES AT THEM.

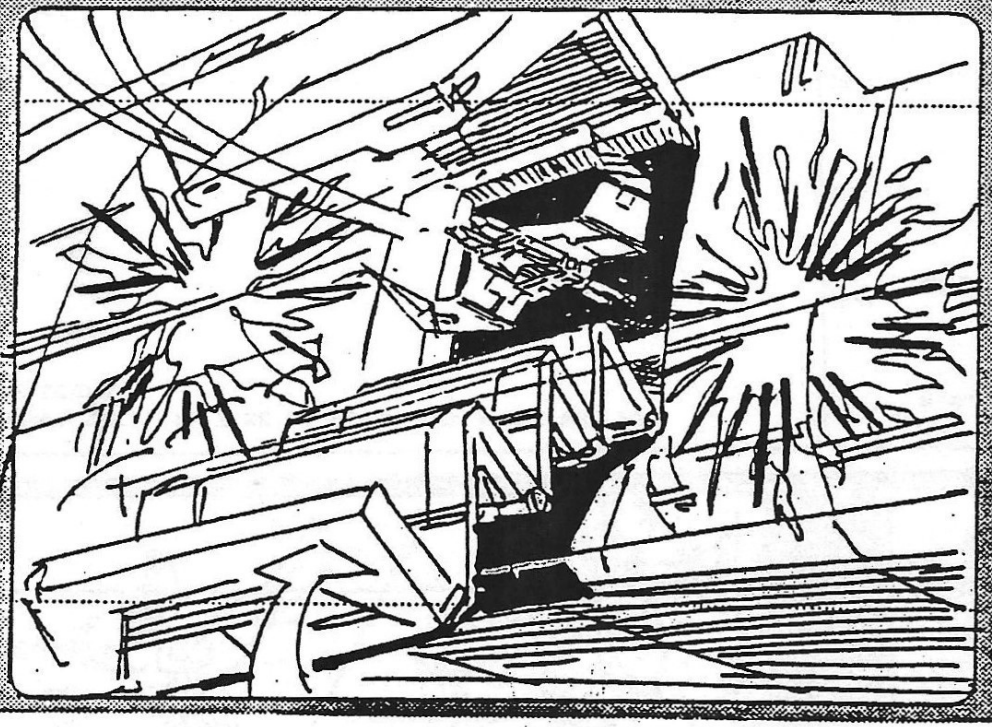
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-65



ACTION C.U. THE DOOR TO HOT ROD'S SHUTTLE. SCOURGE'S FIRES HIT THE WALLS OF THE DINOBOT SHUTTLE. SWOOP DIVES DOWN AND ENTERS THE SHUTTLE JUST AS THE BOARDING RAMP AND DOOR CLOSE UP.

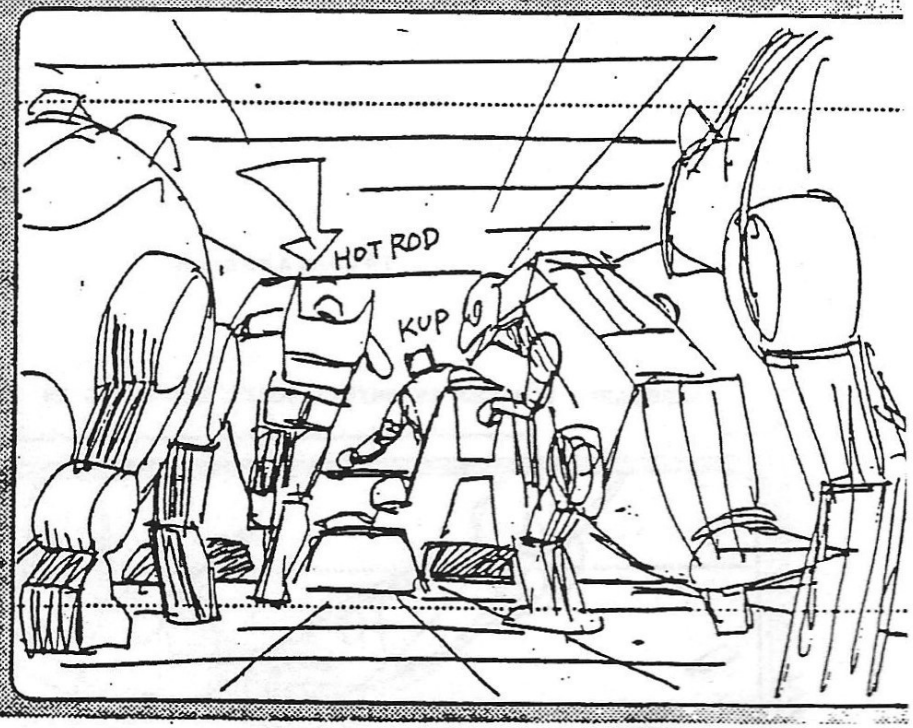
DIAL

MUSIC/SFX

CAMERA

SC. ~~15~~ 66

SEQ. 15 Page 45



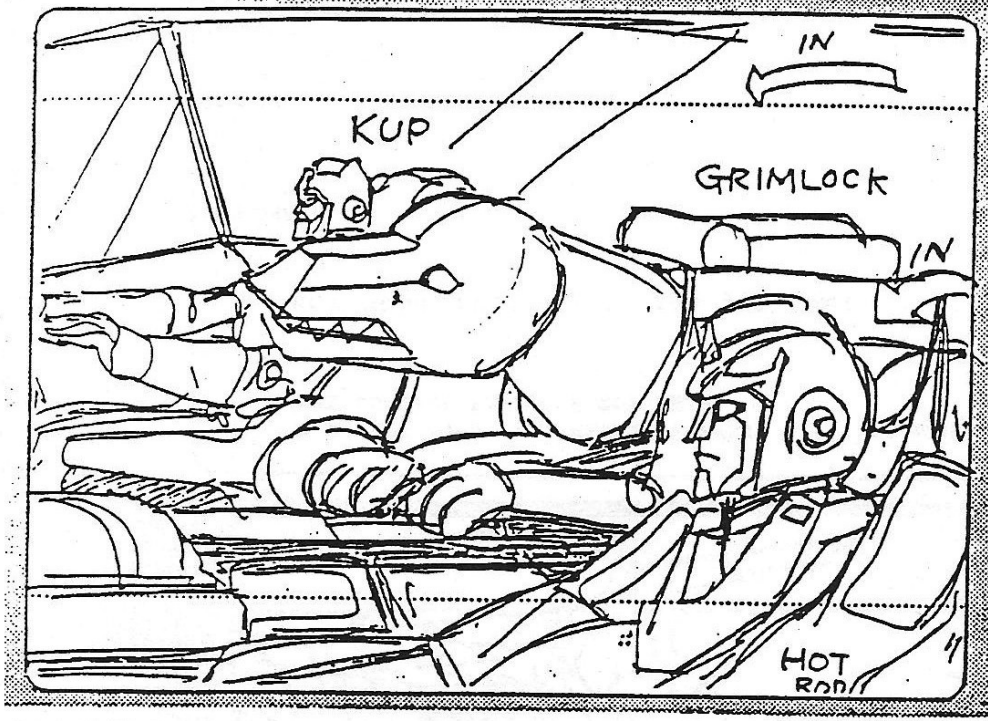
ACTION M.L.S. HOT ROD, KUP, GRIMLOCK, SLUDGE AND SLAG. HOT ROD JOINS KUP WHO IS ALREADY AT CONTROL DECK.

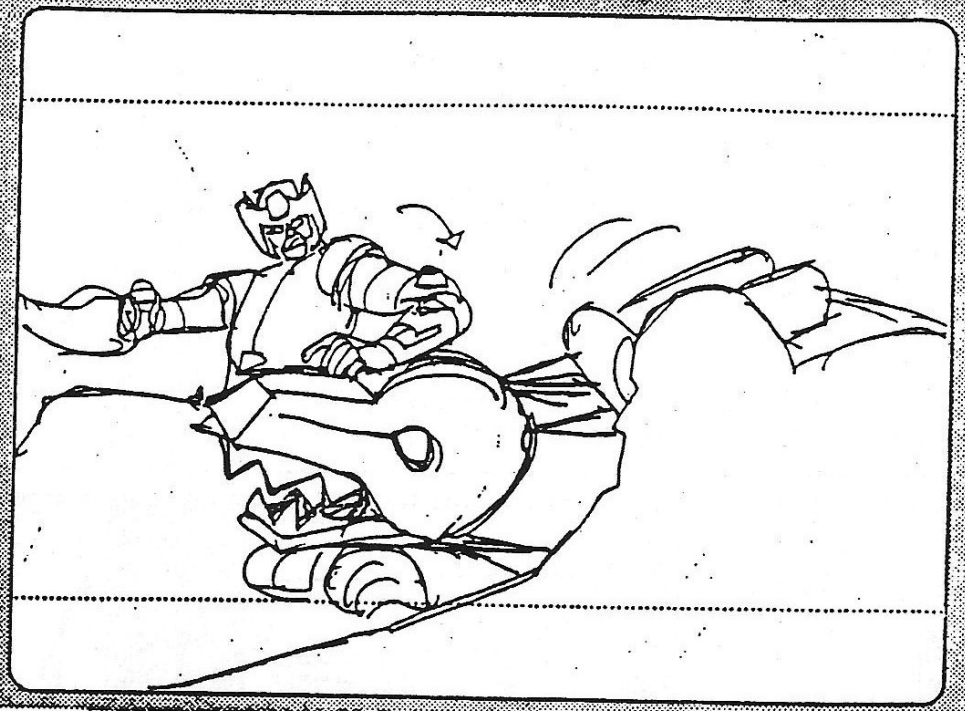
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!





CTION M.L.S. KUP AND HOT ROD. GRIMLOCK MOVES INTO SCENE AND STICKS HIS HEAD DOWN TO LOOK OUT THE WINDOW.

AL KUP This reminds me of the battle on Alpha 9. The Petro Rabbits were...

USIC/SFX

MERA

ACTION KUP SHOVES HIM ASIDE, TELLING HIM TO GET OUT OF THE DECK.

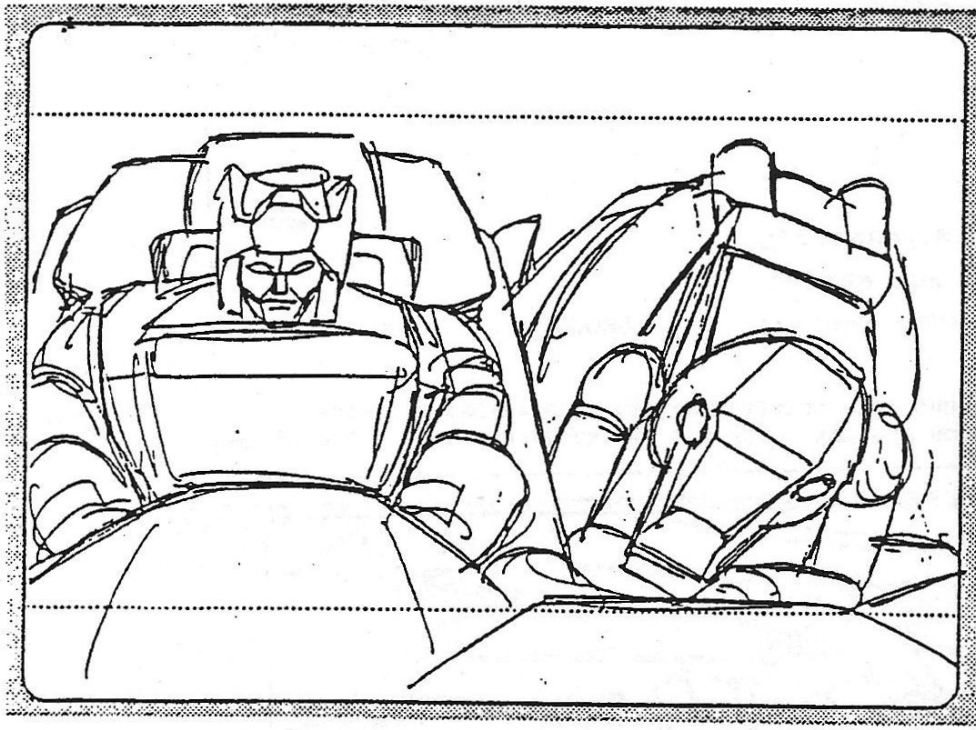
DIAL KUP (CONT) ... (ANNOYED) Grimlock, get your noodle out of my face. (STARTS THROWING SWITCHES)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-68



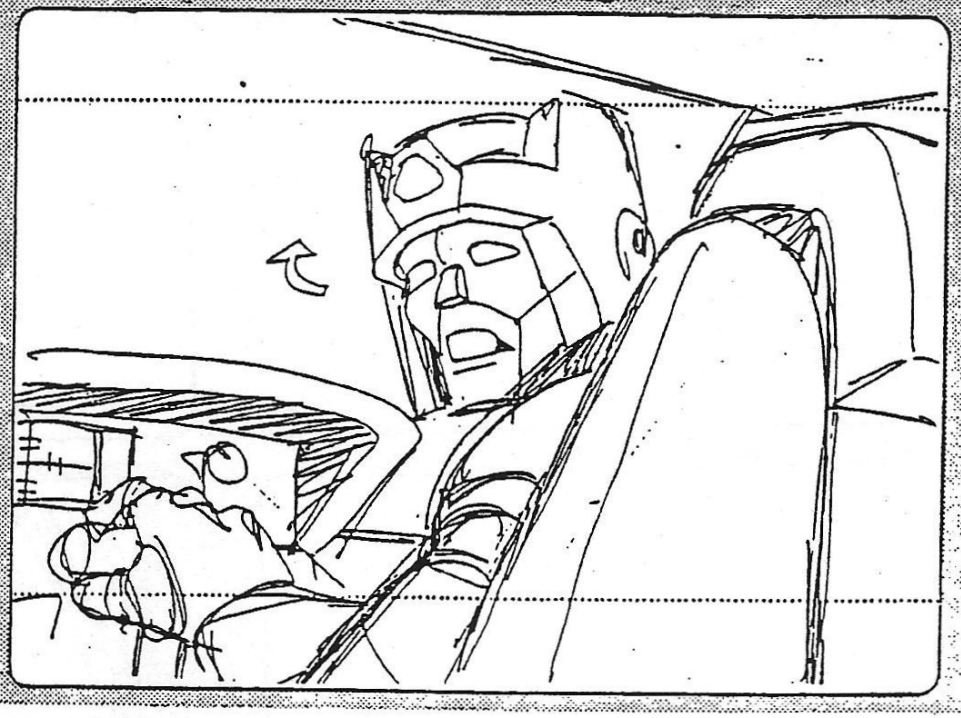
:TION M.S. KUP AND GRIMLOCK. GRIMLOCK SPEAKS TO KUP.

AL GRIMLOCK Me, Grimlock -- love Kup's war stories!

JSIC/SFX

MERA

SC. 15-69



SEQ. 15 Page 47

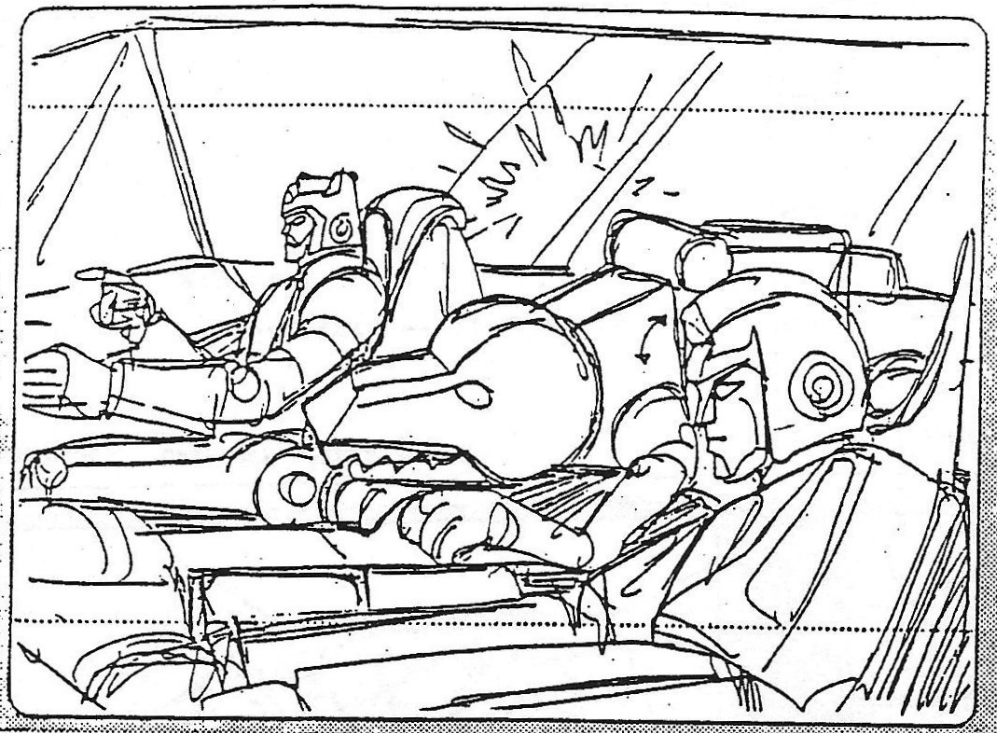
ACTION C.U. KUP. KUP TURNS AND GIVES HOT ROD A COMMAND.

DIAL KUP You're living one now!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



SEQ.

ACTION M.L.S. KUP, GRIMLOCK AND HOT ROD. HOT ROD NODS... A BLAST FROM THE DECEPTICONS EXPLODES AGAINST THE SHUTTLE.

DIAL KUP ((CONT)) (TO HOT ROD)
Engage the boosters for Cybertron's sake!

MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-71

ACTI' M.S. HOT ROD. HE REACHES FORWARD WITH HIS HAND TOWARD THE CONTROL PANEL OF THE SHIP.

DIAL

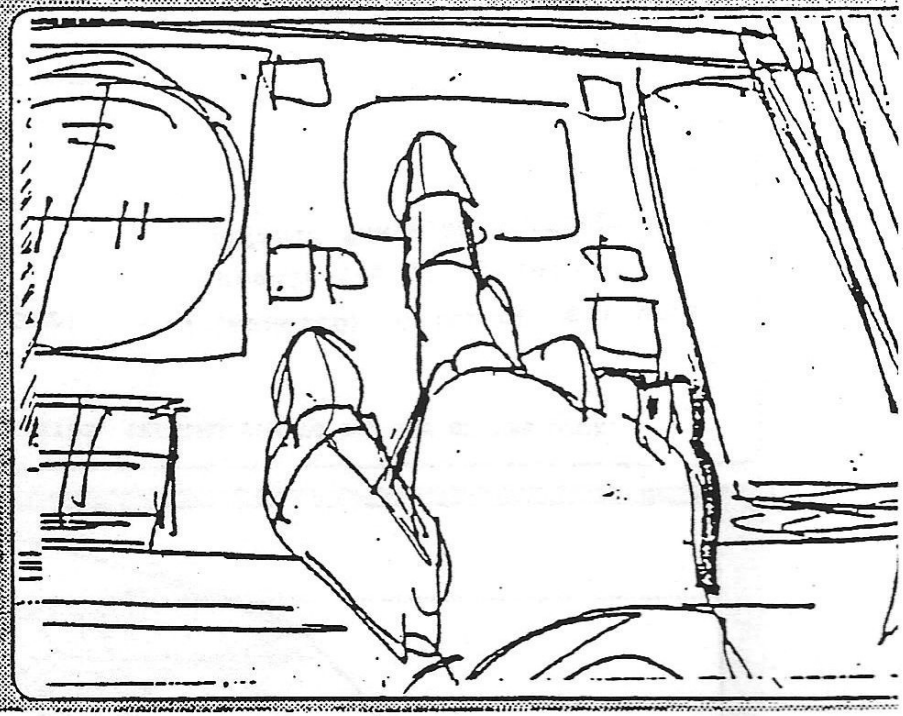
HOT ROD: (VO) You got 'em!

MUSIC/SFX

CAMERA

SC. 15-72

SEQ. 15 Page 49



ACTION C.U. HOT ROD'S HAND. ALL OF SWITCHES GLOW AND PULSE AS HOT ROD PRESSES THEM INTO ACTION.

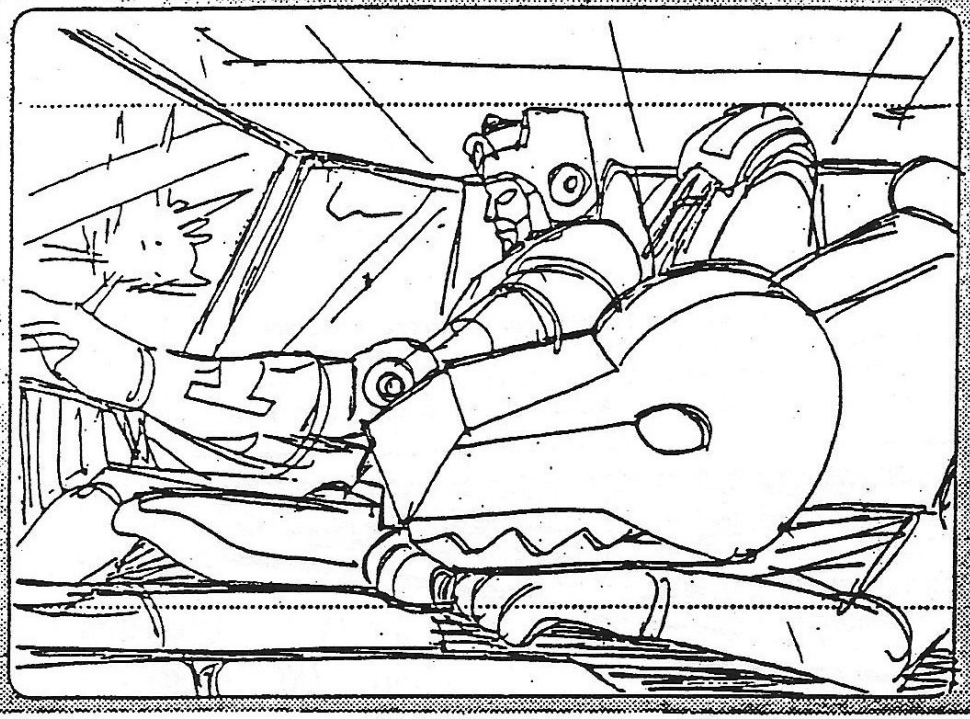
DIAL

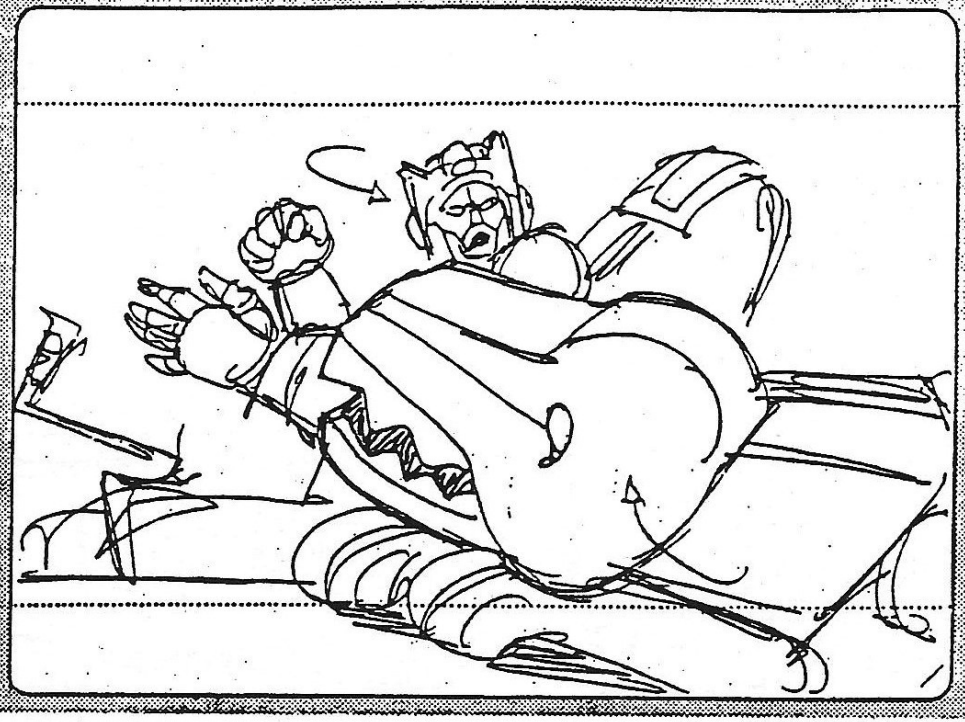
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-13 SC. CONT. SEQ. 15 Page 50





ACTION M.S. KUP AND GRIMLOCK. GRIMLOCK STILL TRIES TO STICK HIS FACE IN THE CONTROL PANEL...

DIAL GRIMLOCK (TO KUP) Tell Grimlock . . .

MUSIC/SFX

CAMERA

ACTION ...AND PESTERS KUP. KUP TURNS TOWARD HIM AND KUP MUTTERS...

DIAL GRIMLOCK (CONT) . . . about Petro-Rabbits again.

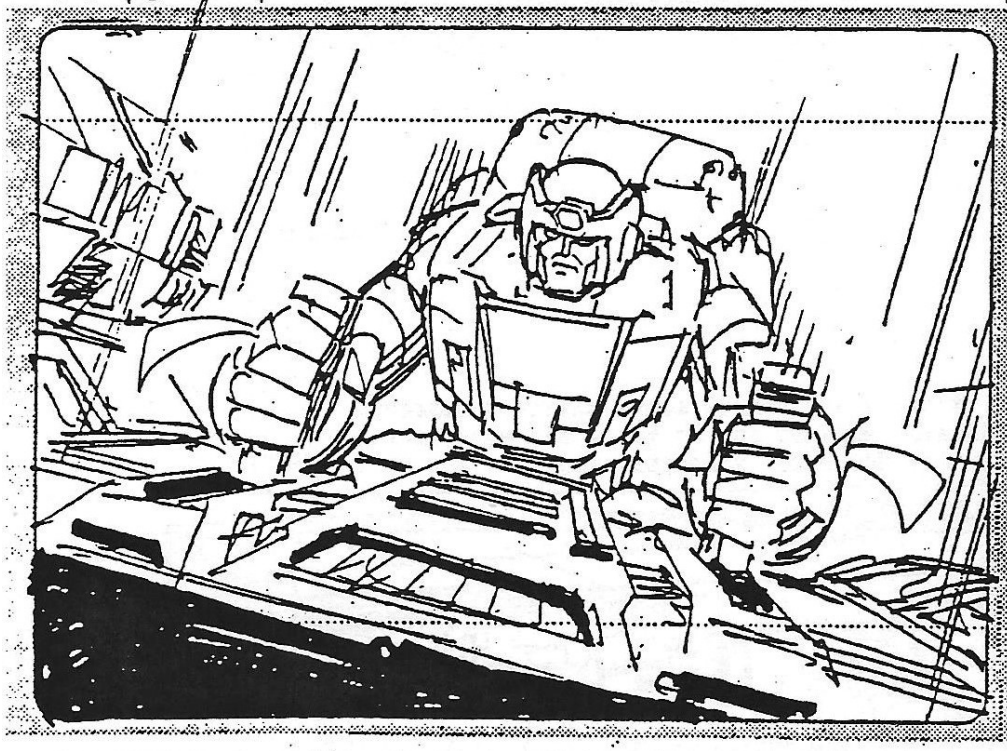
KUP I'll give you Petro-Rabbits! . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-74



ACTION M.S. KUP USING THE JOYSTICKS, HE STARTS THE SHUTTLE ENGINES.

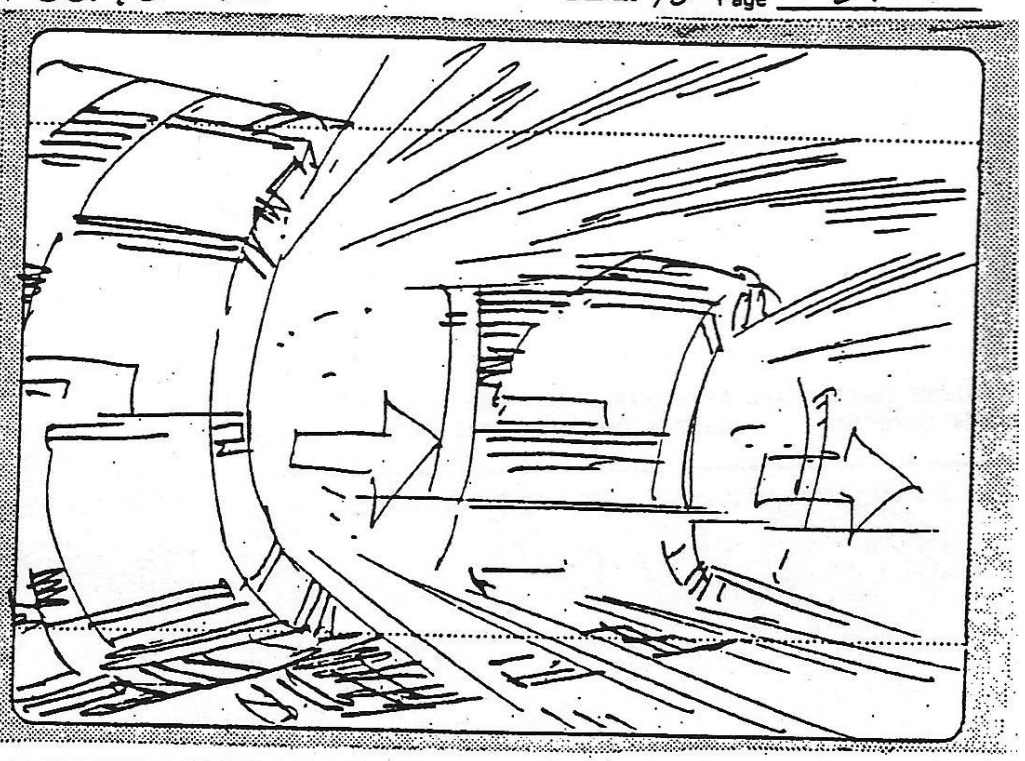
DIAL KUP (CONT) ... Contact!

MUSIC/SFX

CAMERA

SC. 15-75

SEQ. 15 Page 51



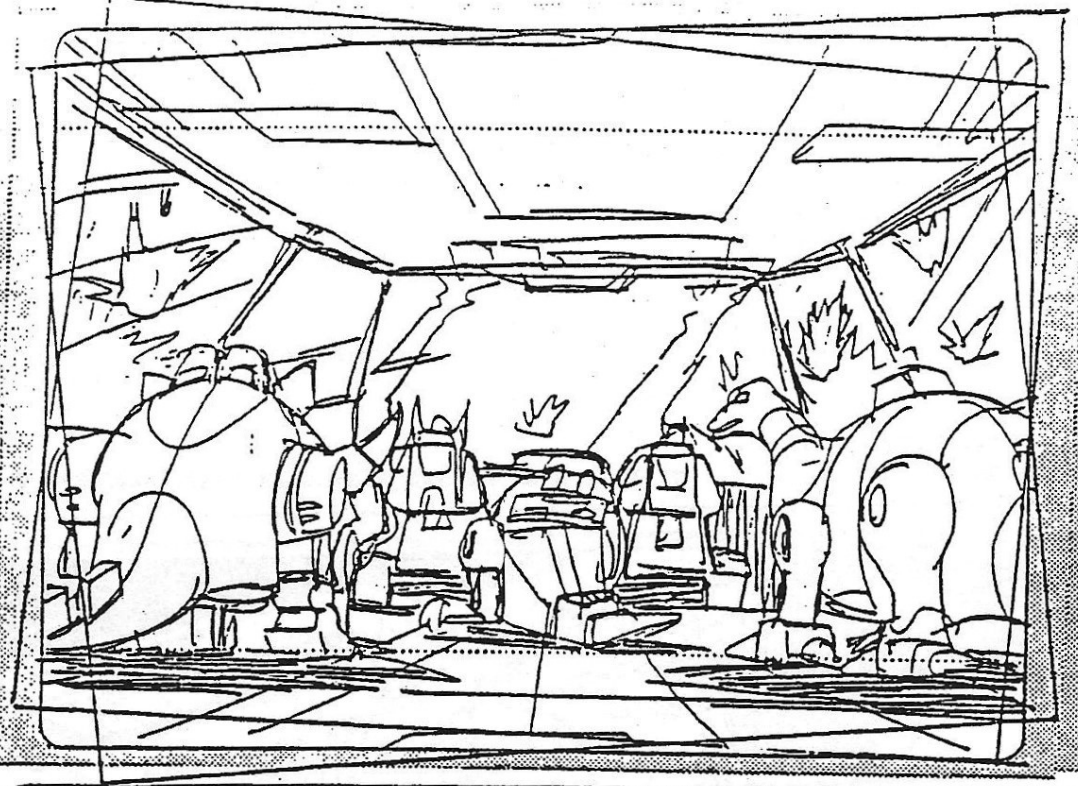
ACTION C.U. THE ROCKET NOZZLES. THEY IGNITE AND THE SHUTTLE VIBRATES.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

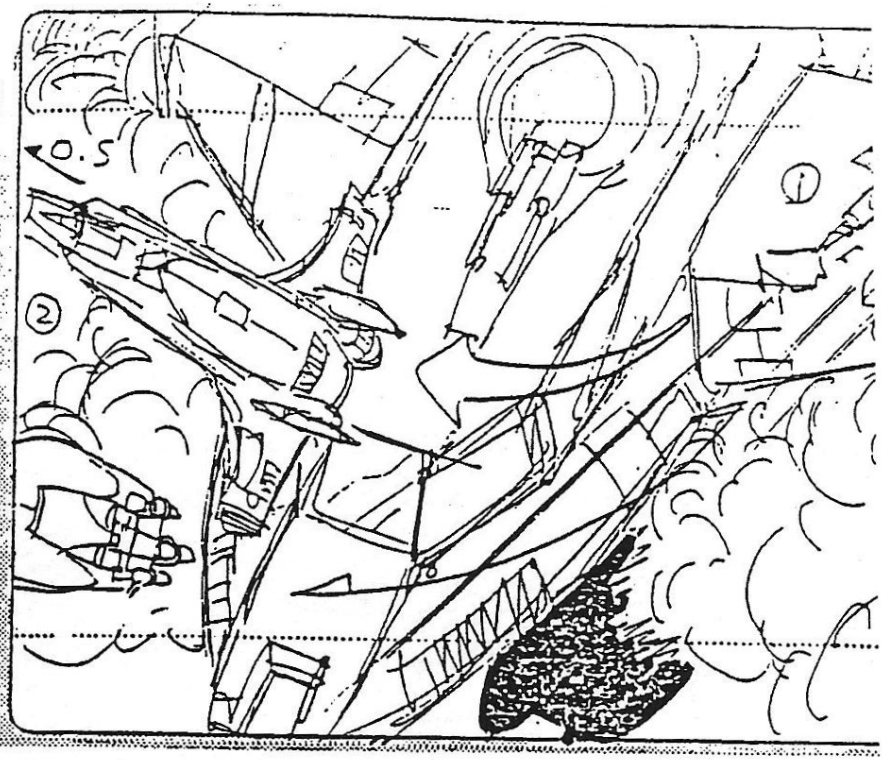


ACTION L.S. KUP, HOT ROD, GRIMLOCK, SLAG AND SLUDGE. THE SHUTTLE SHAKES FROM THE FORCE OF THE ENGINES. EXPLOSIONS FROM THE DECEPTICON PLANES ERUPT AROUND THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA



ACTION M. DOWN SHOT HOT ROD'S SHUTTLE. CYCLONUS AND HIS SWEEPS ZOOM THROUGH THE SCENE PAST THE RISING SHUTTLE.

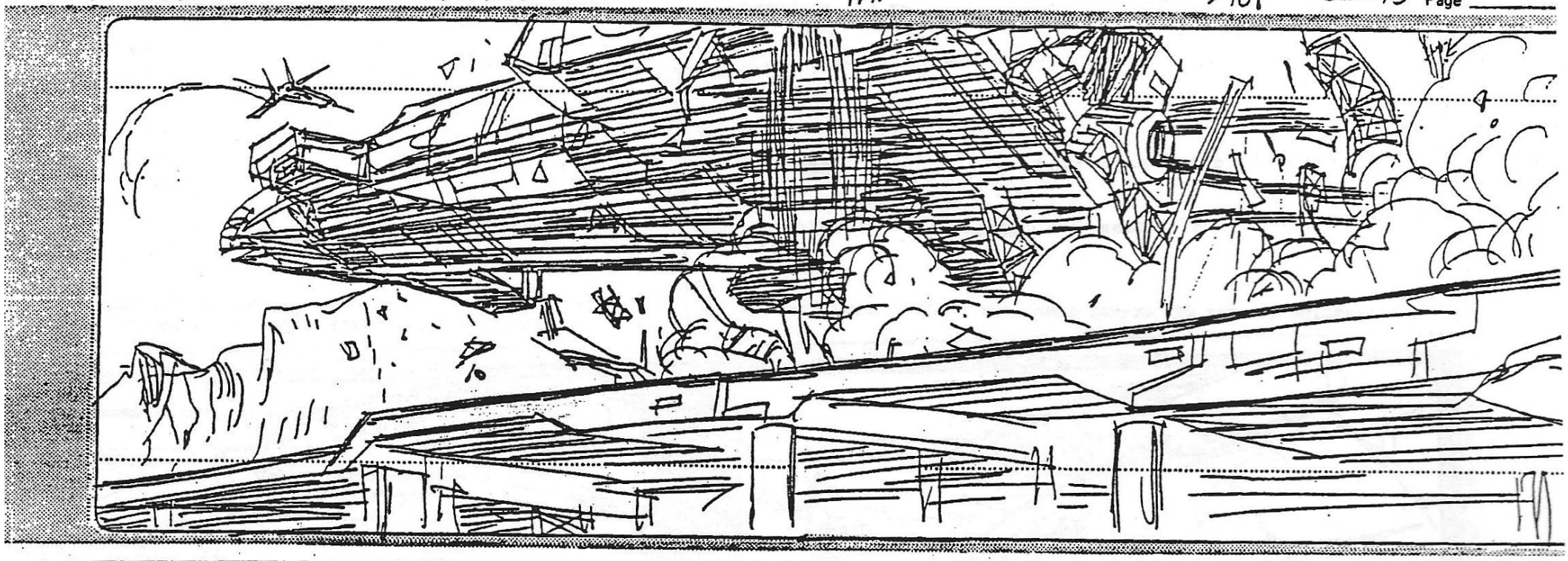
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Aeveration To Beast Hunters and Beyond!!!!

SC. 15-78 START → PAN STOP SEQ. 15 Page 5



ACTION M.L.S. HOT ROD'S SHUTTLE. IT LIFTS OFF OF THE GROUND AS IN FRONT OF IT CYCLONUS TURNS BACK AND DIVES. WE PAN TO THE BACK OF THE SHUTTLE TO SEE ITS POWERFUL ROCKET ENGINES PUSHING THE SHUTTLE FORWARD.

DIAL

MUSIC/SFX

CAMERA

ACTION

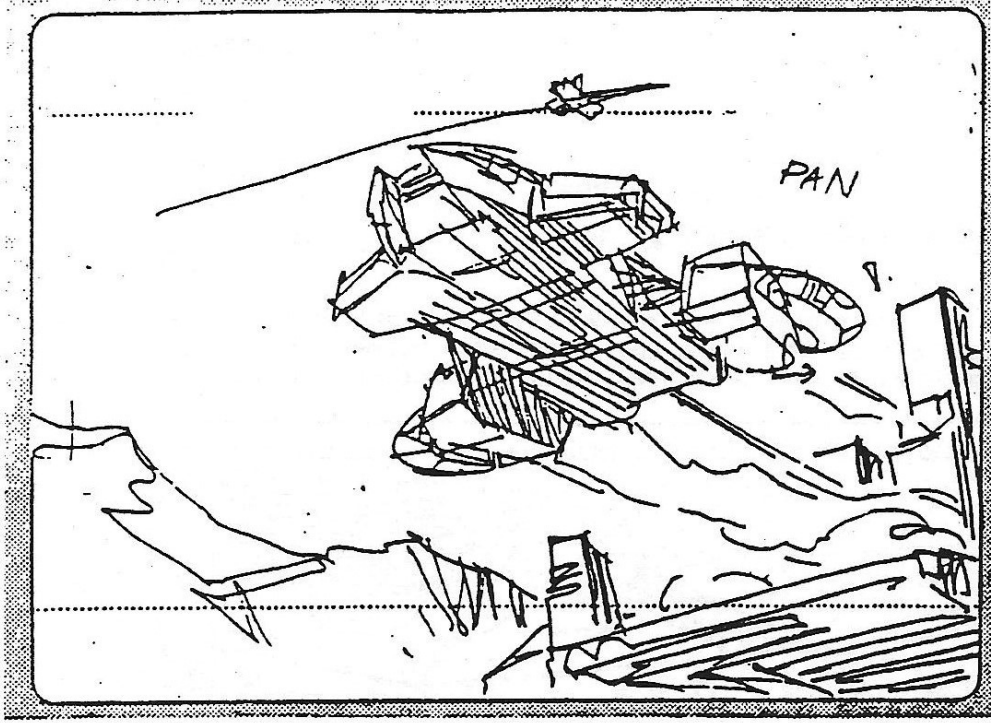
DIAL

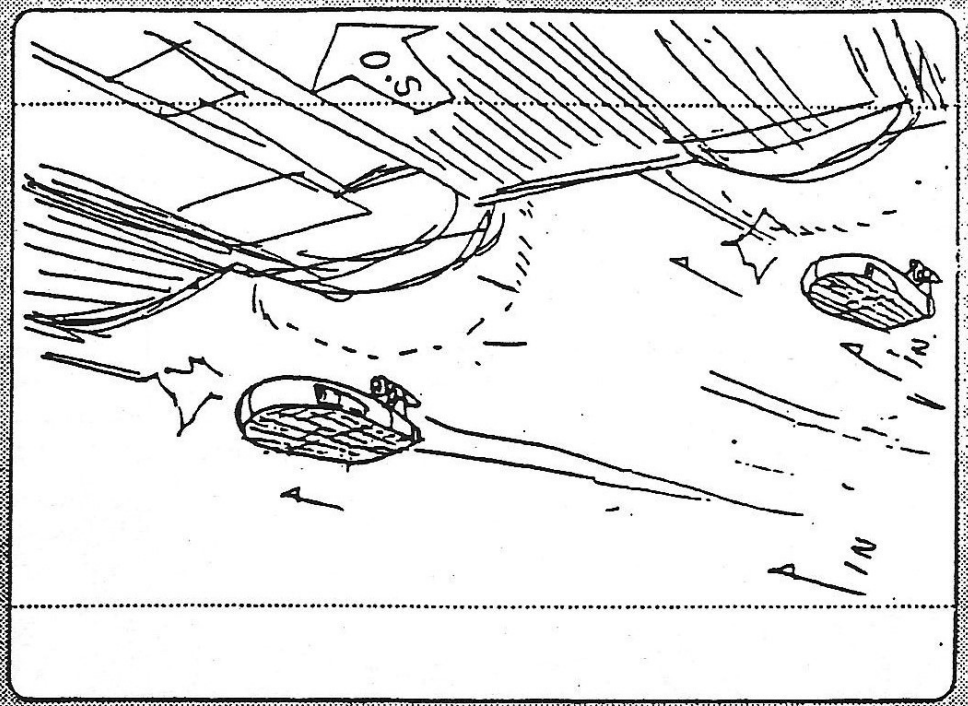
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-79 SC. CONT. SEQ. 15 Page 54





ACTION L.S. HOT ROD'S SHUTTLE STREAKS UP INTO THE SKY AS CYCLONUS PASSES OVERHEAD.

DIAL HOT ROD Yaaaaaaaaho! We're airborne!

MUSIC/SFX

ACTION WE SEE THE BOTTOM OF SHUTTLE WHICH PASSES BY OVERHEAD AND MOVES O.S. SWEEPS FLY OVER IT.

DIAL

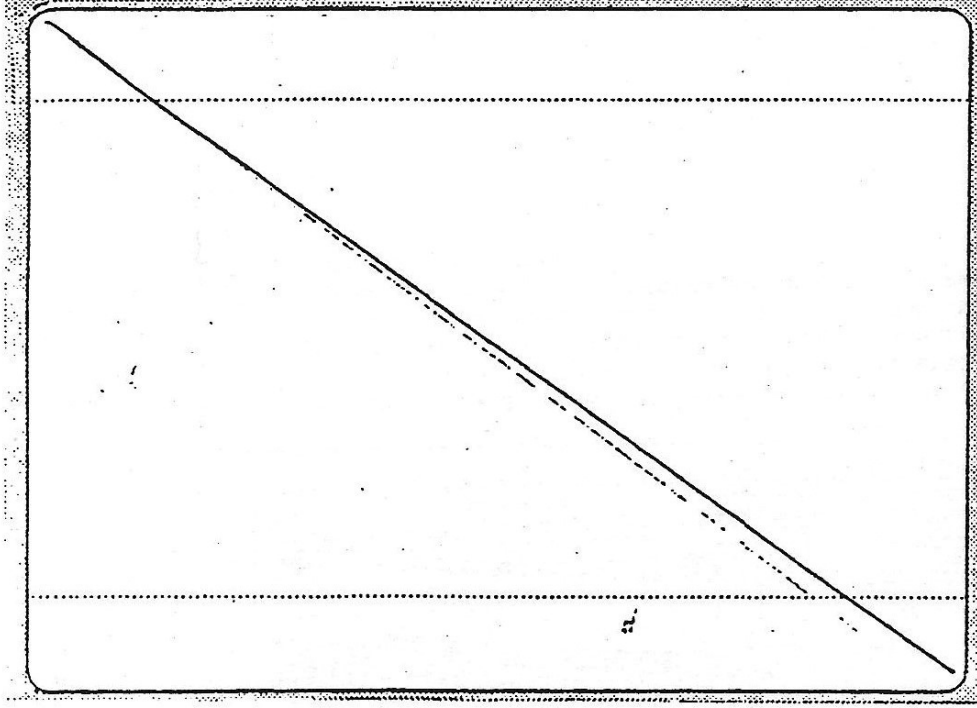
MUSIC/SFX

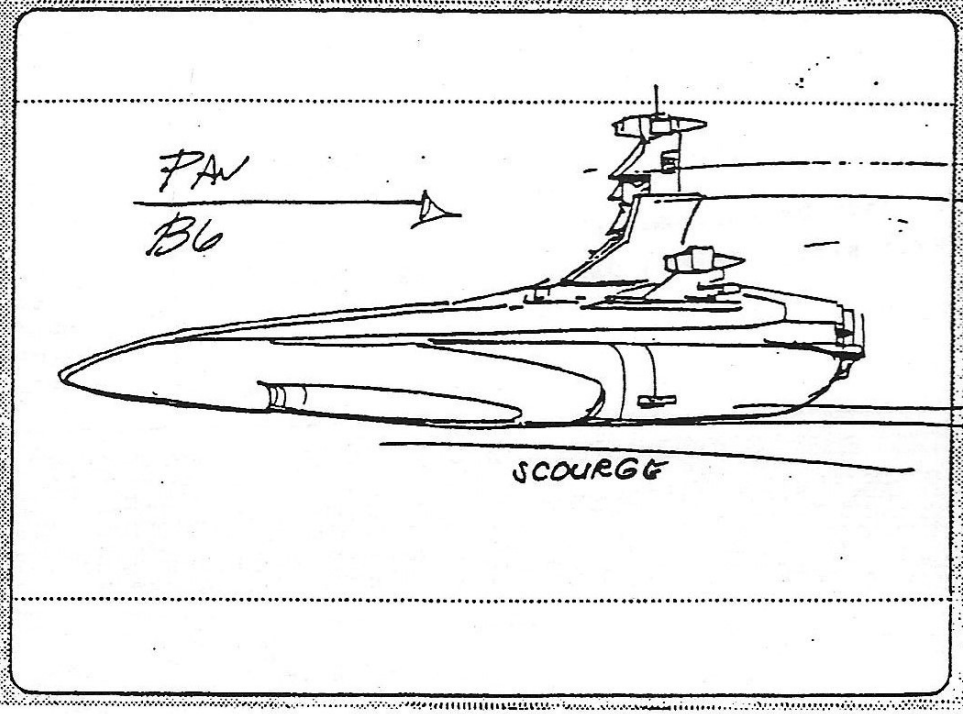
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. . .

SC. 15-80

SEQ. 15 Page 55





ACTION

DIAL

MUSIC/SFX

CAMERA

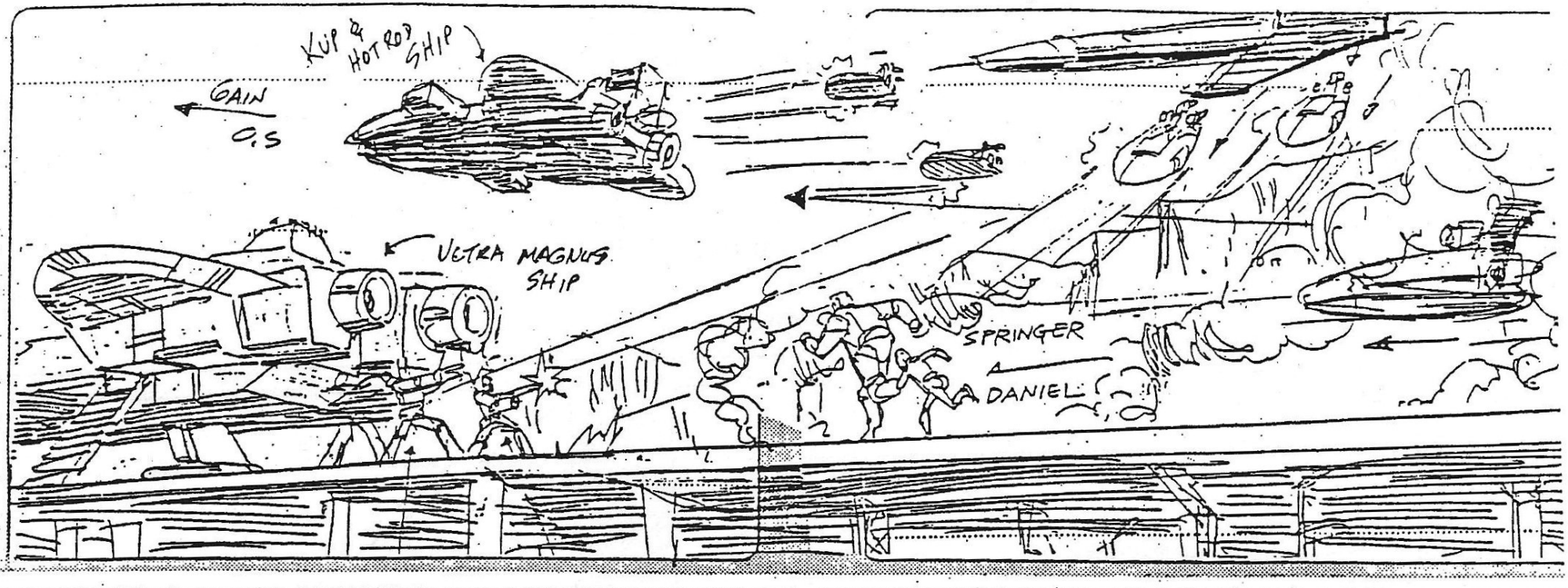
ACTION L.S. SCOURGE ZOOMS AFTER THE O.S. SHUTTLES.

DIAL SCOURGE Vaporize them
(PICK UP LINE)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.L.S. SPRINGER, DANIEL, ULTRA MAGNUS, BLURR AND PERCEPTOR. WE PAN WITH HOT ROD'S SHUTTLE AS IT FLIES OVER ULTRA MAGNUS' SHUTTLE AND O.S. BELOW WE SEE SPRINGER RUNNING WITH DANIEL TOWARD ULTRA MAGNUS' SHUTTLE. ULTRA MAGNUS AND PERCEPTOR GUARD THE ENTRY RAMP, FIRING AT DECEPTICONS WHO CHASE HOT ROD'S SHUTTLE.

DIAL

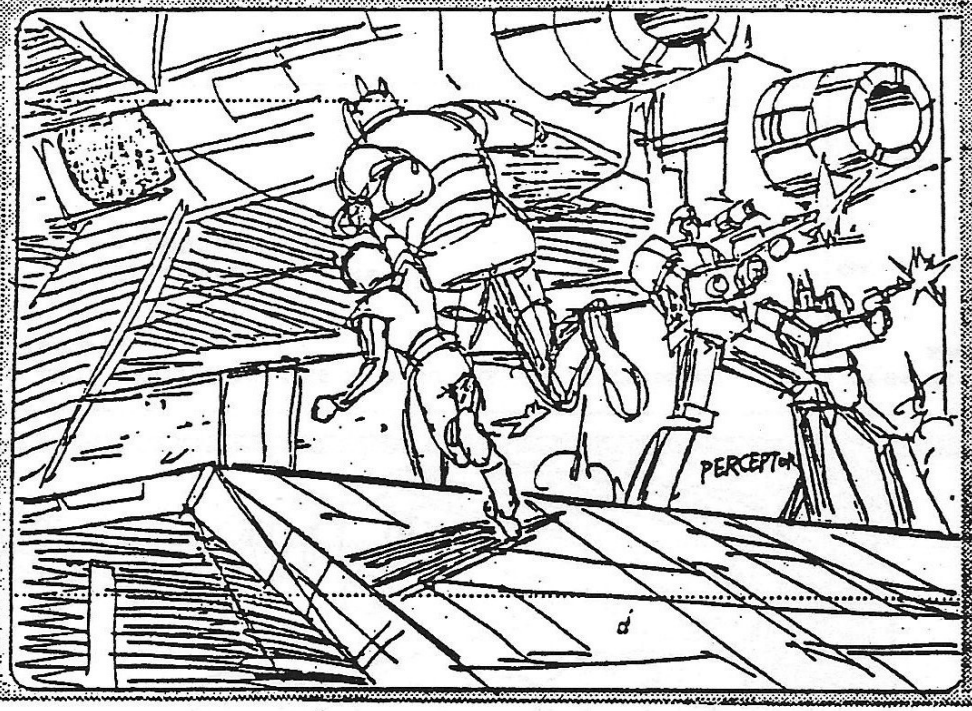
MUSIC/SFX

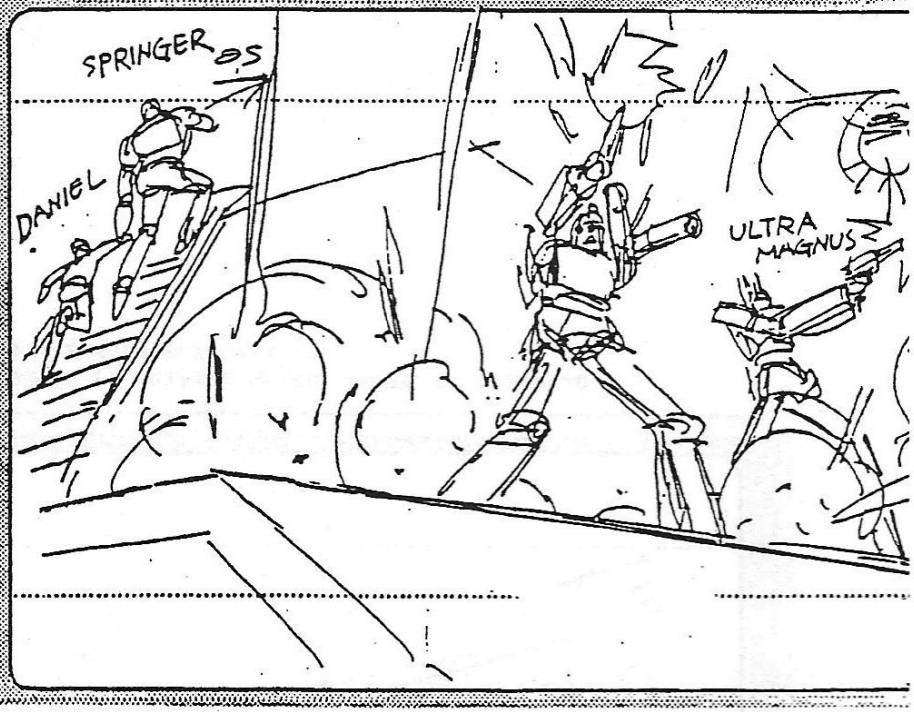
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL SPRINGER (TO DANIEL) Looks like we're shipmates, squirt!

MUSIC/SF: DANIEL All right!





ACTION L.S. SPRINGER, DANIEL, PERCEPTOR, AND ULTRA MAGNUS. SPRINGER AND DNAIEL DASH TOWARD THE ENTRY RAMP TO THE SHUTTLE PASSING PERCEPTOR AND ULTRA MAGNUS WHO FIRE O.S.

DIAL

SPRINGER But if you get space sick, you're gonna walk home.

MUSIC/SFX

CAMERA

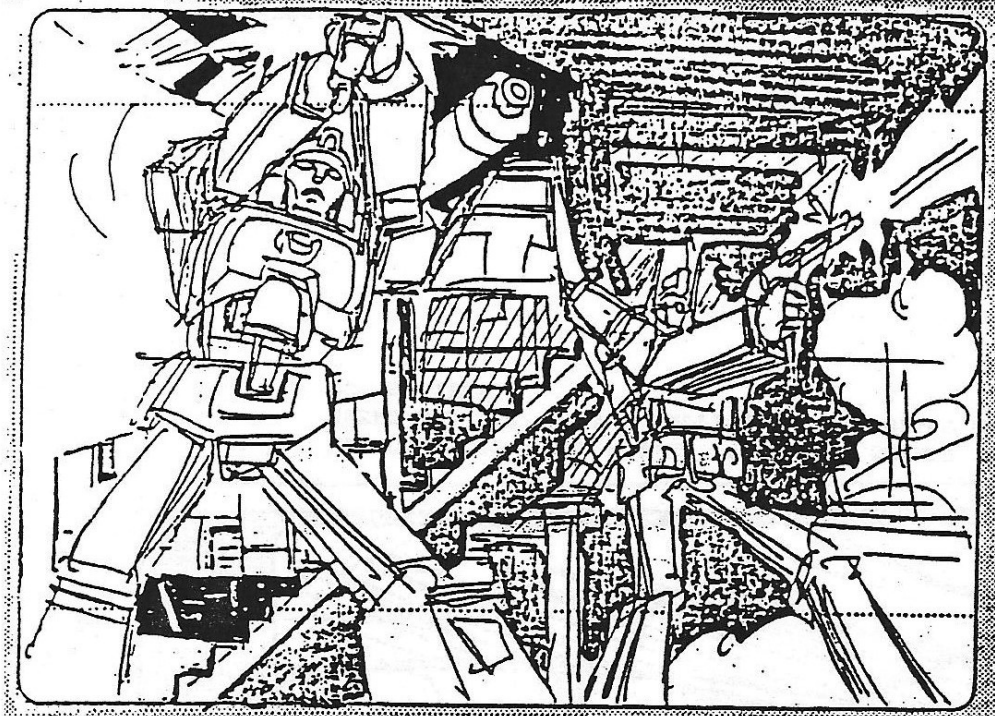
ACTION SPRINGER HELPS DANIEL UP THE RAMP AND INTO THE SHUTTLE AS PERCEPTOR AND ULTRA MAGNUS KEEP FIRING.

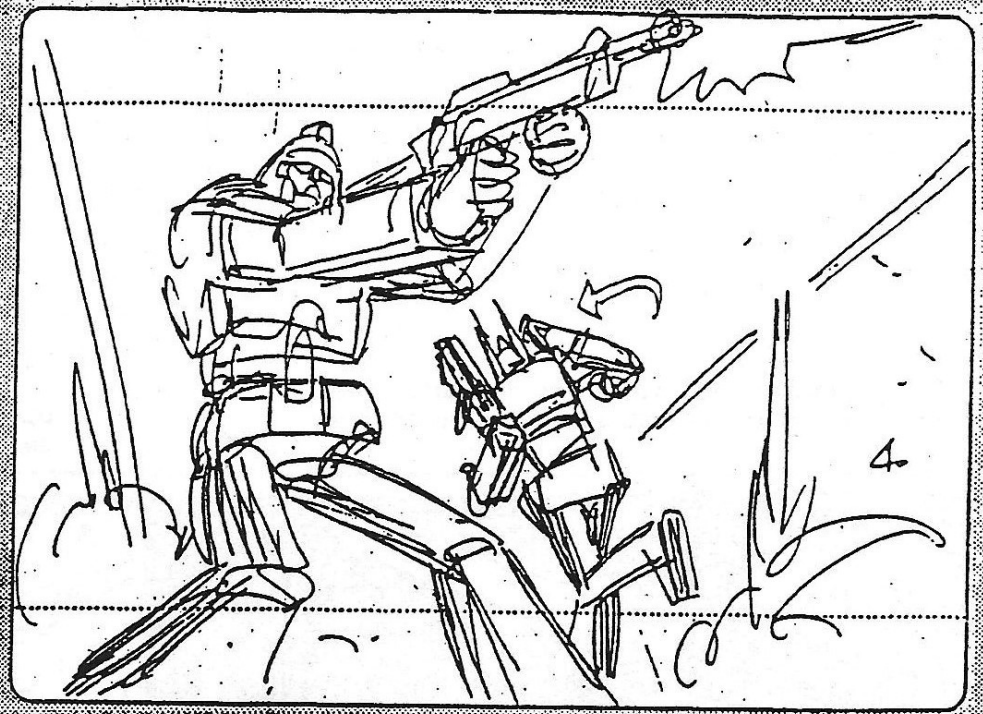
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





:TION M.L.S. ULTRA MAGNUS AND PERCEPTOR. THEY KEEP FIRING AT DECEPTICONS O.S.

AL

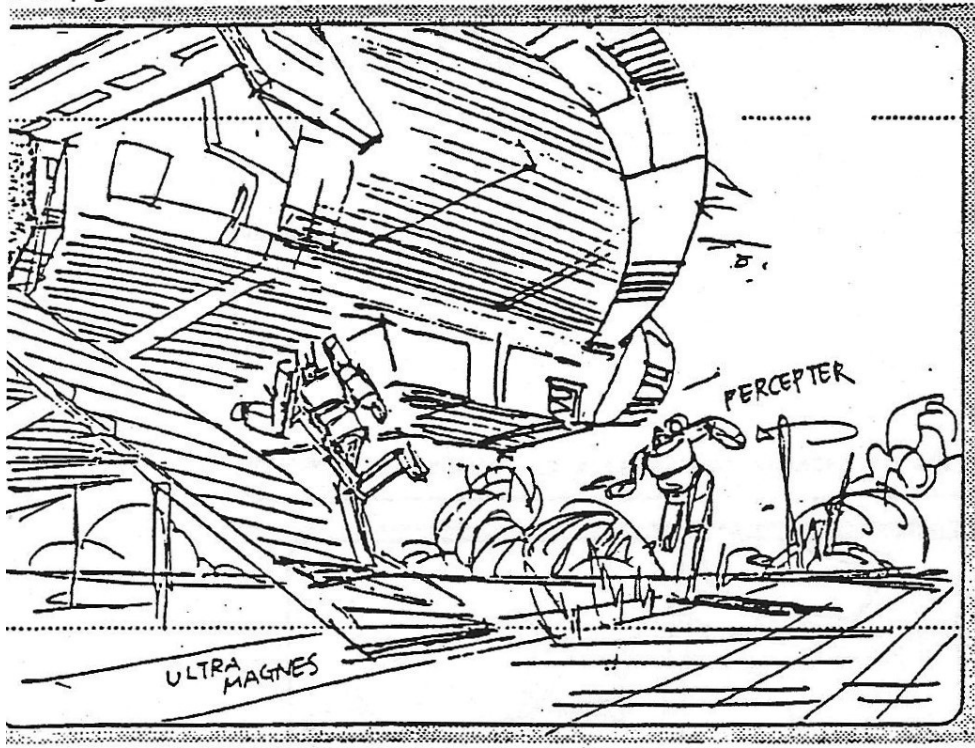
ISIC/SFX

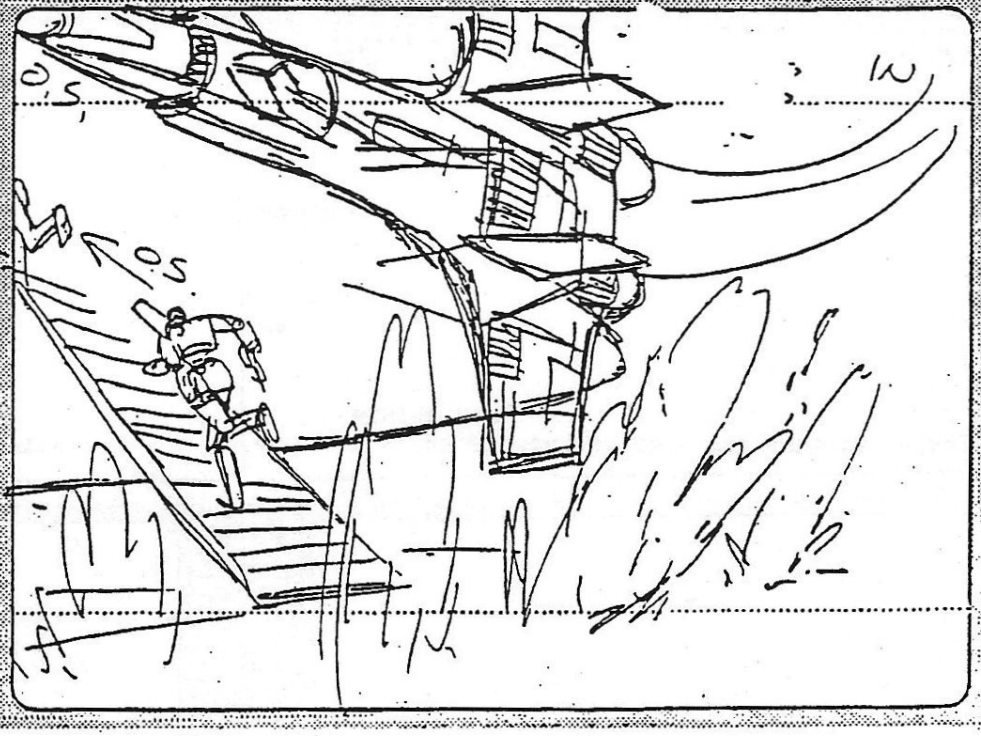
ACTION ULTRA MAGNUS TURNS AND RUNS FOR THE SHUTTLE. PERCEPTOR KEEPS FIRING.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON L.S. ULTRA MAGNUS AND PERCEPTOR. PERCEPTOR TURNS AND RUNS AFTER ULTRA MAGNUS TOWARD THE SHUTTLE.

C/SFX

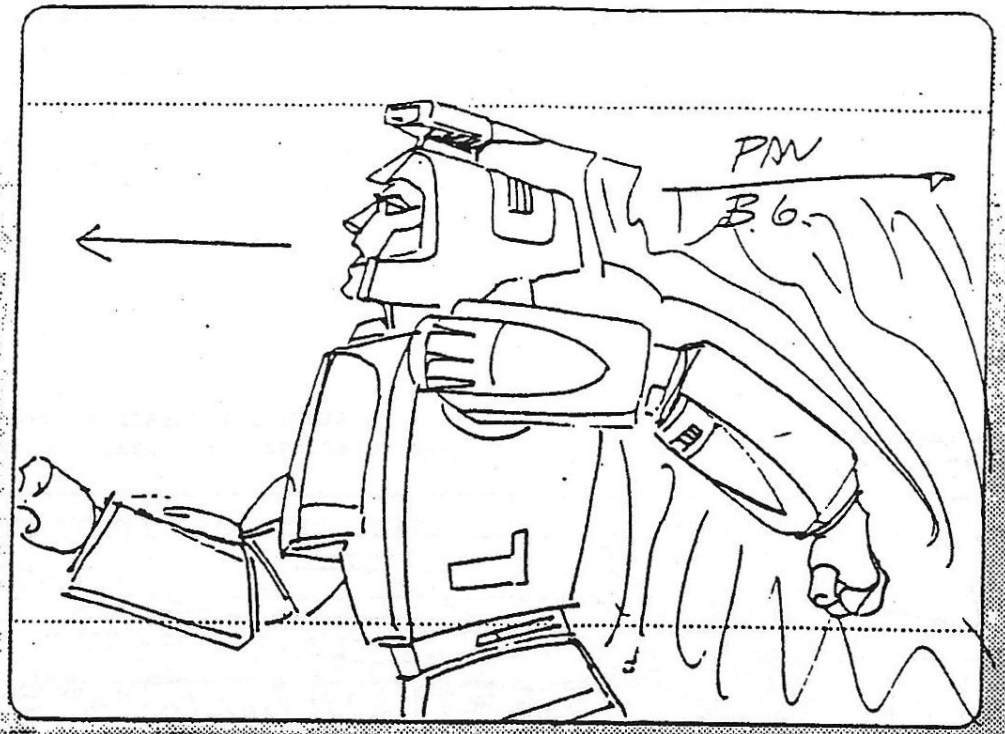
ACTION SWEEPS DIVE DOWN IN FOREGROUND AND SHOOT THROUGH THE SCENE. AS ULTRA MAGNUS AND PERCEPTOR ENTER THE SHIP.

DIAL

MUSIC/SFX

CAMERA

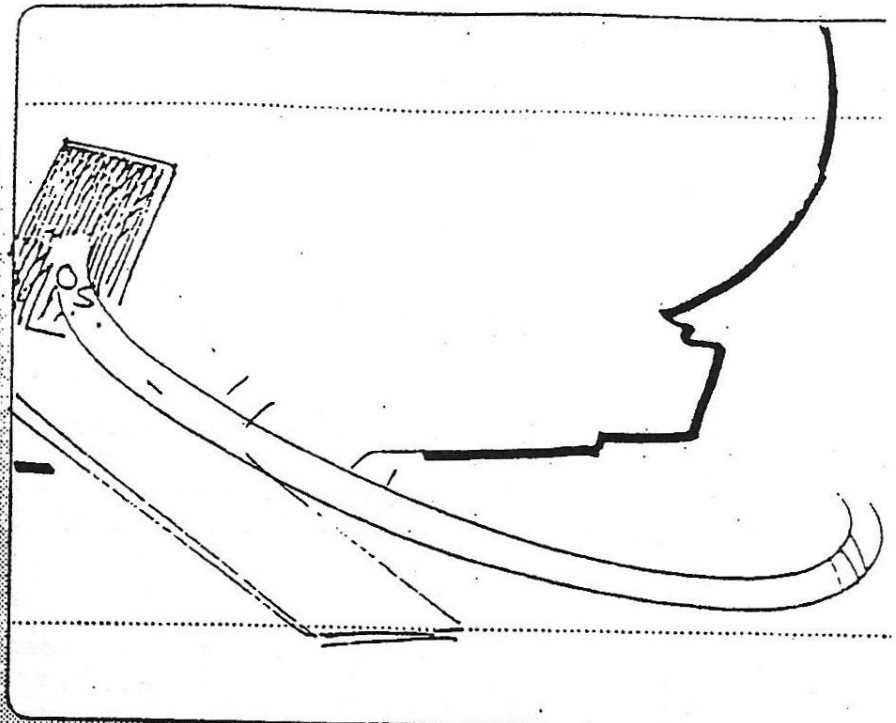
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. BLURR. HE ZIPS ALONG, RUNNING TO THE O.S. SHUTTLE.

DIAL

MUSIC/SFX



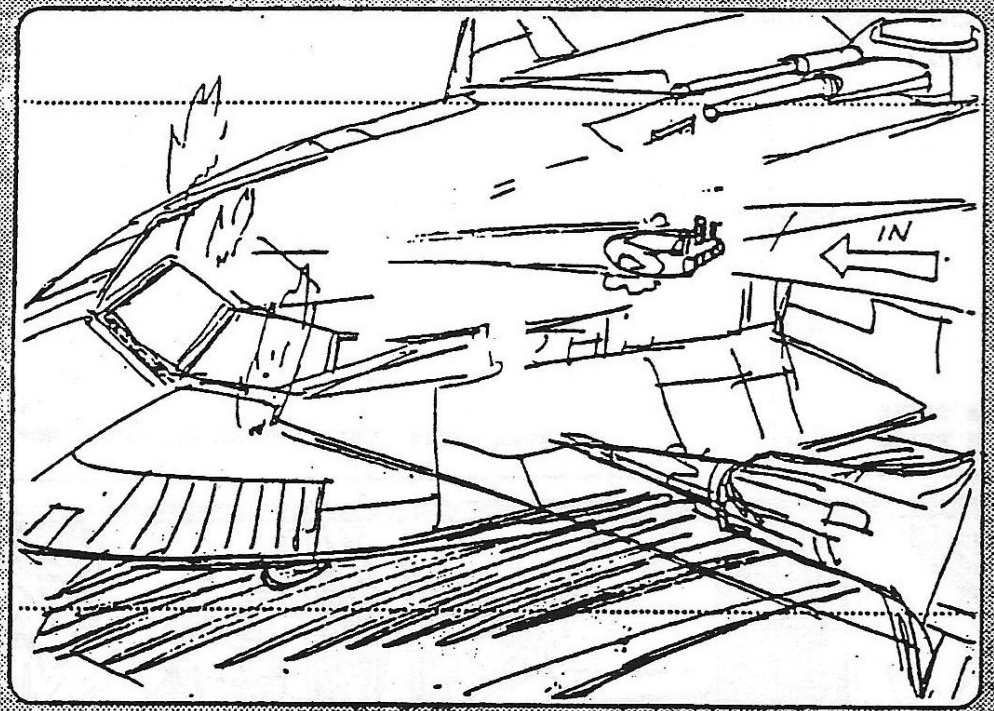
ACTION L.S. BLURR STREAKS INTO THE SHUTTLE, LEAVING A BLURR TRAI
BEHIND HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-85



ACTION M. DOWN SHOT ULTRA MAGNUS' SHUTTLE. SWEEPS FLY INTO THE SCENE AND FIRE AT THE SHUTTLE. THEIR BLAST EXPLODE INTO THE SHUTTLE.

DIAL

MUSIC/SFX

CAMERA

SC. 15-86

ACTION M.L.S. ULTRA MAGNUS AND PERCEPTOR AT CONTROL DECK. CONC OF DECEPTICON HIT ROCKS THE SHUTTLE.

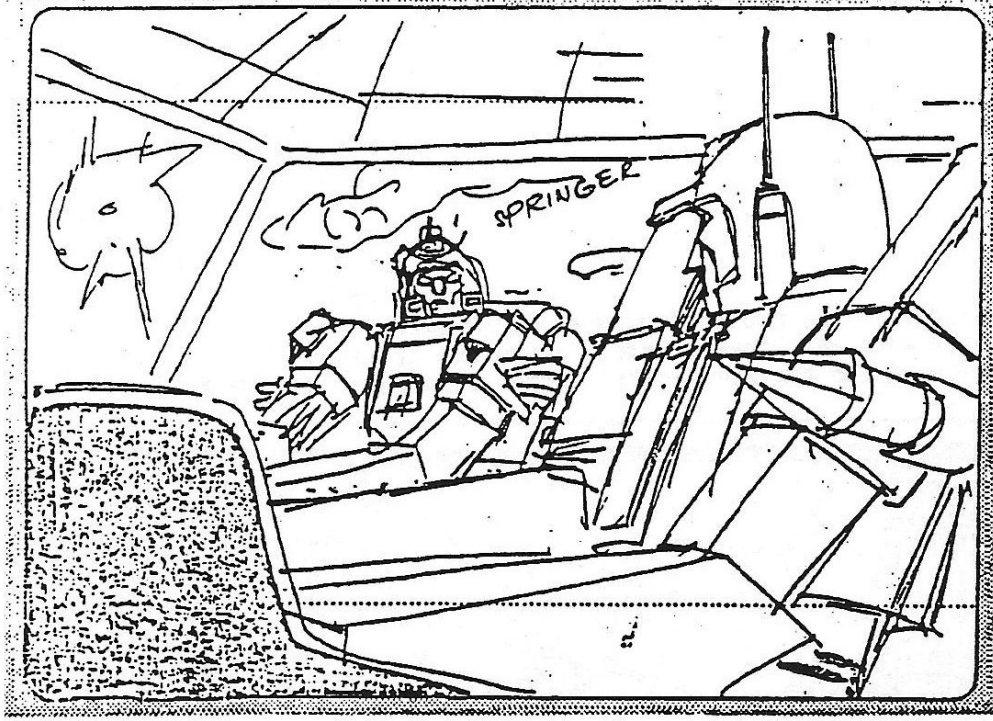
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-86



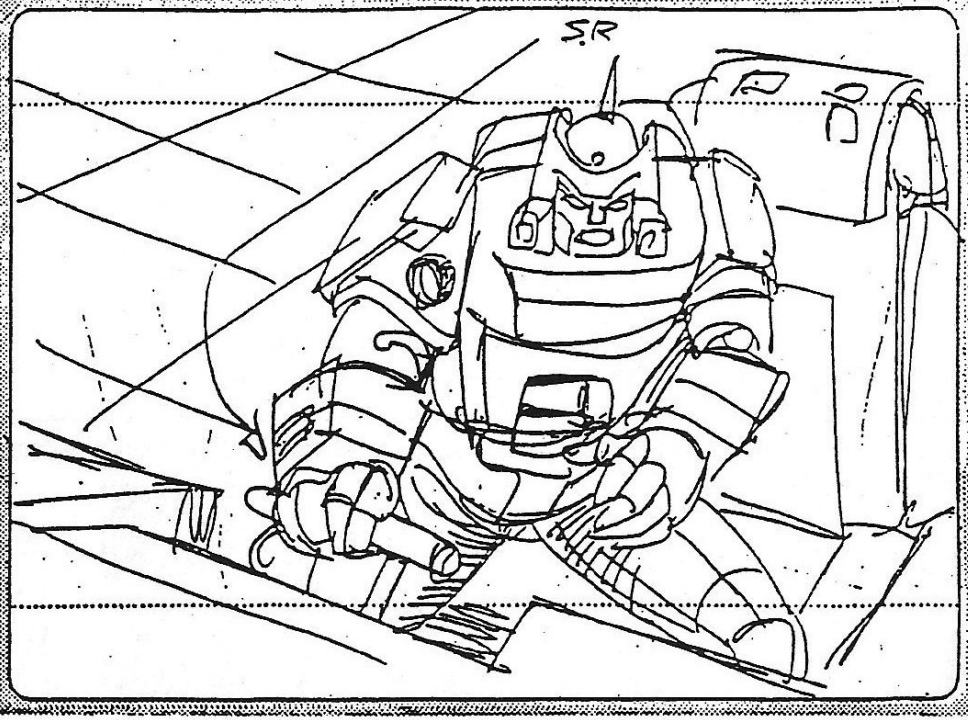
ACTION ULTRA MAGNUS TURNS HIS HEAD AND ORDERS SPRINGER TO HURRY THEIR TAKE OFF.

DIAL ULTRA MAGNUS Hurry!

MUSIC/SFX

SC. 15-87

SEQ. 15 Page 61



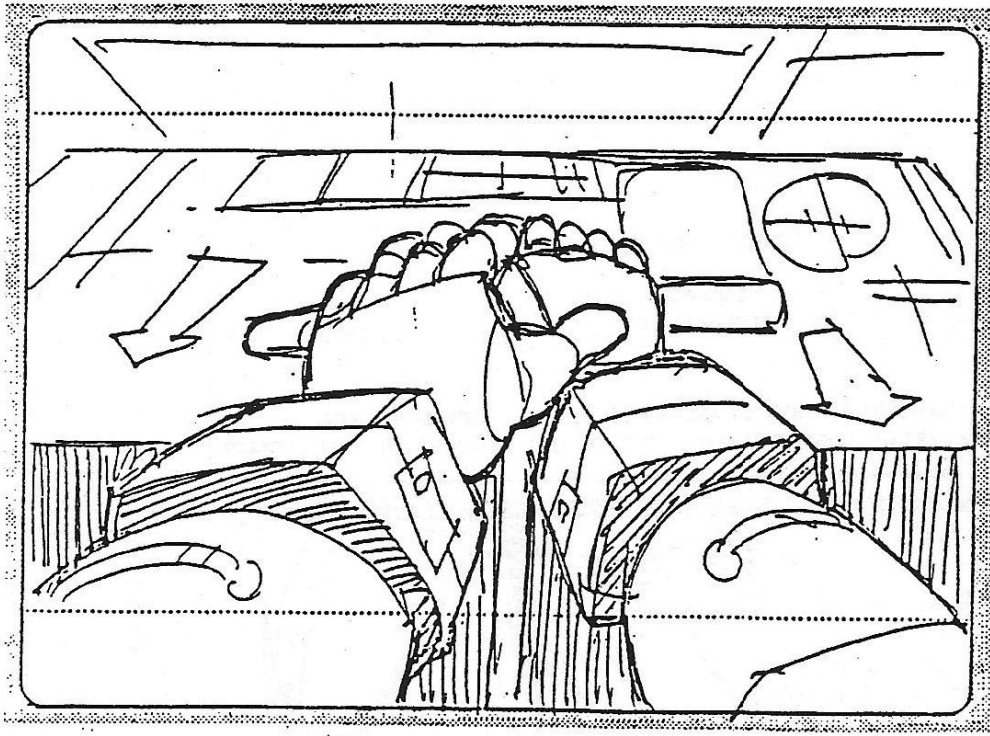
ACTION M.S. SPRINGER TAKES A HOLD OF THE JOYSTICK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-88



CTION C.U. SPRINGER'S HANDS. WITH BOTH HANDS SPRINGER OPERATES THE JOYSTICK.

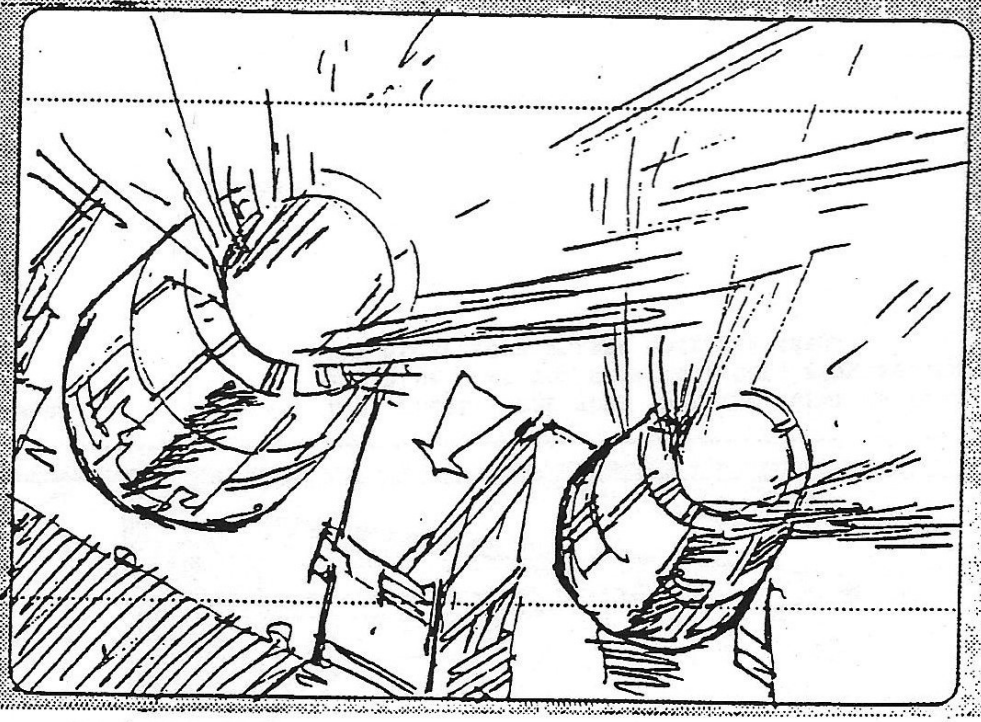
IAL

USIC/SFX

AMERA

SC. 15-89

SEQ. 15 Page 62



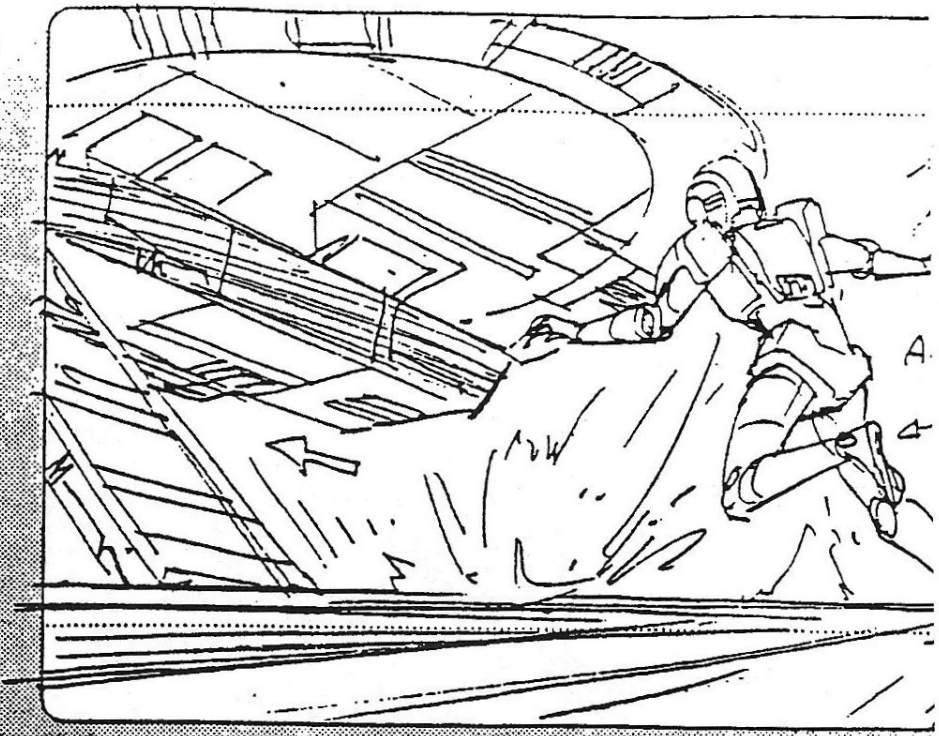
ACTION C.U. THE RICKETS IGNITE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.C.U. DANIEL AND ARCEE. DANIEL SEES ARCEE RUNNING TOWARD THE SHUTTLE. HE IS FRIGHTENED AND CONCERNED.

DIAL DANIEL Ultra Magnus, Arcee's still out there!

(PICK UP LINE)

MUSIC/SFX

CAMERA

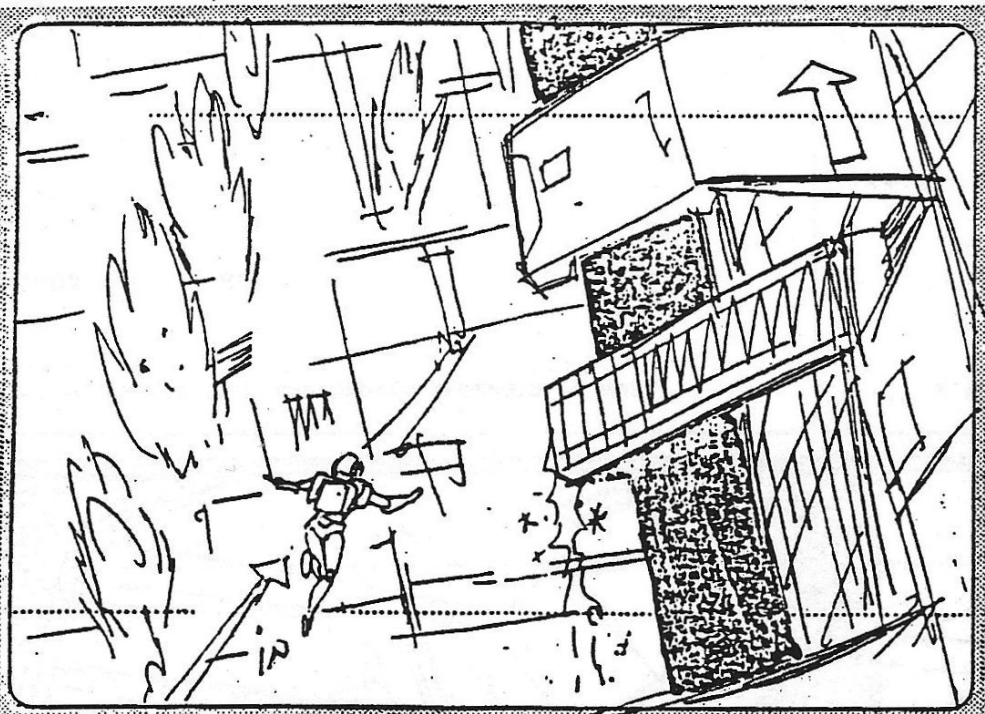
ACTION L.S. ARCEE. SHE RUNS INTO THE SCENE AND DASHES TOWARD THE RAMP. AS THE SHUTTLE INCHES FORWARD, EXPLOSIONS FRO THE DECEPTICON PLANES ROCK THE AREA.

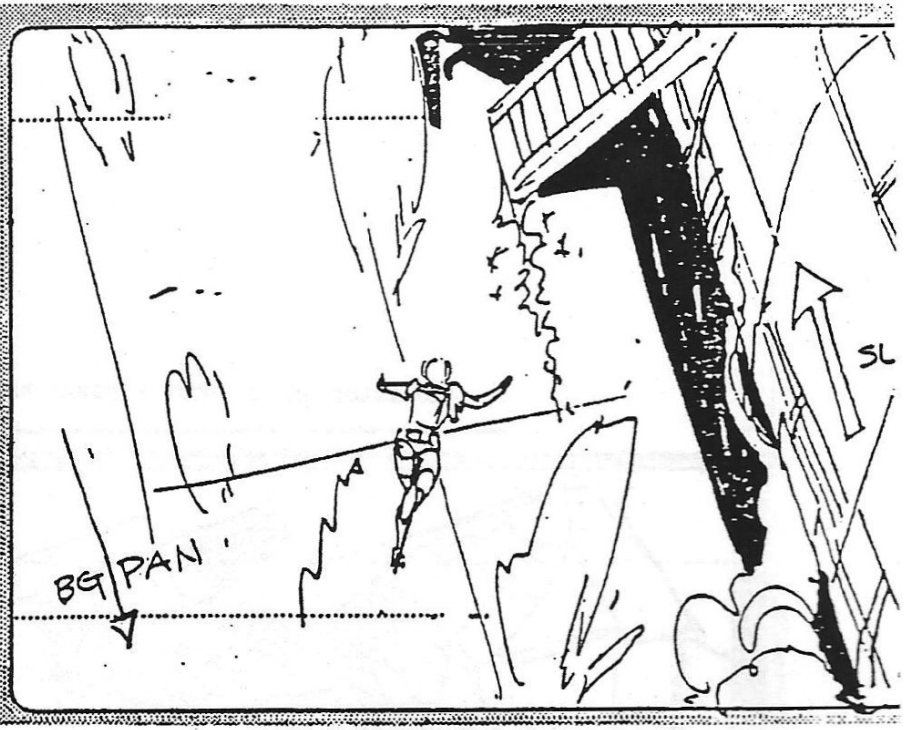
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L. DOWN SHOT ARCEE. BLASTS HIT THE GROUND ALL AROUND ARCEE AS SHE MAKES A DASH TOWARDS THE RAMP WHICH SENDS OUT SPARKS AS IT IS DRAGGED ALONG THE GROUND AS THE SHUTTLE MOVES FORWARD.

DIAL

MUSIC/SFX

CAMERA

ACTION WE PAN ALONG WITH ARCEE AS SHE RUNS WITH ALL HER STRENGTH, TRYING TO OVERTAKE THE TAXYING SHUTTLE.

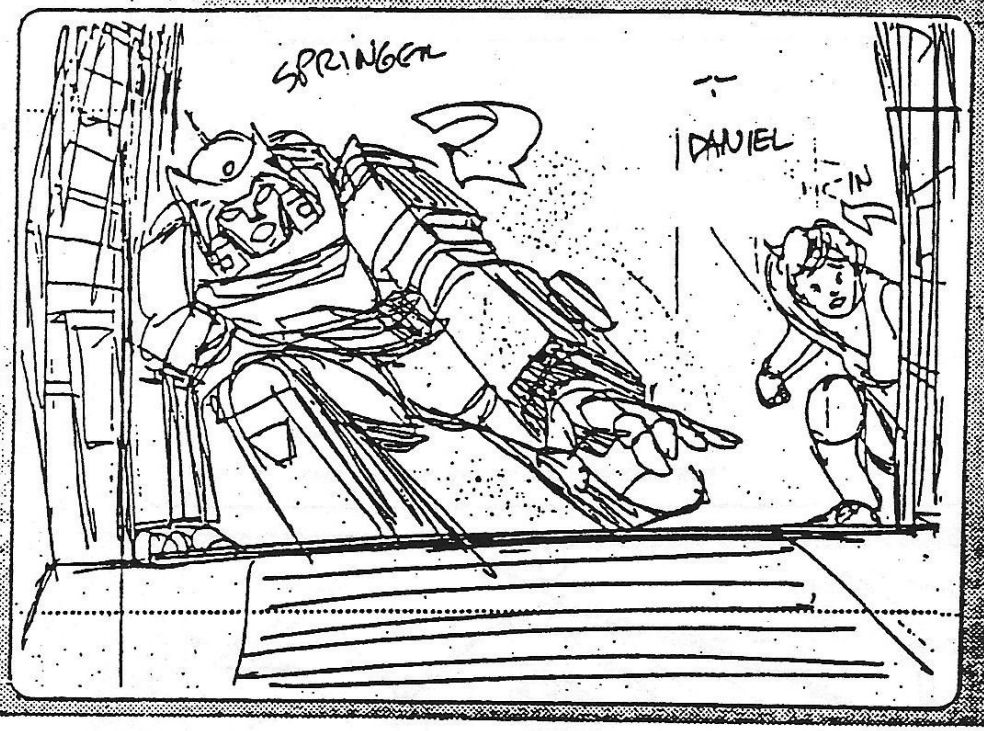
DIAL

MUSIC/SFX

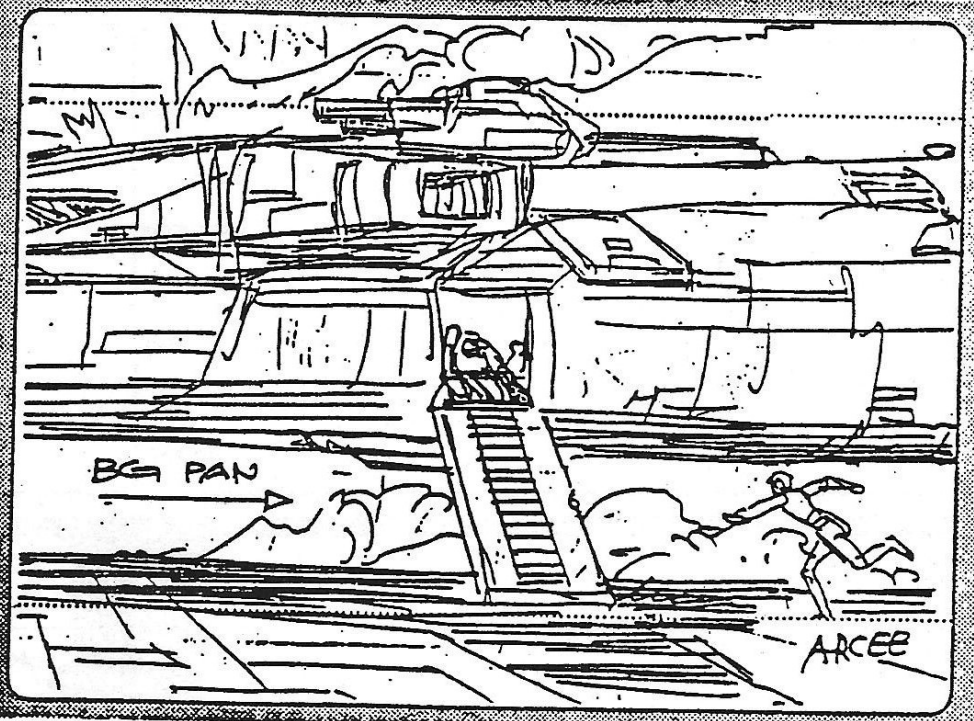
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-93



SC. 15-94



ACTION M.L.S. SPRINGER. SPRINGER REACHES DOWN FOR ARCEE. DANIEL MOVES INTO THE SCENE AND PEEKS AROUND THE CORNER OF THE DOORWAY.

DIAL

SPRINGER Jump.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. ARCEE, SPINGER AND DANIEL. ARCEE RUNS AT FULL SPEED. SPRINGER AWAITS HER.

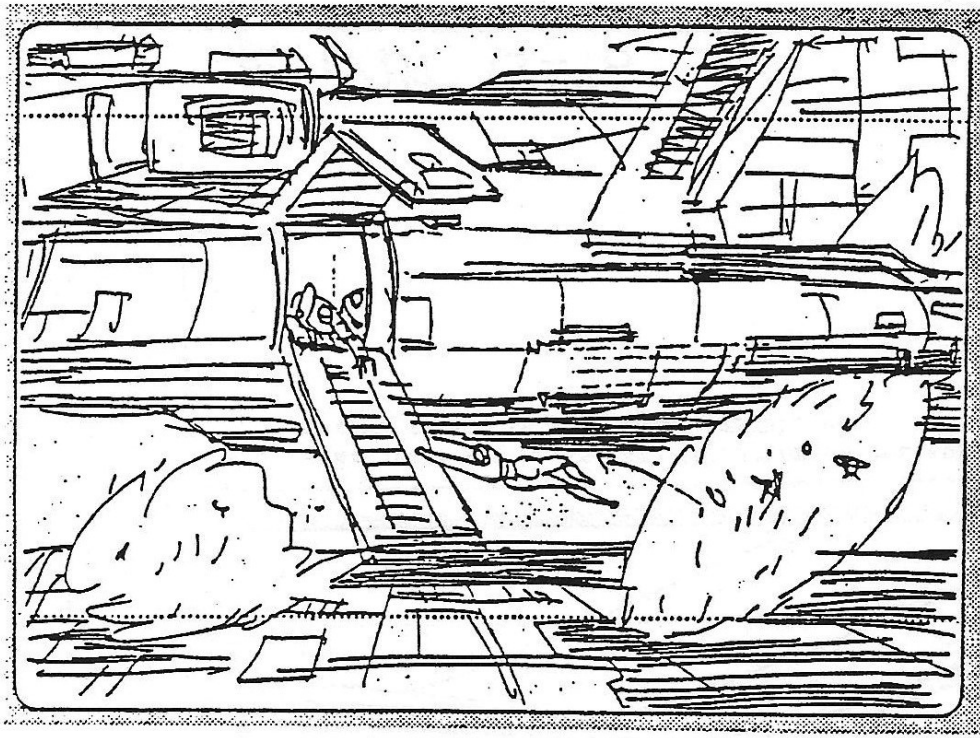
DIAL

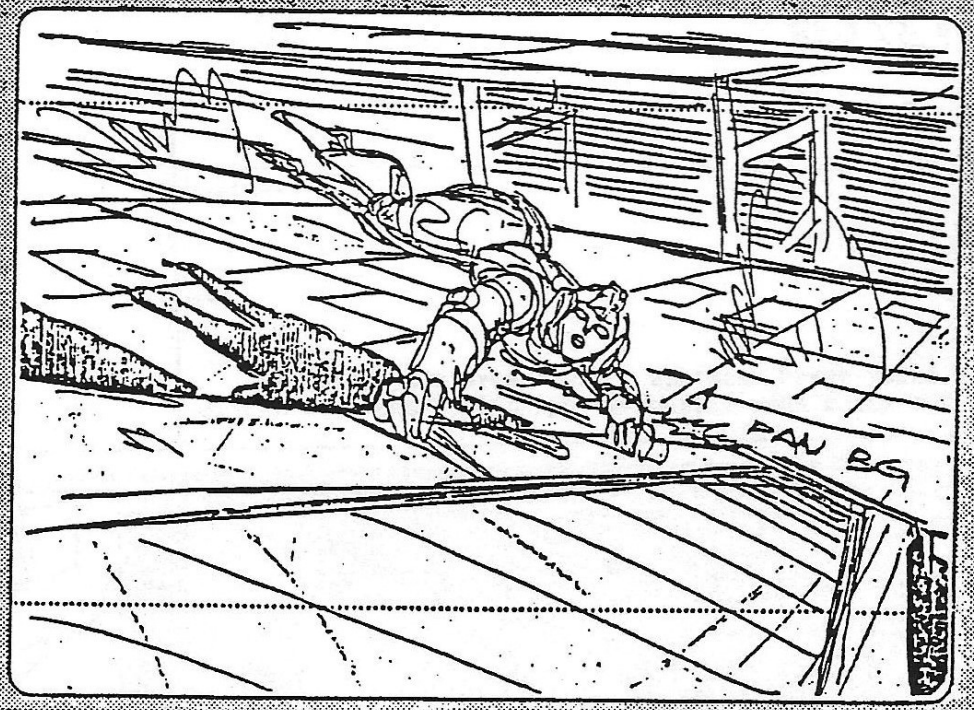
MUSIC/SFX

CAMERA

SC. CONT 15-94

SC. 15-95





TION BLASTS MISS ARCEE AS SHE LEAPS AND TAKES AHOLD OF THE RAMP.

AL

SIC/SFX

MERA

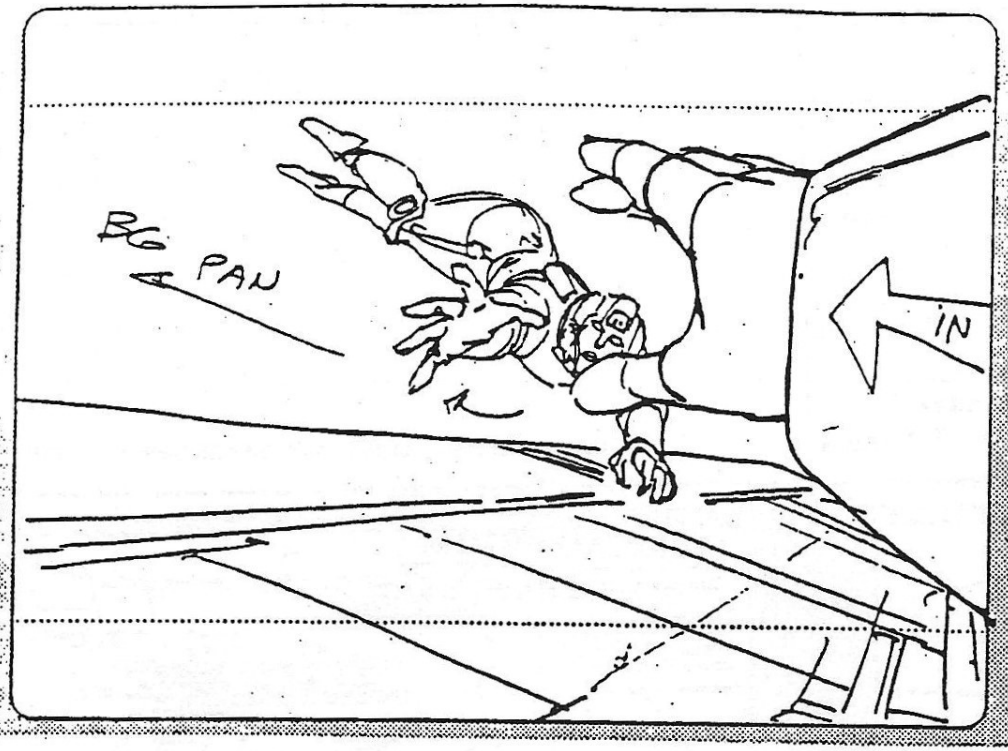
ACTION L.S. ARCEE. ARCEE HANGS ON TO THE RAMP WHILE SHUTTLE TAKES OFF. EXPLOSIONS FROM THE DECEPTICON FIRE CHASE AFTER HER.

DIAL

MUSIC/SFX

CAMERA

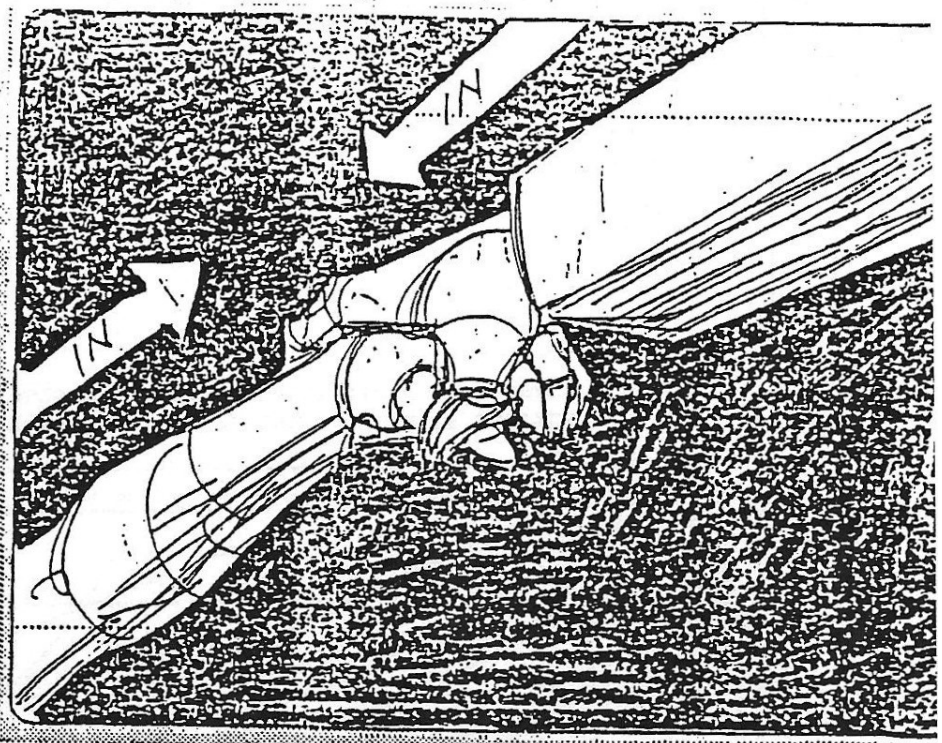
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION SPRINGER'S ARM MOVES INTO THE SCENE IN THE FOREGROUND TRYING TO GET ARCEE. ARCEE REACHES UP.

DIAL

MUSIC/SFX

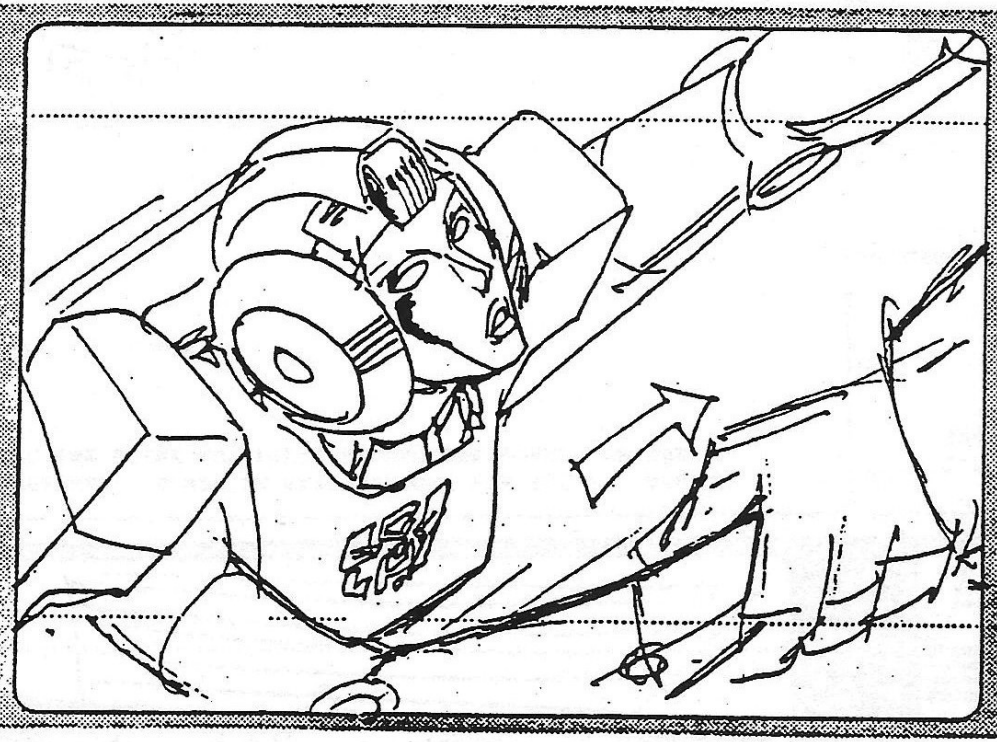


ACTION C.U. ARCEE'S HAND AND SPRINGER'S HAND ENTER THE SCENE REACHING FOR EACH OTHER. SPRINGER GRABS ARCEE'S HAND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...AND PULLS ARCEE UP TOWARD HIM.

DIAL

MUSIC/SFX

CAMERA

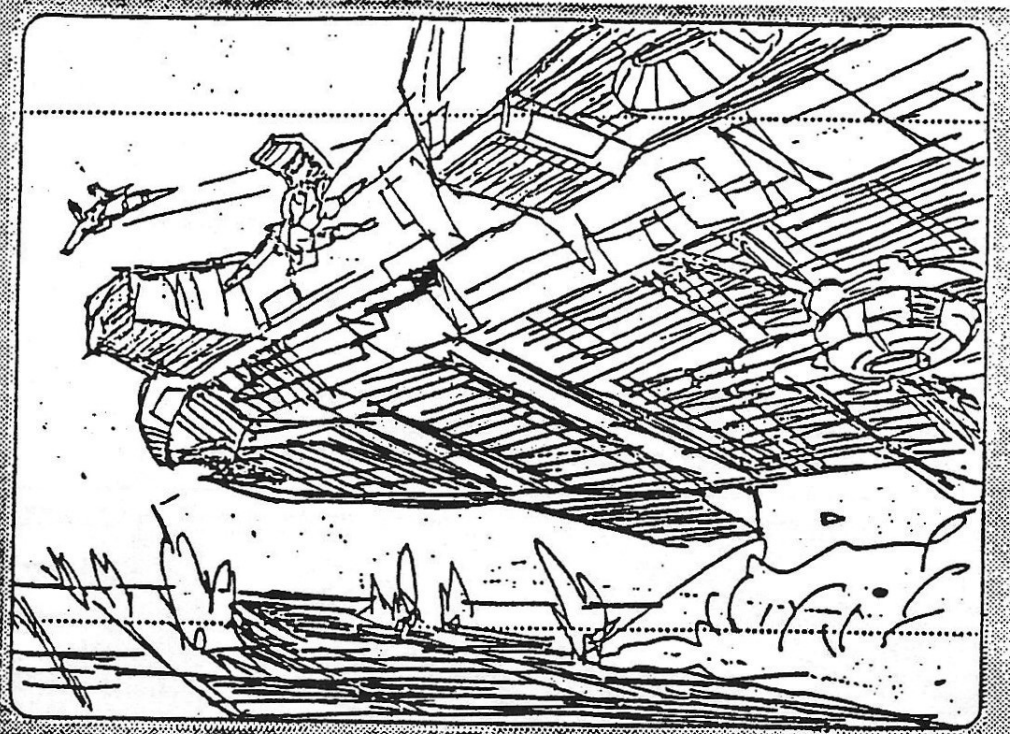
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



TION L.S. ARCEE AND SPRINGER. THE ENTRY RAMP IS BEING TAKEN IN AS SPRINGER LIFTS ARCEE TOWARD HIM. THE SHUTTLE STARTS LIFTING OFF OF THE GROUND.

AL

SIC/SFX

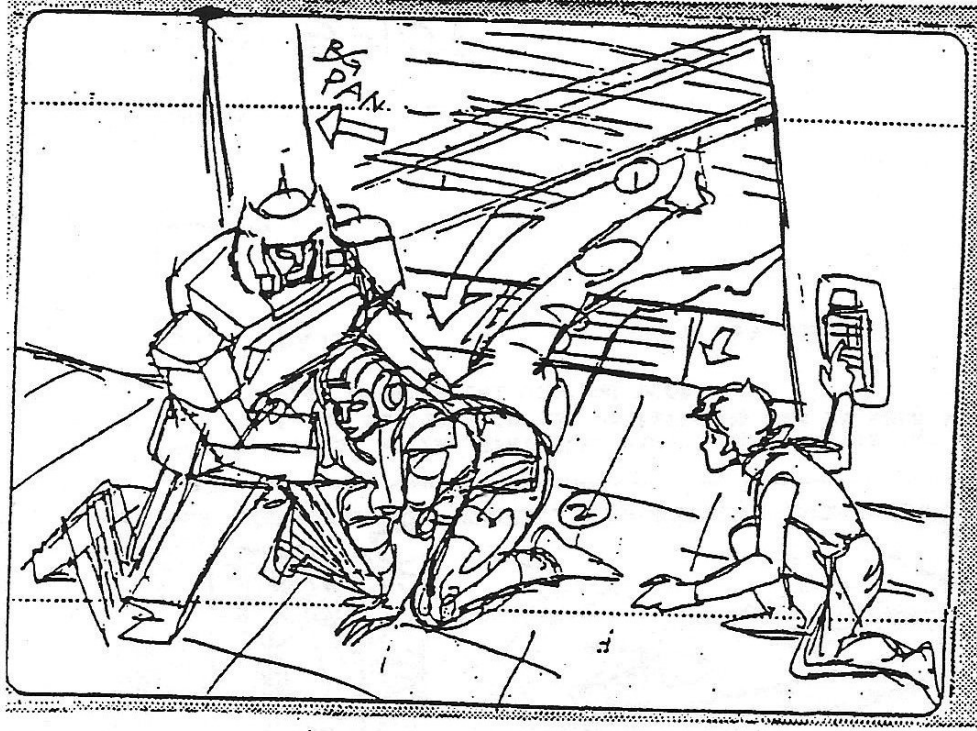
ACTION X.L.S. ARCEE AND SPRINGER. THE SHUTTLE LEAVES THE GROUND. DECEPTICON FIRE RIPS UP THE GROUND BELOW IT, AS SPRINGER PULLS ARCEE IN TO SAFETY.

DIAL

MUSIC/SFX

IFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-98



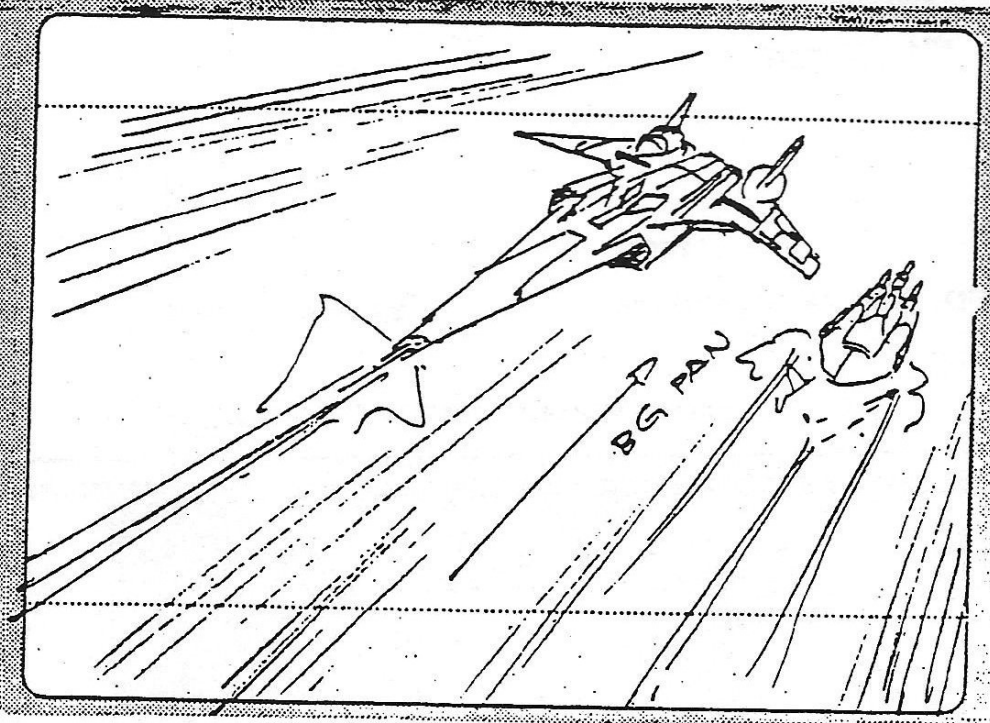
ION L.S. SPRINGER, ARCEE, DANIEL. SPRINGER GETS ARCEE SAFELY INSIDE, DANIEL IS PUSHING THE CONTROL TO THE ENTRANCE HATCH.

ARCEE Thanks.

IC/SFX

SC. 15-99

SEQ. 15 Page 70



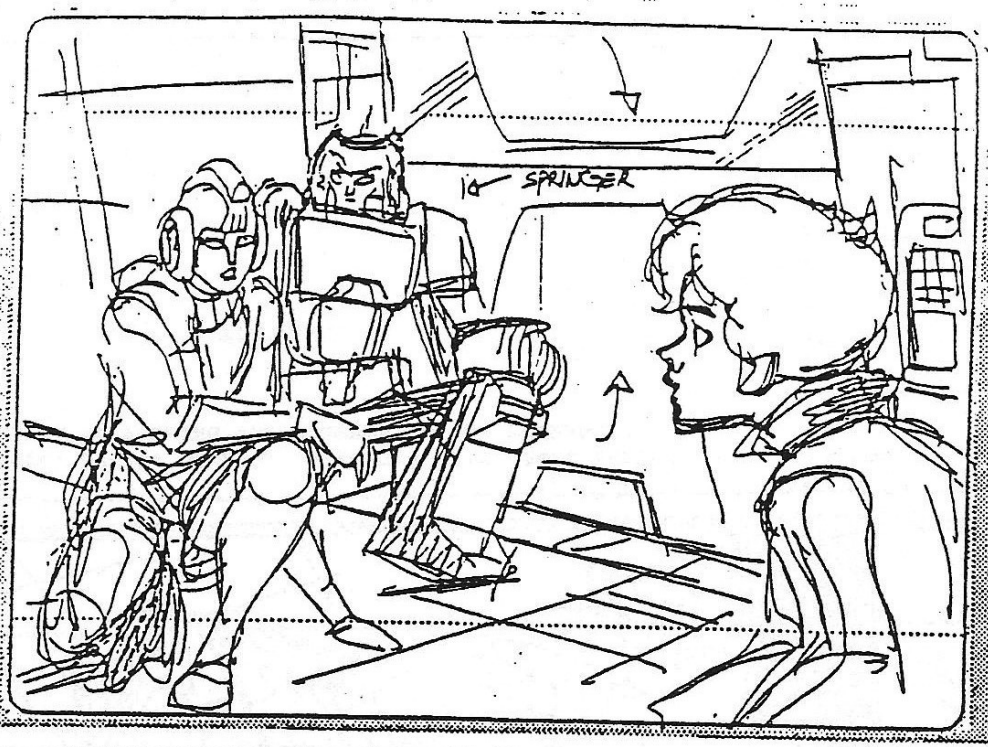
ACTION L.S. CYCLONUS AND THE SWEEPS FOLLOW THE SHUTTLE, FIRING.

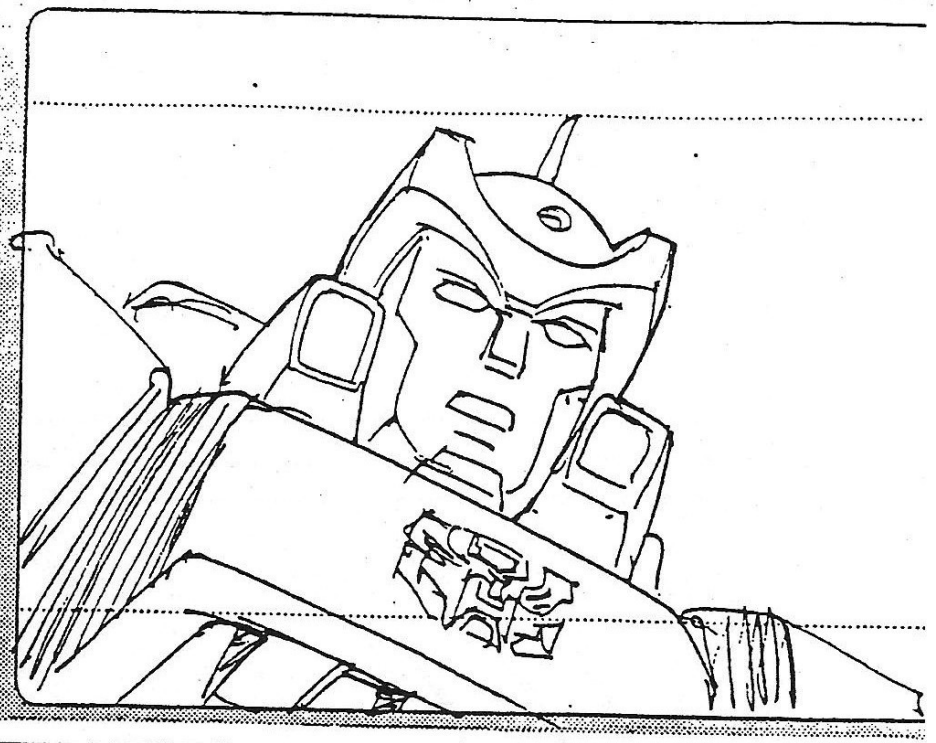
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. ARCEE, SPRINGER, DANIEL SAFE INSIDE THE SHUTTLE. LASER BLASTS FROM THE DECPETICONS CAN BE SEEN SHOOTING PAST OUTSIDE THE CLOSING DOOR.

DIAL DANIEL That was close!

MUSIC/SFX

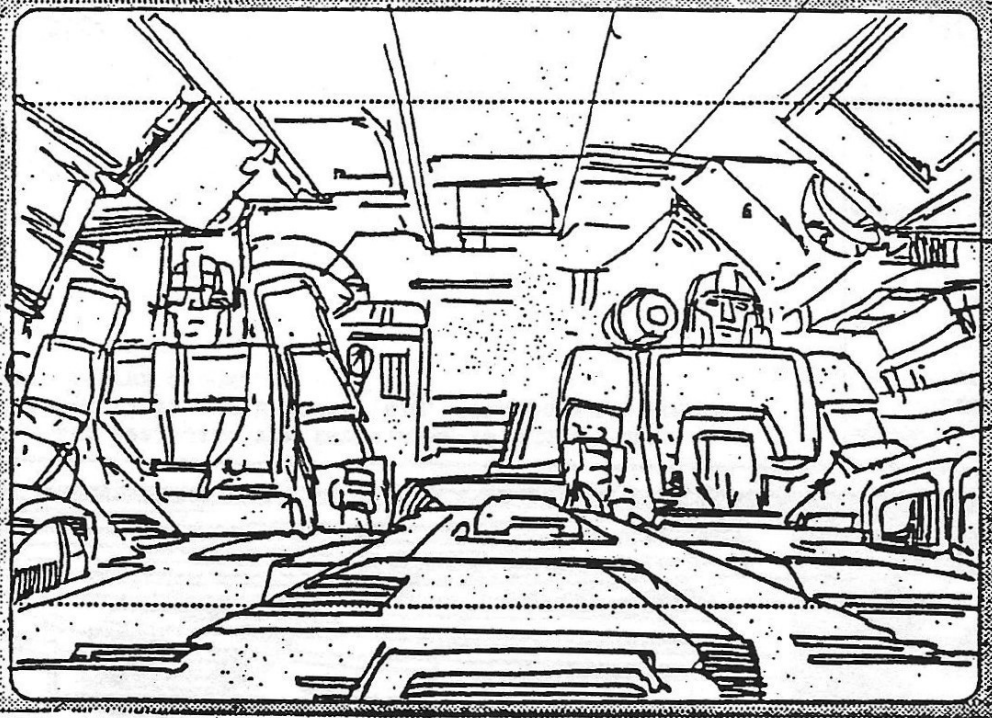
ACTION C.U. SPRINGER. SPRINGER TALKS.

DIAL SPRINGER Believe it or not, this is the f part.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-102



ACTION M.L.S. ULTRA MAGNUS AND PERCEPTOR AT CONTROL DECK. ULTRA MAGNUS ADDRESSES PERCEPTOR.

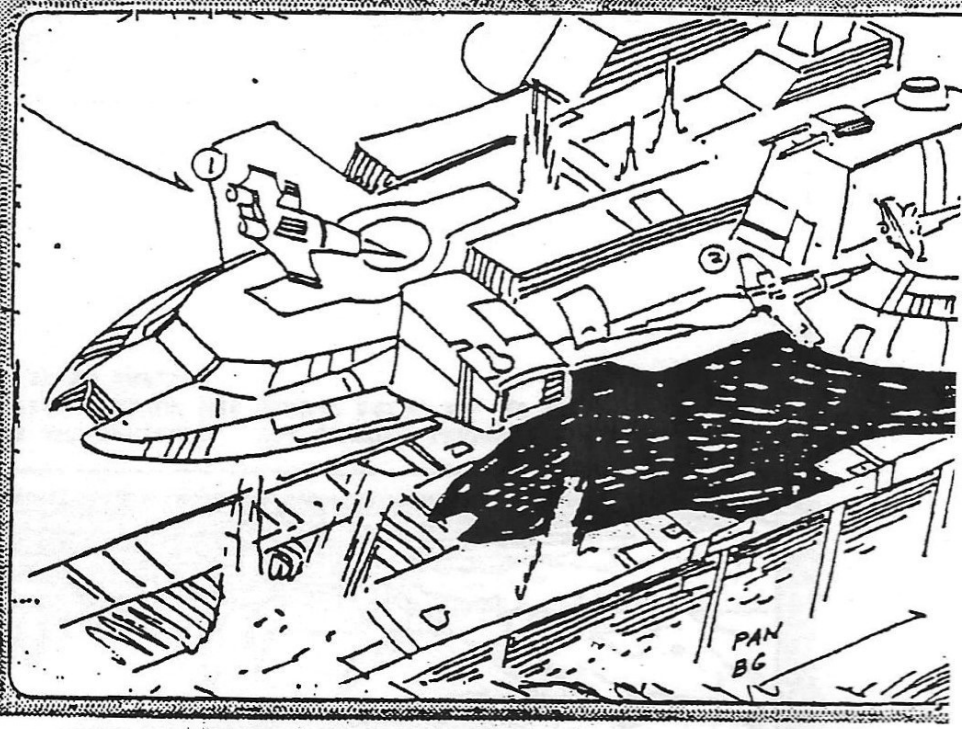
DIAL ULTRA MAGNUS We gotta start cold. (PICK UP LINE)

MUSIC/SFX

CAMERA

SC. 15-103

SEQ. 15 Page 72



ACTION M.L.S. ULTRA MAGNUS' SHUTTLE LIFTING UP HIGH INTO THE AIR, AS CYCLONUS DIVES THROUGH THE SCENE FIRING BLASTS AT THE SHIP WHICH EXPLODES ALONG THE GROUND.

DIAL

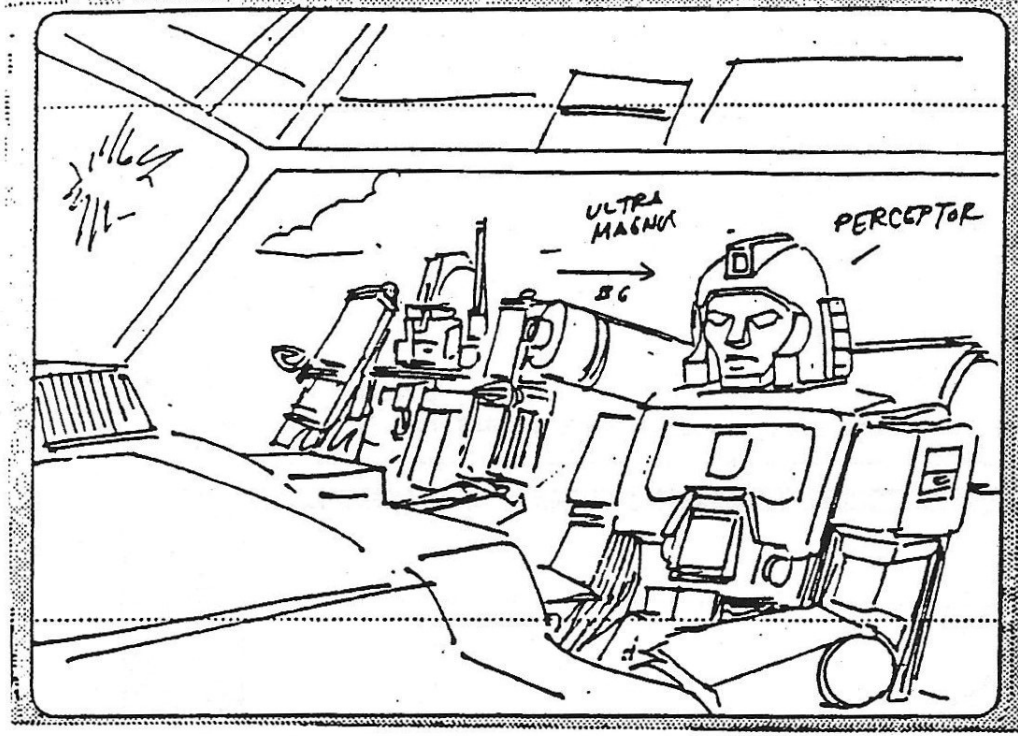
ULTRA MAGNUS Can this ship take it?

MUSIC/SFX

CAMERA

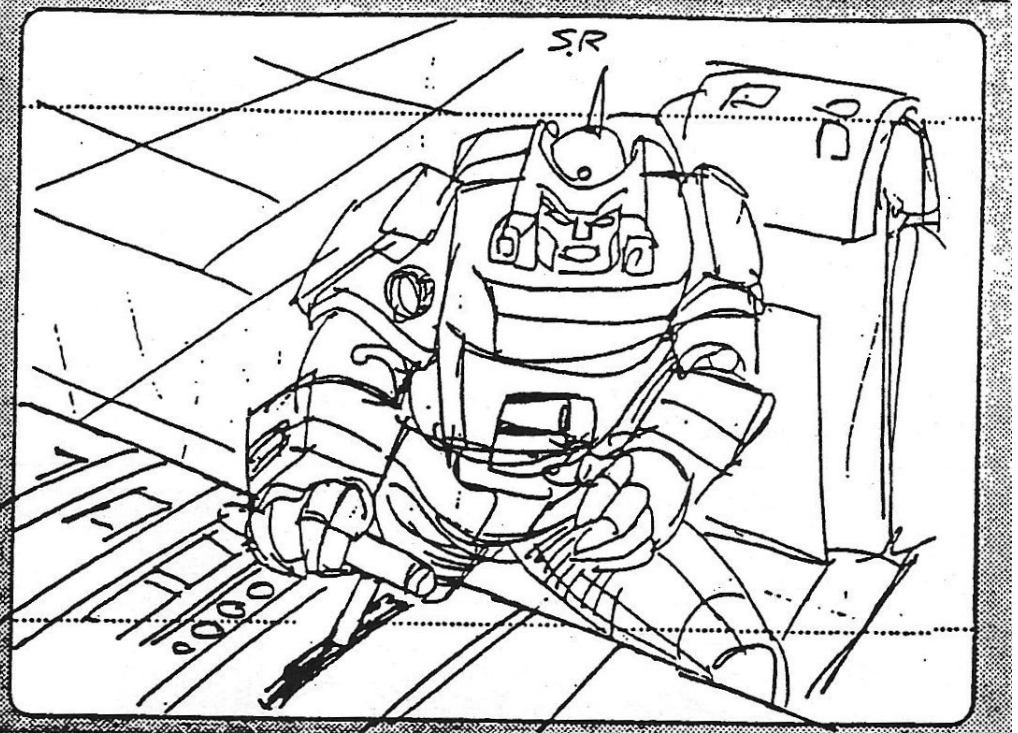
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-104



SC. 15-105

SEQ. 15 Page 73



'ION M.L.S. PERCEPTOR AND ULTRA MAGNUS. PERCEPTOR GIVES ULTRA MAGNUS A REPLY. ULTRA MAGNUS GETS IRRITATED WITH IT. SPRINGER INTERPRETS. EXPLOSIONS CAN BE SEEN OUT THE WINDOWS.

L

PERCEPTOR With an accelerated ignition procedure the ceramic housings might create a magnetic flux.

IC/SFX

ULTRA MAGNUS (BAFFLED) What?

ERA

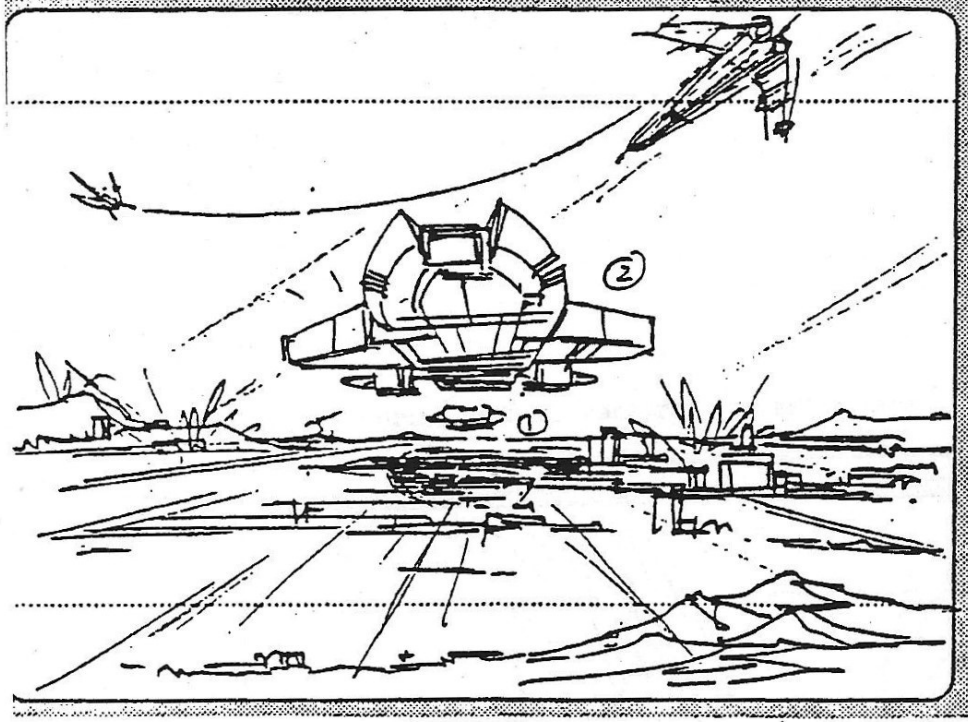
ACTION M.S. SPRINGER PULLS THE JOYSTICK FURTHER FORWARD.

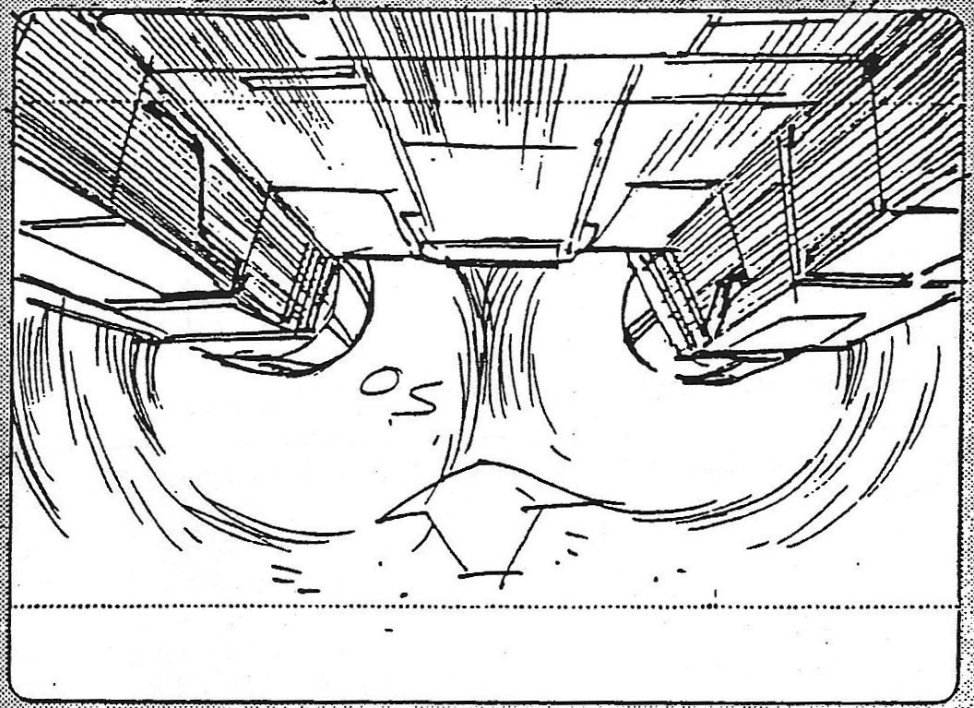
DIAL SPRINGER (CONT) ... "go for it!"

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON X.L.S. ULTRA MAGNUS' SHUTTLE. THE SHUTTLE RACES TOWARD US LIFTING HIGHER AND HIGHER OFF OF THE GROUND. CYCLONUS DIVES PAST, FIRING AT THE SHIP.

C/SFX

ISA

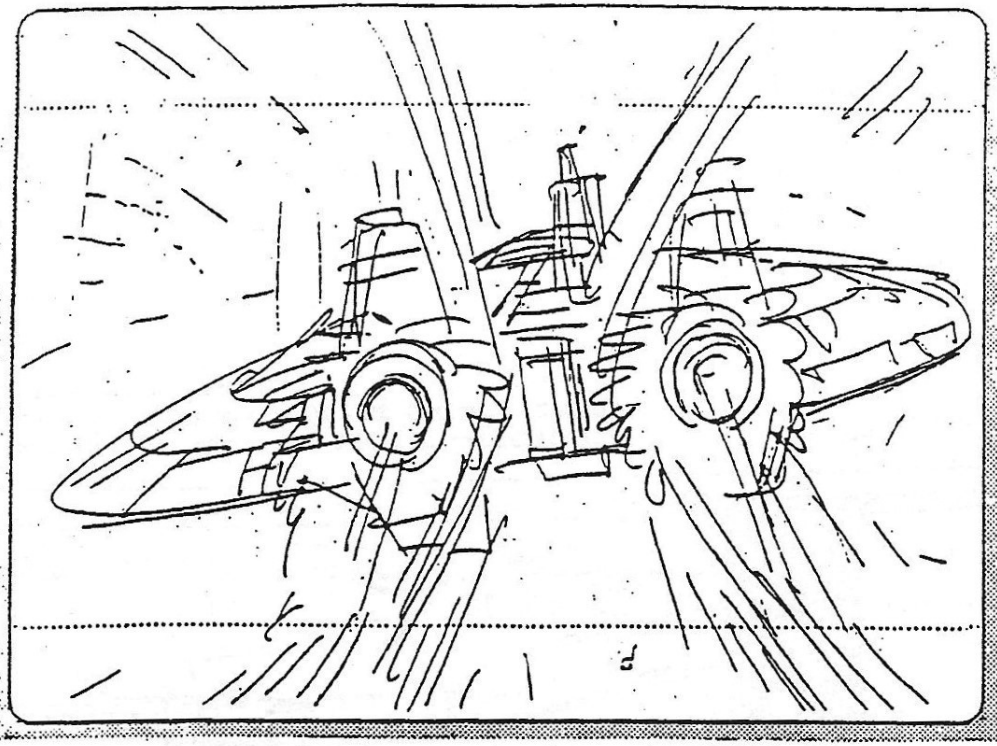
ACTION WE SEE THE BOTTOM PART OF SHUTTLE AS IT ZOOMS PAST OVER US AND O.S.

DIAL

MUSIC/SFX

CAMERA

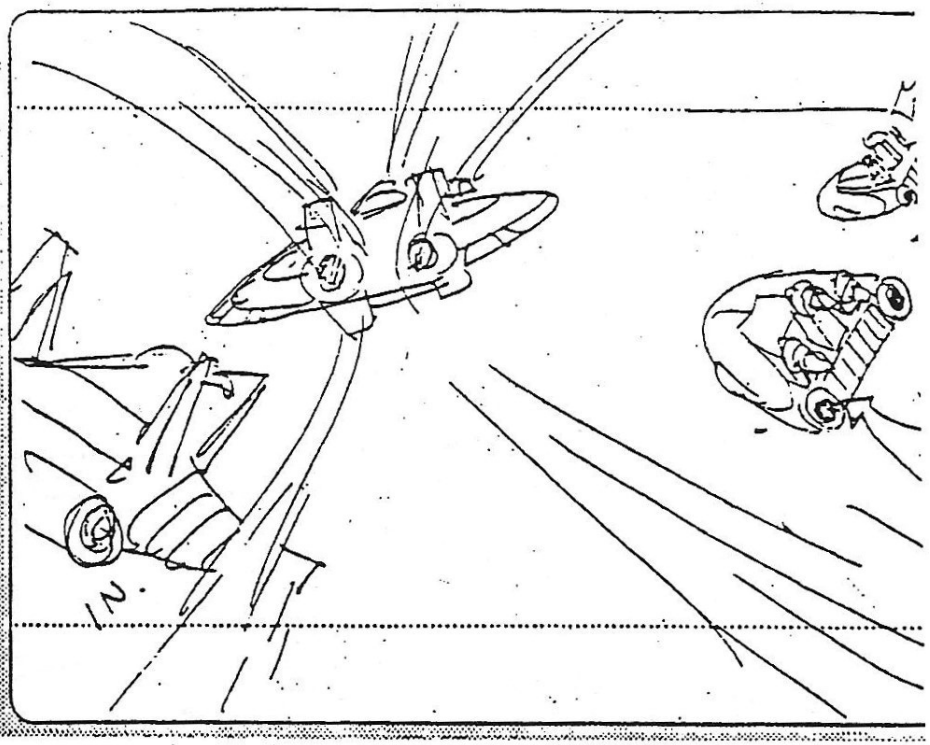
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S.. ULTRA MAGNUS' SHUTTLE. IT FLIES AWAY.

DIAL

MUSIC/SFX



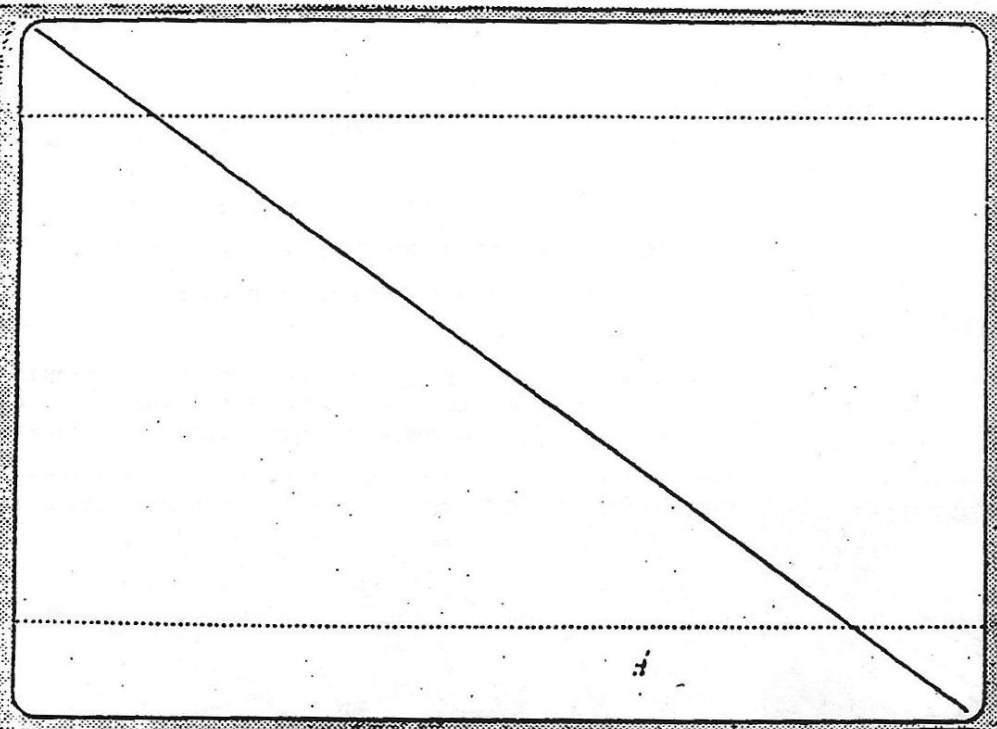
ACTION CYCLONUS AND THE SWEEPS FOLLOW THE SHUTTLE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-108



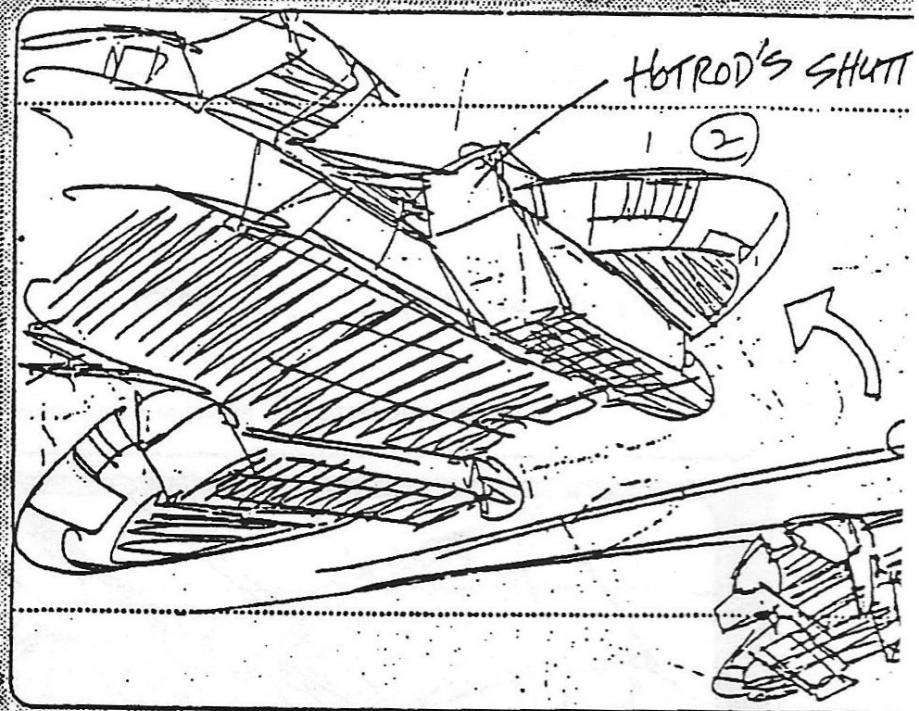
ACTION L.S. THE SWEEPS ZOOM THROUGH SPACE FIRING ON THE O.S. SHUTTLES.

DIAL

MUSIC/SFX

CAMERA

SC. 15-109



ACTION L.S. HOT ROD'S SHUTTLE. IT TURNS TO AVOID THE FIRE FROM THE O.S. SWEEPS AND FLIES O.S.

DIAL

MUSIC/SFX

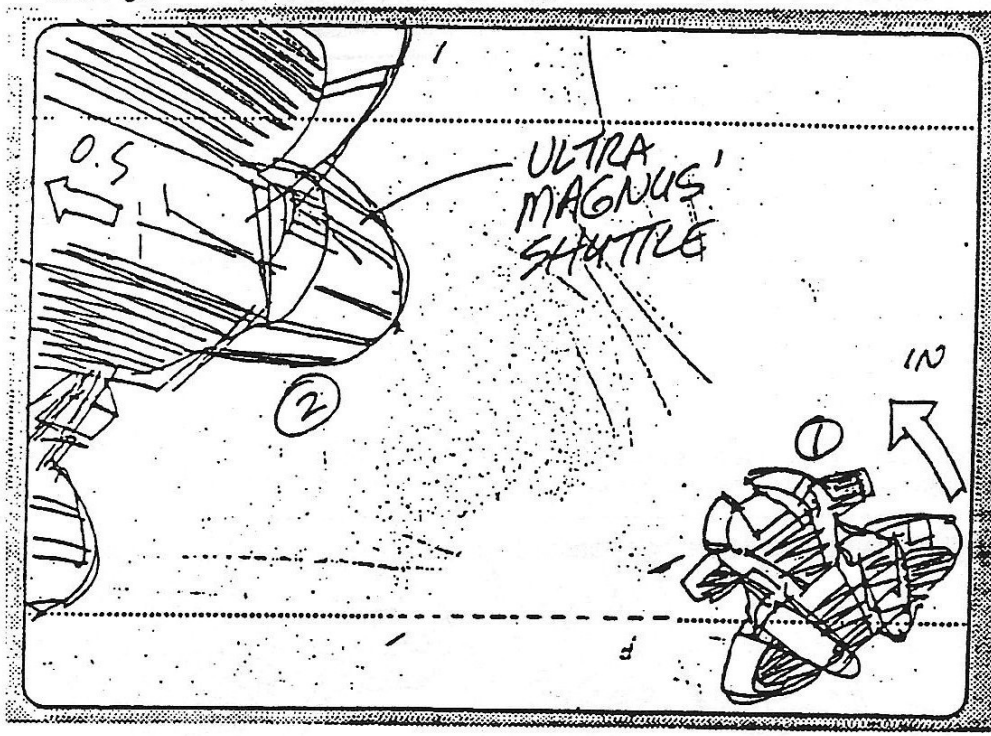
CAMERA

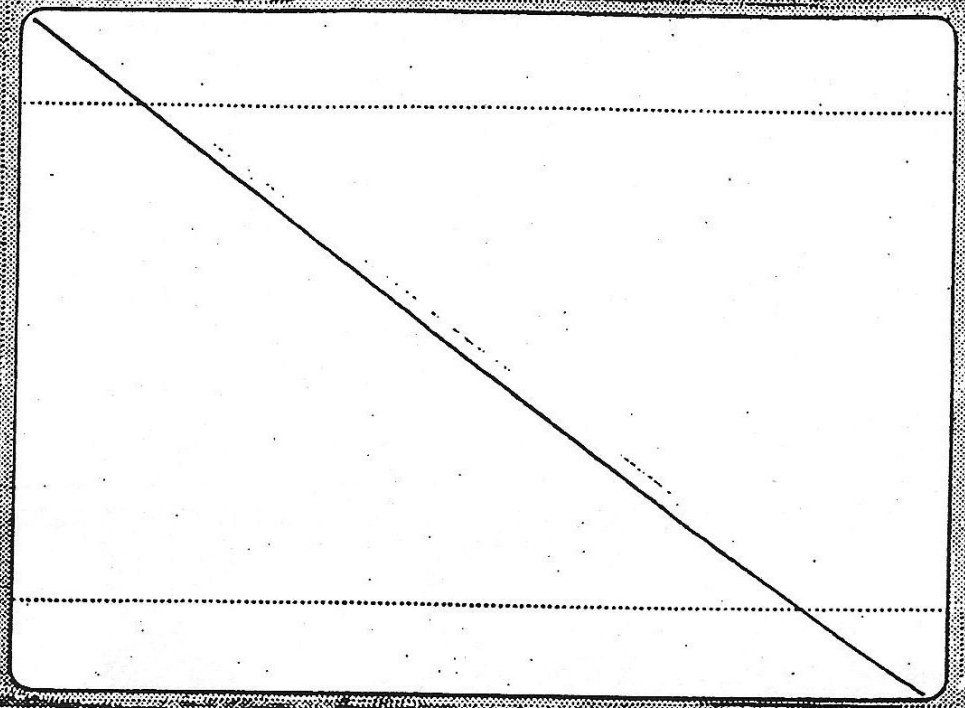
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-109

SC

SEQ. 15 Page 77





CTION ULTRA MAGNUS' SHUTTLE CLOSE BEHIND HOT ROD, FLIES THROUGH THE SCENE.

IAL

USIC/SFX

AMERA

ACTION

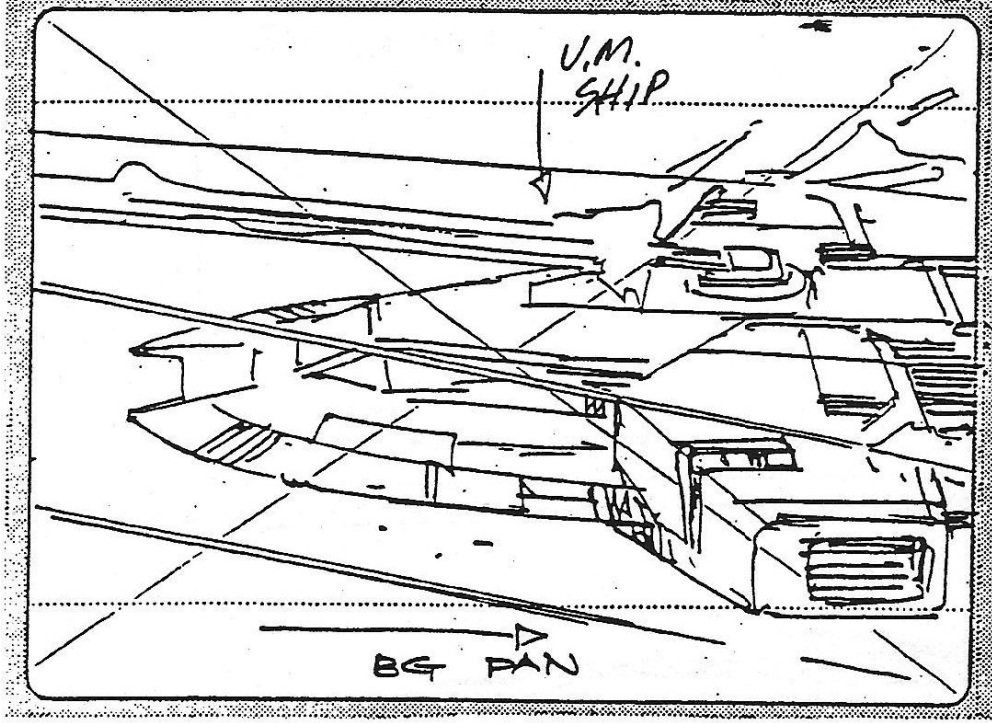
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-111



CTION M.S. ULTRA MAGNUS SHUTTLE. WE MOVE WITH IT AS THE BLASTS FROM THE SWEEPS SKIM PAST. IT RETURNS THEIR FIRE.

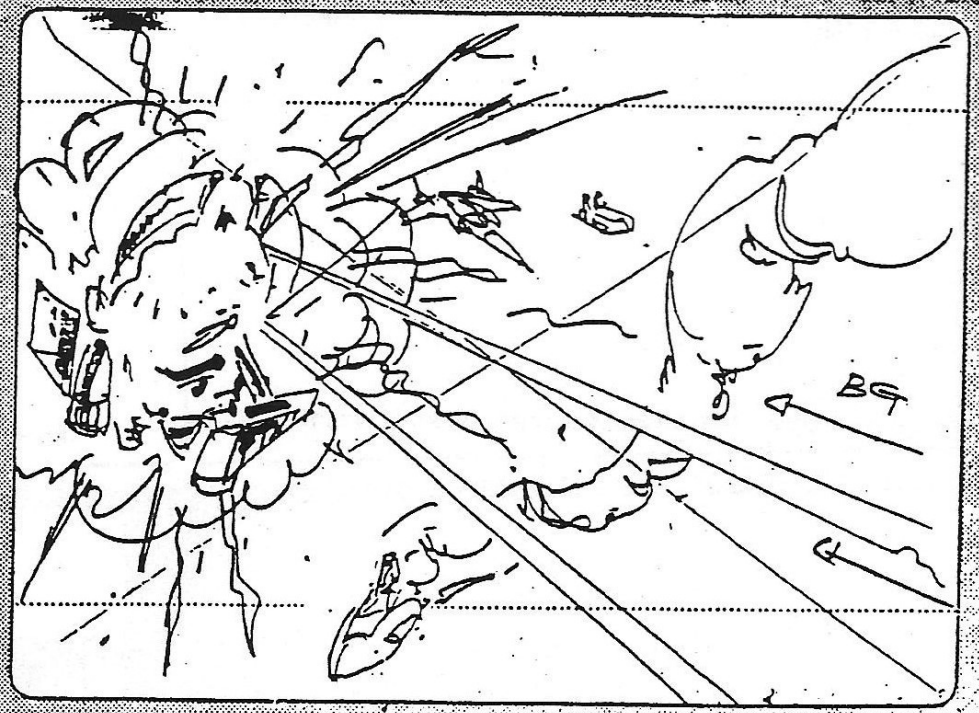
IAL

USIC/SFX

AMERA

SC. 15-112

SEQ. 15 Page 78



ACTION L.S. THE SWEEPS AS THE LASER FIRE FROM THE SHUTTLE STREAKS IN AND EXPLODES INTO TWO OF THE SWEEPS WITH DIRECT HITS.

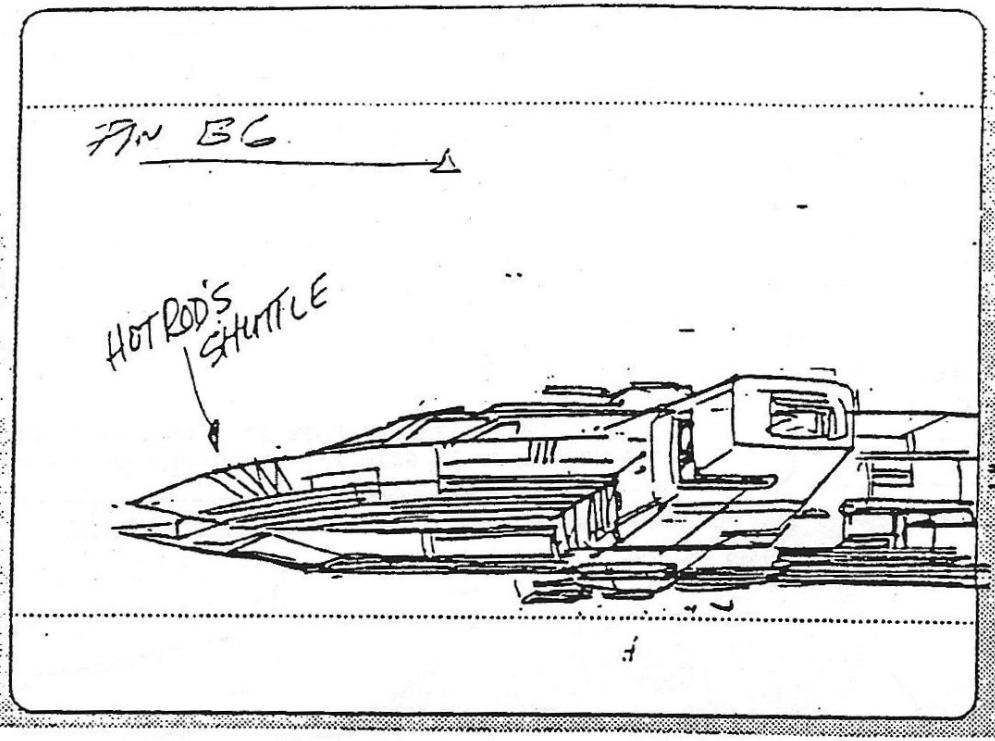
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-15



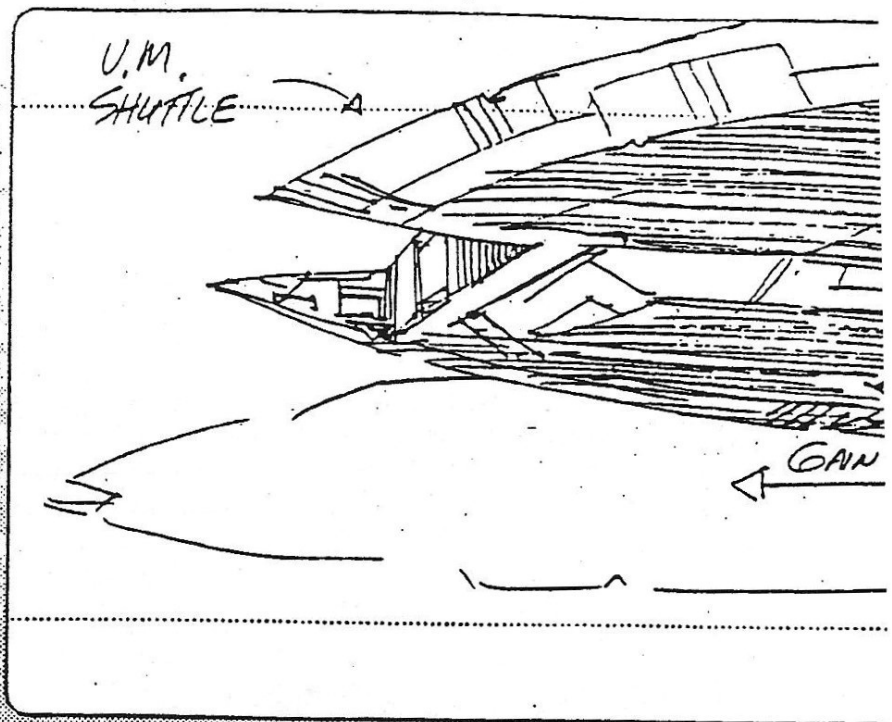
ACTION M.S. HOT ROD'S SHUTTLE. WE FOLLOW IT AS IT FLIES THROUGH SPACE.

DIAL

MUSIC/SFX

SC. 15-17

SEQ. 15 Page 1

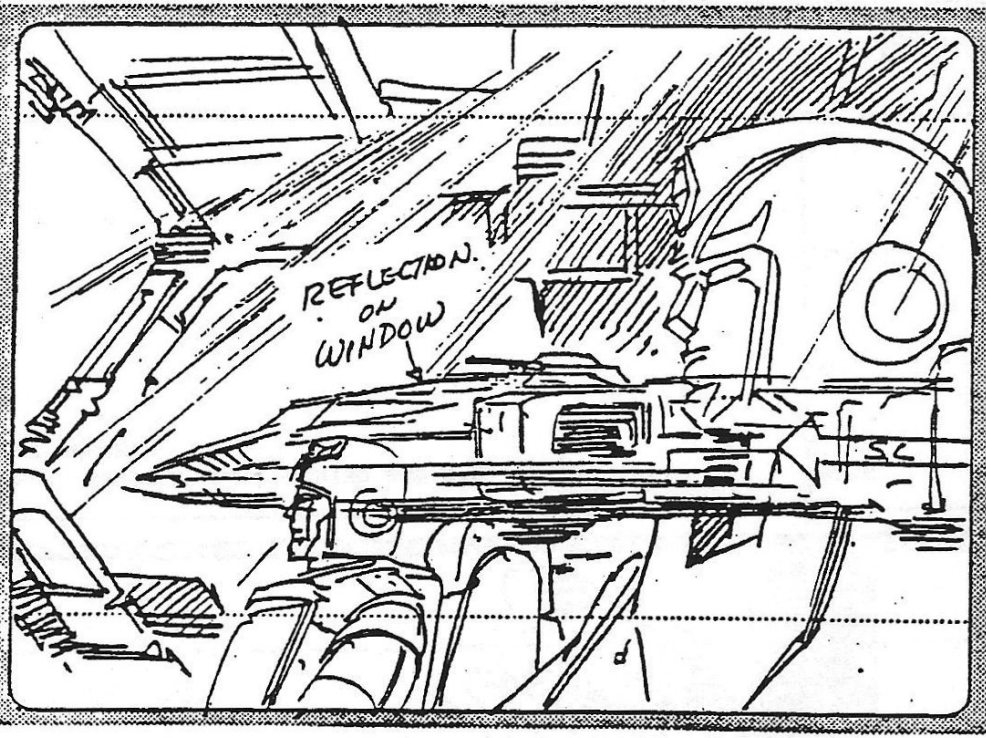


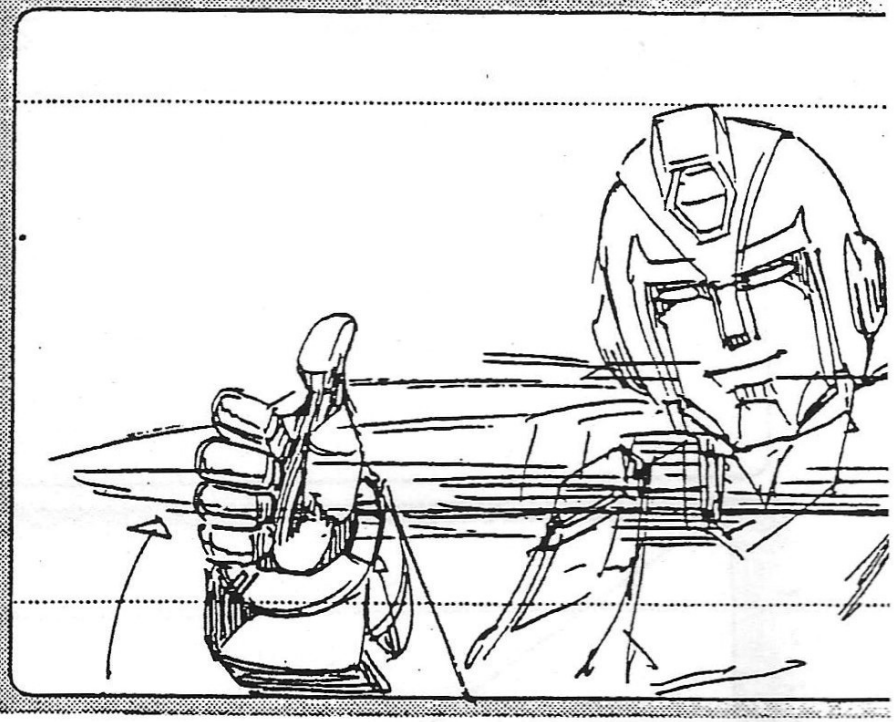
ACTION ULTRA MAGNUS' SHUTTLE GAINS INTO SCENE ALONG SIDE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. KUP AND HOT ROD THROUGH THE WINDOW OF THEIR SHUTTLE. A REFLECTION OF ULTRA MAGNUS' SHIP MOVES INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...HOT ROD TURNS AND GIVES THEM A THUMBS UP WAVE OKAY.

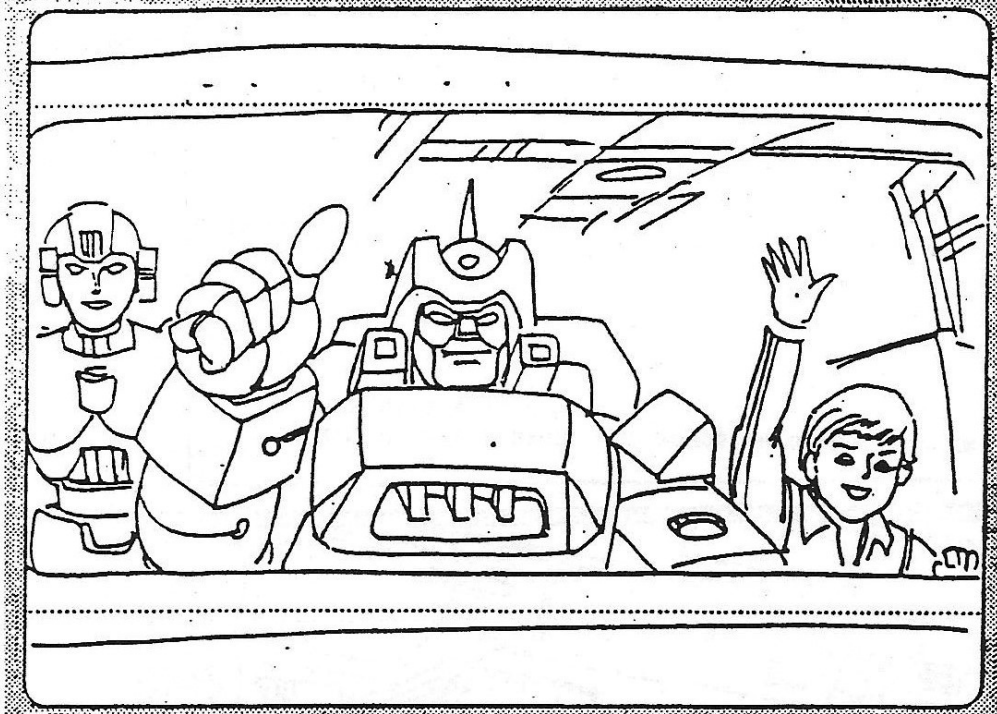
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-115



ACTION M.S. SPRINGER AND DANIEL. THEY GIVE A WAVE BACK TO HOT ROD O.S.

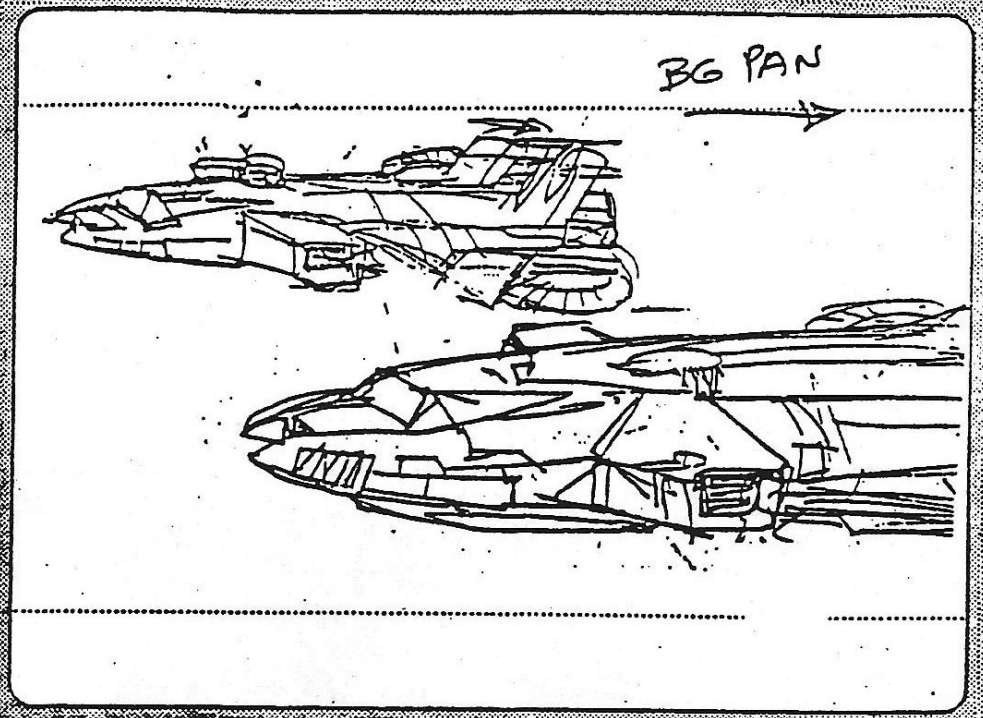
DIAL SPRINGER From here on in it'll be smooth sailin'.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-116

SEQ. 15 Page 81



ACTION M.L.S. THE TWO AUTOBOT SHUTTLES TRAVELING THROUGH SPACE. WE FOLLOW THEM AS...

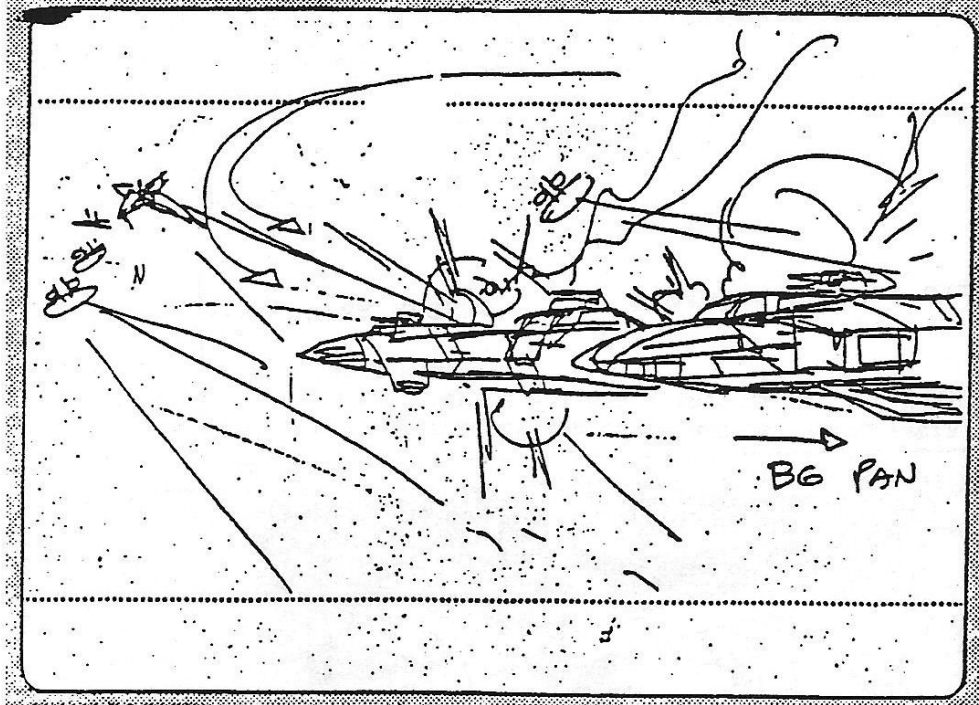
DIAL

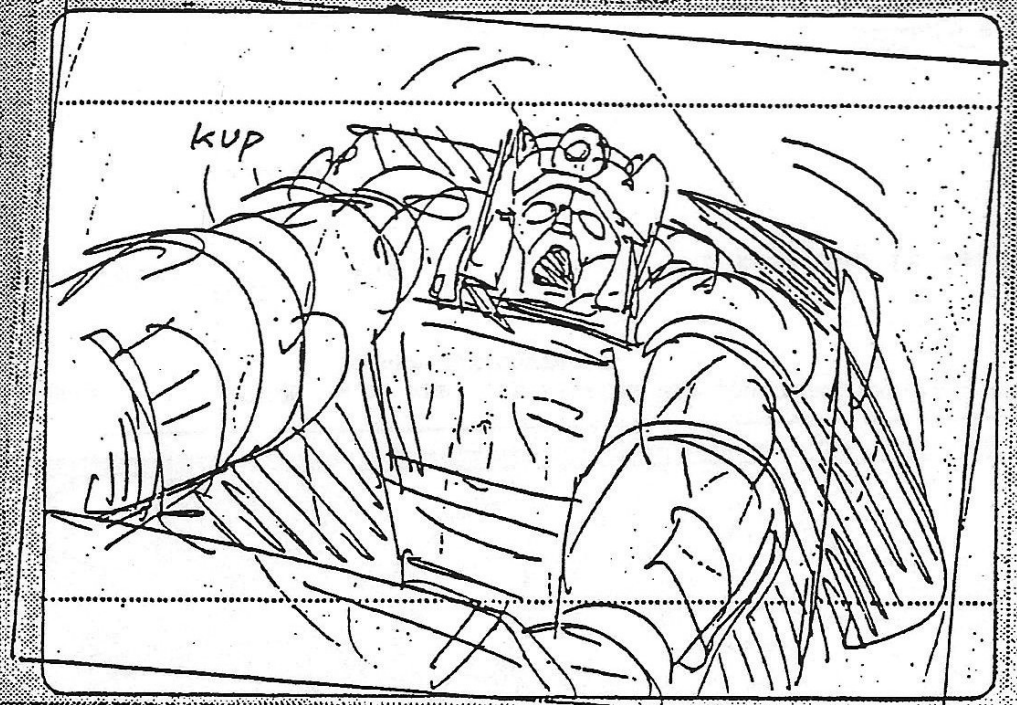
MUSIC/SFX

SC.CONT. 15-116 TRUCK-OUT

SC. 15-117

SEQ. 15 Page 82





:TION SUDDENLY THEY ARE ATTACKED BY THE DECEPTICON FORCES.

AL

ISIC/SFX

MERA

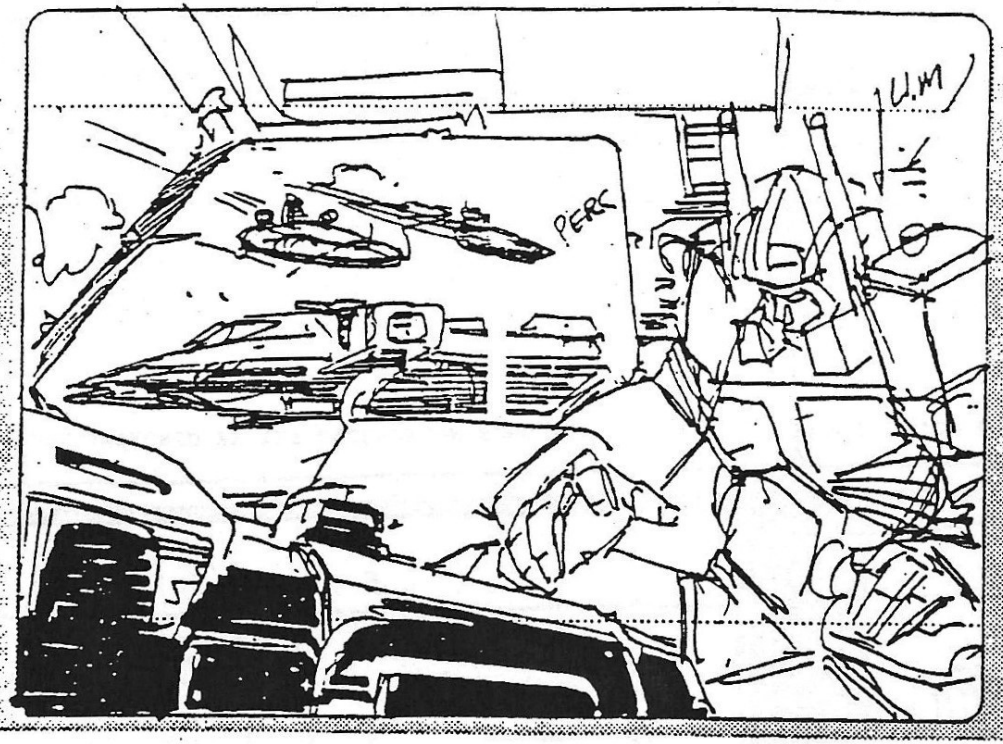
ACTION M.C. KUP. HE IS TERRIFIED!

DIAL KUP (USING INTERCOM) Ultra Magnus ... what next?

MUSIC/SFX

CAMERA

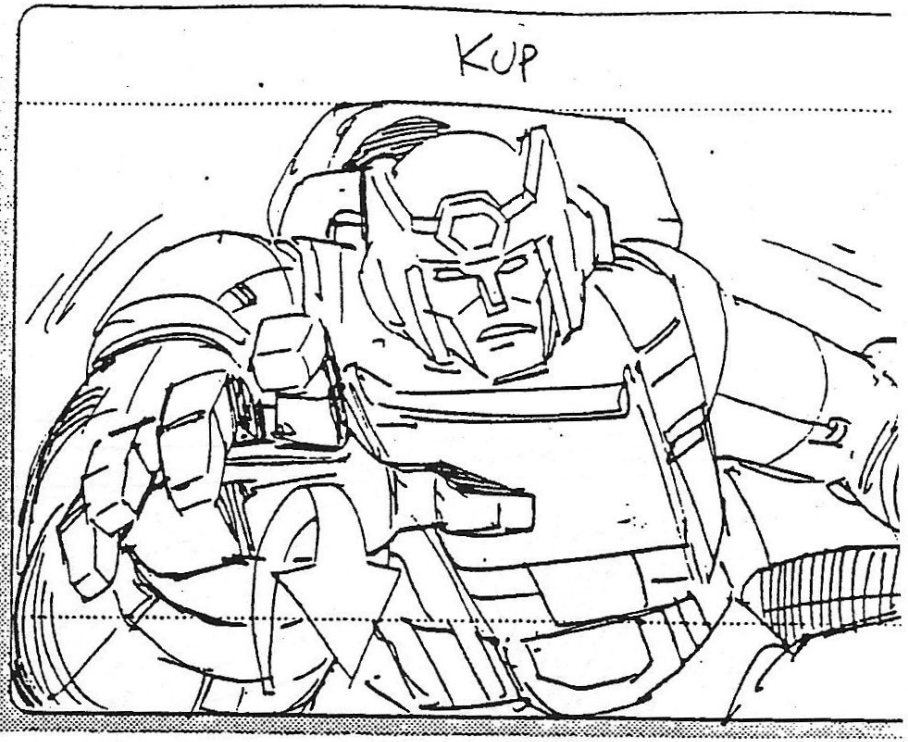
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. DECEPTICON AND ULTRA MAGNUS INSIDE THEIR SHUTTLE. WE TRUCK IN ON HOT ROD'S SHUTTLE WHICH CAN BE SEEN THROUGH THEIR WINDOW.

DIAL ULTRA MAGNUS Remember what we did off Beta Four!

MUSIC/SFX



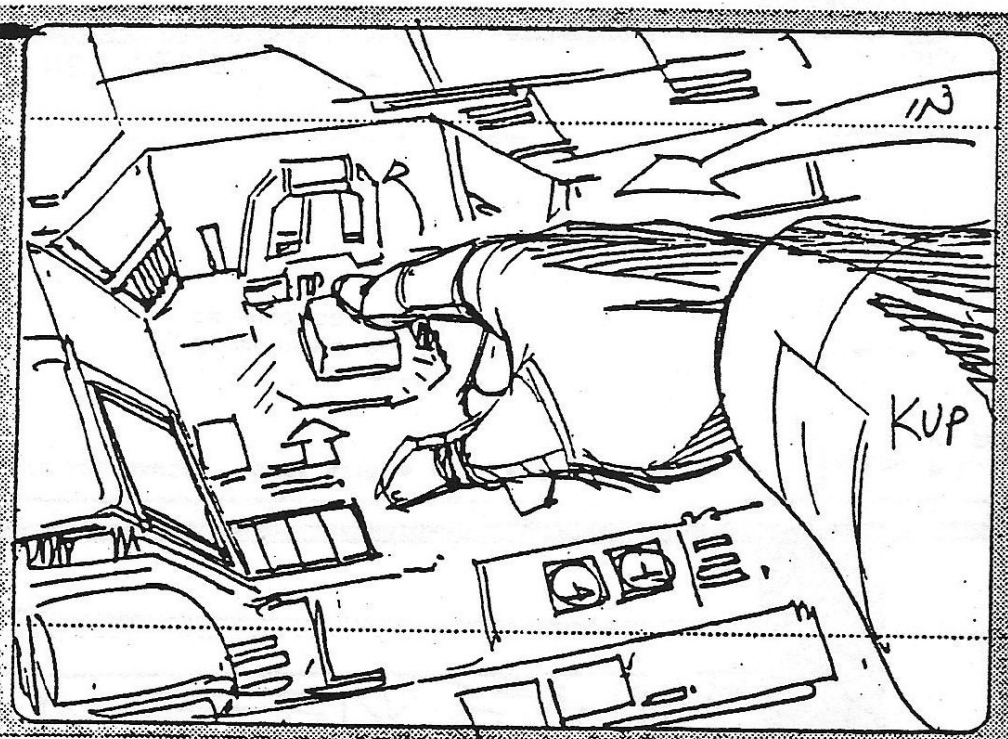
ACTION M.S. KUP. HE REGAINS HIS COMPOSURE AND REACHES FORWARD TOWARD THE CONTROLS.

DIAL KUP I remember it well.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-120



ACTION X.C.U. KUP'S HAND. IT MOVES INTO SHOT AND HE PRESSES A FIRING BUTTON.

DIAL

MUSIC/SFX

CAMERA

SC. 15-121

SEQ. 15 Page 84

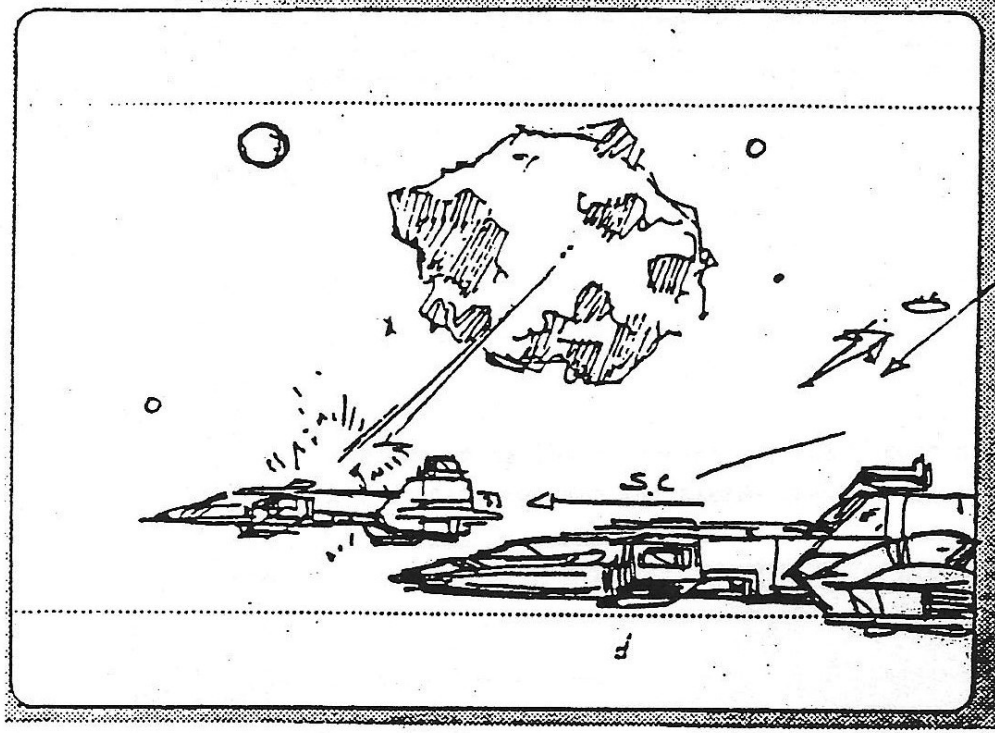
ACTION C.U. THE GUNS OF HOT ROD'S SHUTTLE. THEY FIRE REPEATEDLY.

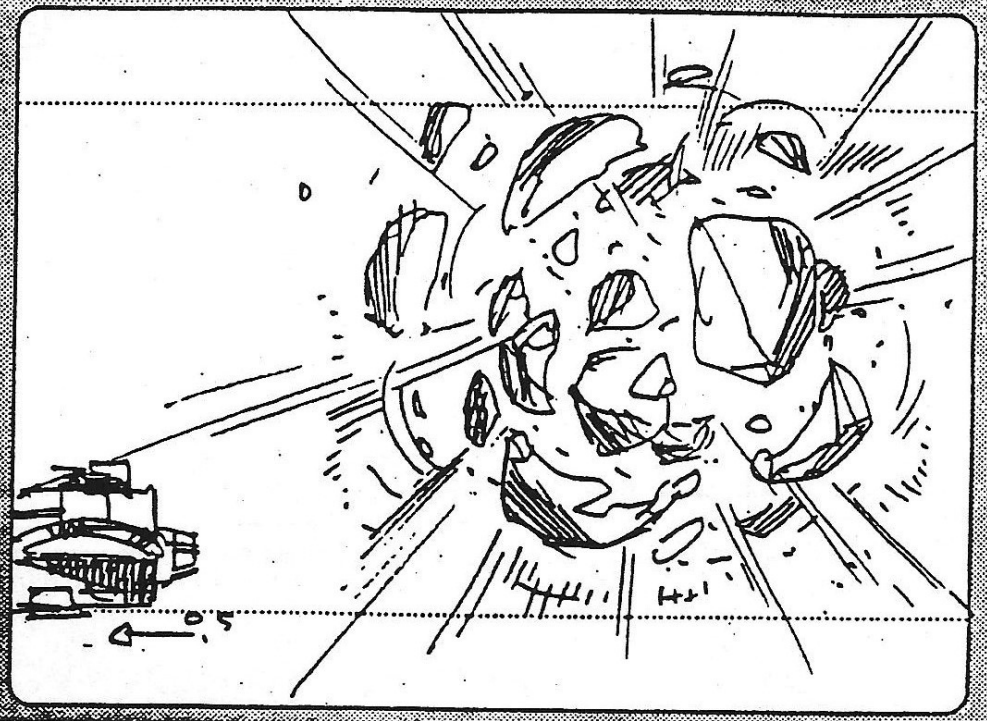
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





TION X.L.S. THE SHUTTLES, CYCLONUS AND THE SWEEPS. THE BLAST FROM KUP'S GUNS HIT A NEARBY ASTEROID.

IL

SIC/SFX

MERA

ACTION ...EXPLODING IT TO BITS AS THE TWO SHUTTLES FLY O.S.

DIAL

MUSIC/SFX

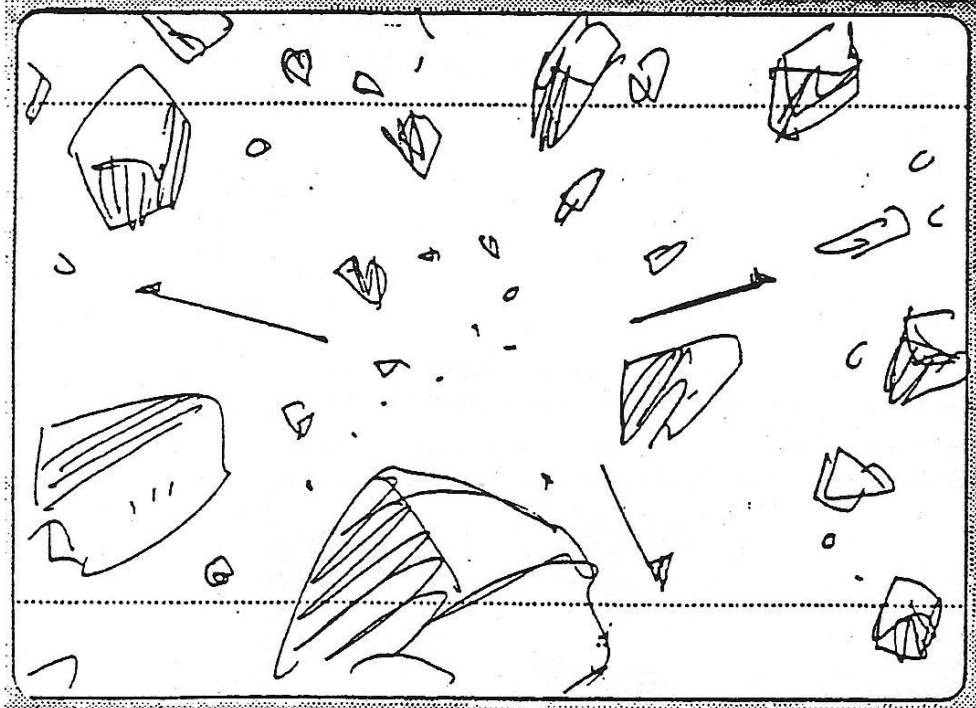
CAMERA

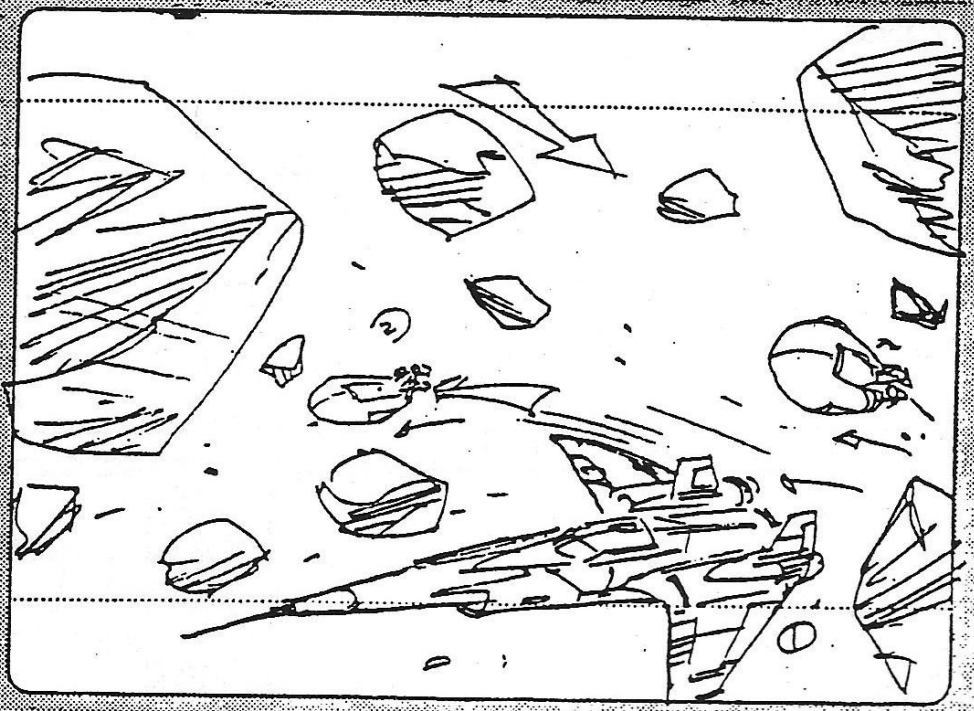
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 15-122

SC. 15-123

SEQ. 15 Page 86





TION THE PIECES OF THE ASTEROID FILL THE SCENE.

L

SIC. SFX

MERA

ACTION L.S. CYCLONUS AND A SWEEP AS THEY DODGE TO AVOID BEING HIT BY THE PIECES OF THE ASTEROID.

DIAL

MUSIC/SFX

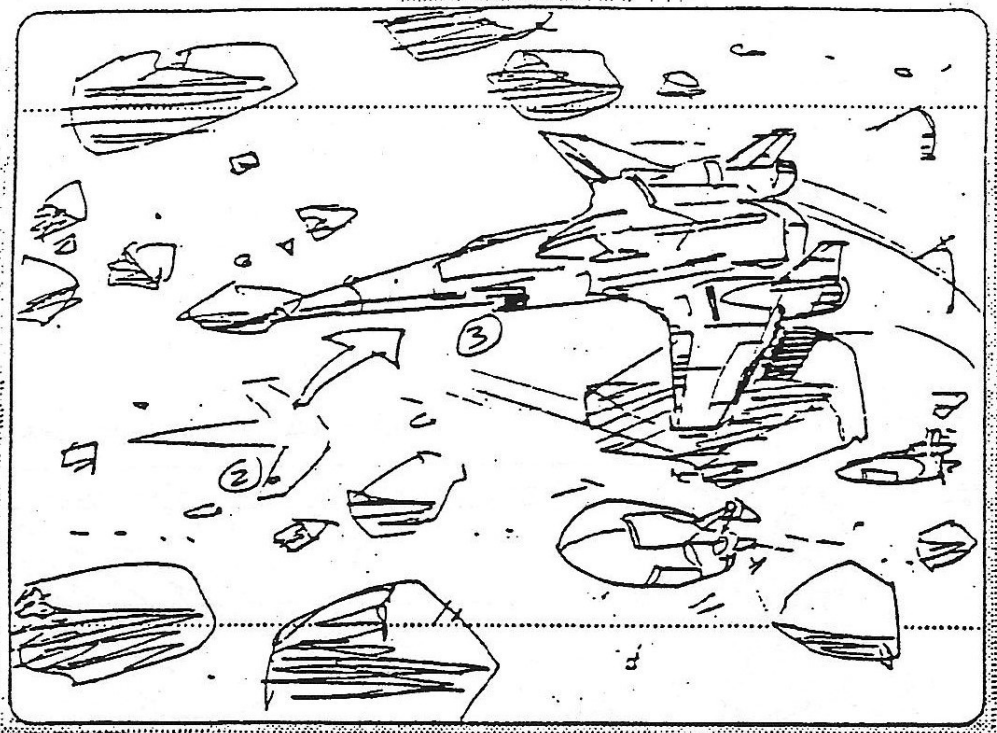
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-123

SC.

SEQ. 5



ACTION THEY CONTINUE DODGING BACK AND FORTH AS MORE CHUNKS OF THE ASTEROID STREAK PAST.

DIAL

MUSIC/SFX

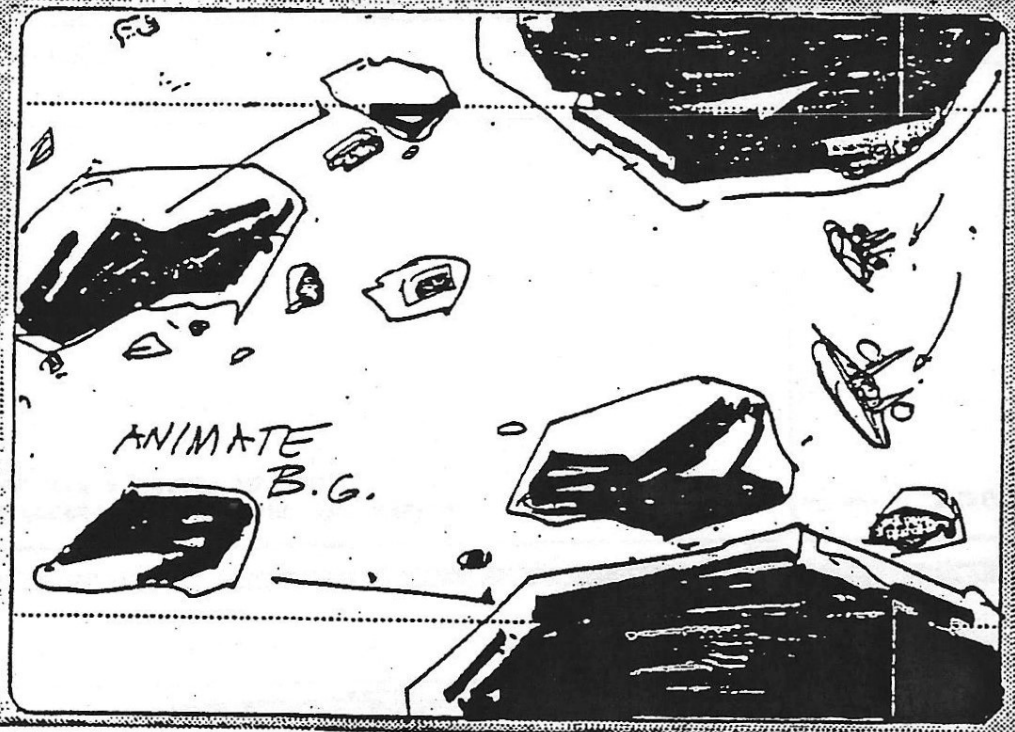
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 15-123



ACTION X.L.S. CYCLONUS AND THE SWEEPS MANEUVER THEIR WAY THROUGH... THE CHUNKS OF THE ASTEROID. WE MOVE ALONG WITH THEM.

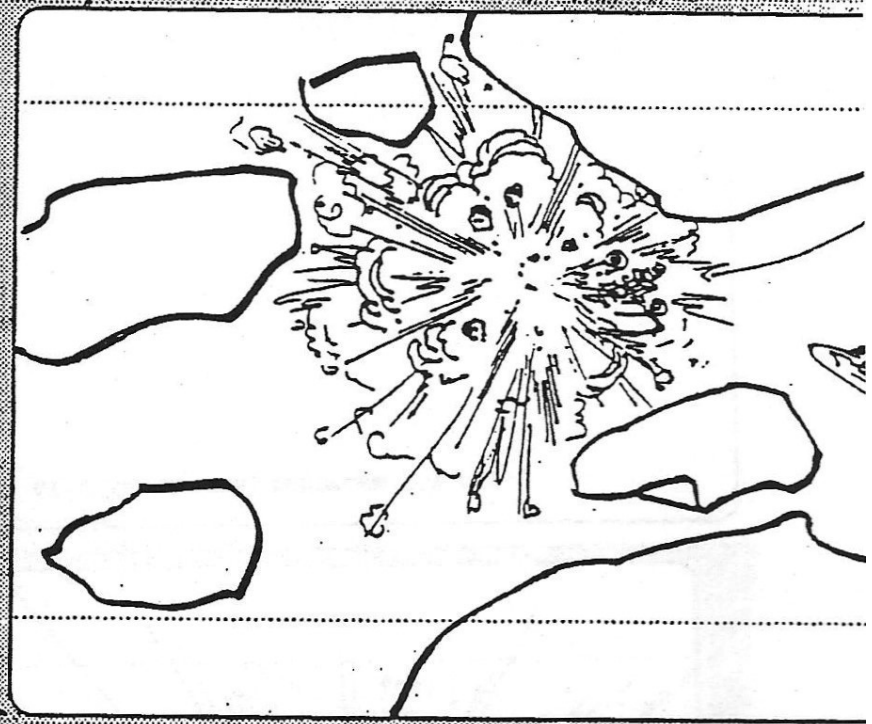
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 15 Page E



ACTION ONE OF THE SWEEPS RUNS INTO ONE OF THE CHUNKS AND EXPLODES

DIAL

MUSIC/SFX

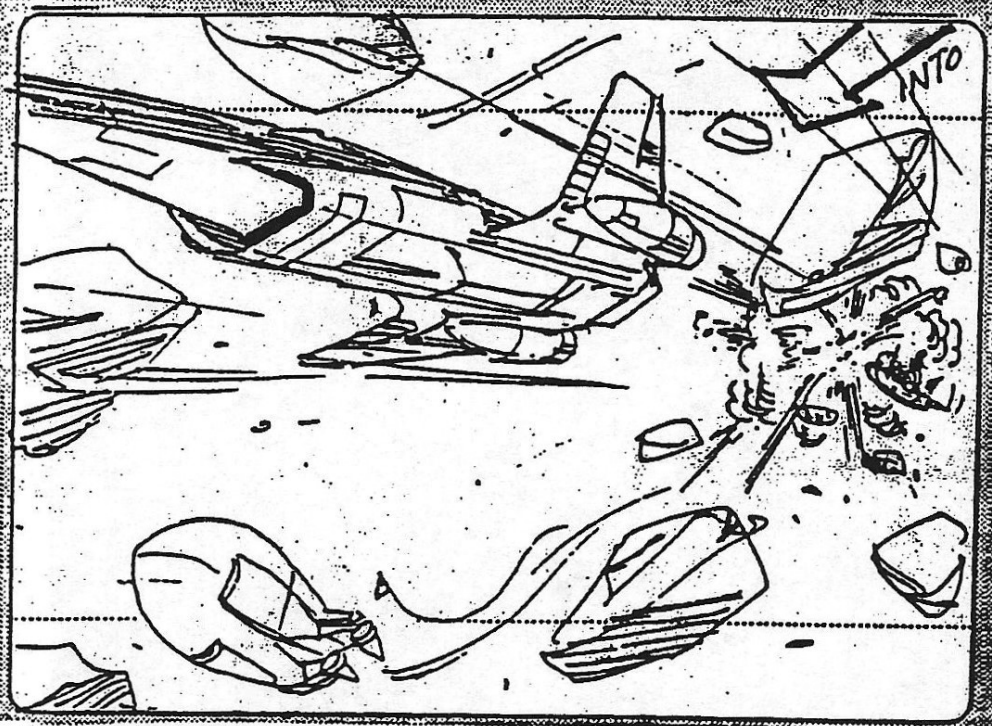
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-123 CONT

SC.

SEQ. 15 Page 89



CTION THE EXPLODING SWEEP FALLS AWAY INTO THE DISTANCE AS CYCLONUS SLIDES INTO THE SCENE FROM ABOVE.

IAL

USIC/SFX

AMERA

ACTION

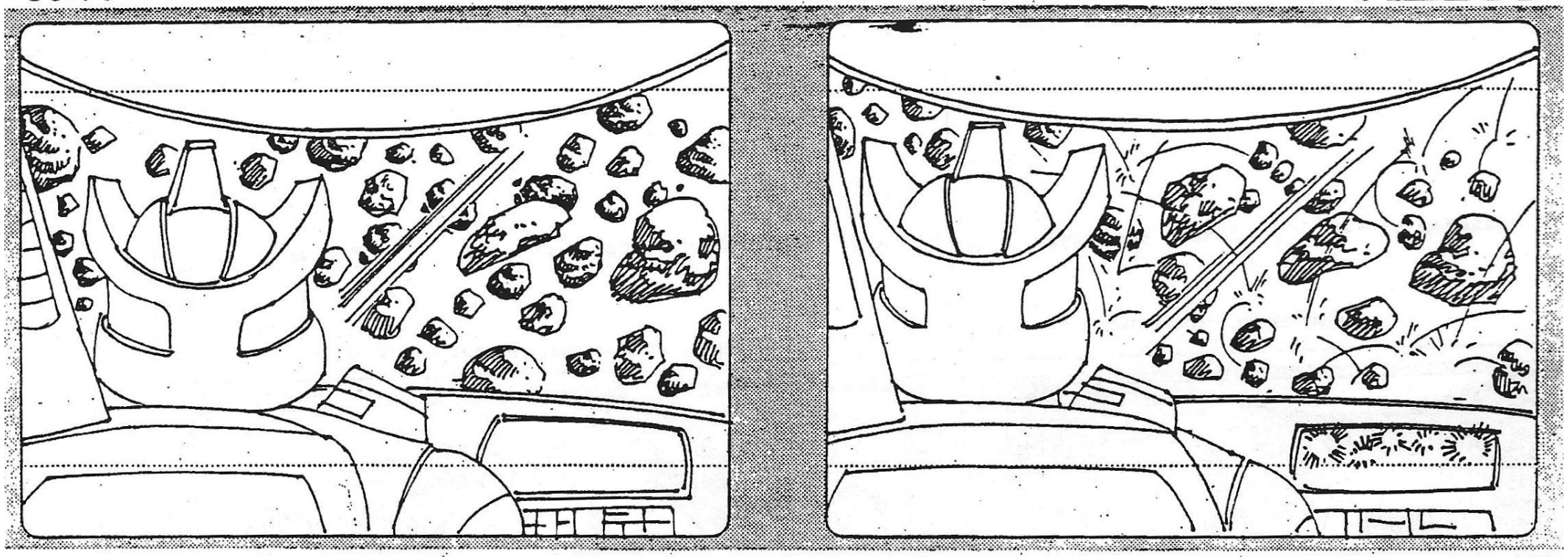
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 15-124 SC. CONT SEQ. 15 Page 90



CTION M.C.U. GALVATRON FROM BEHIND. HE LOOKS OUT OF CYCLONUS' WINDOW.

IAL

USIC/SFX

AMERA

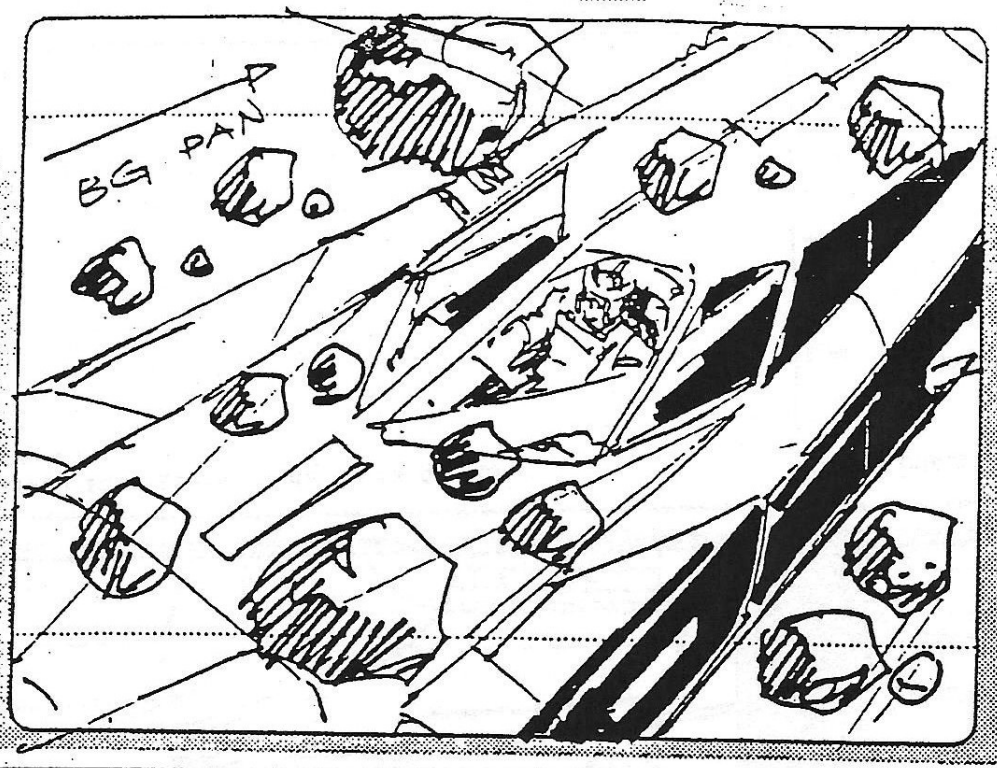
ACTION THE LIGHTS ON CYCLONUS' PANEL BLINK AND FLASH.

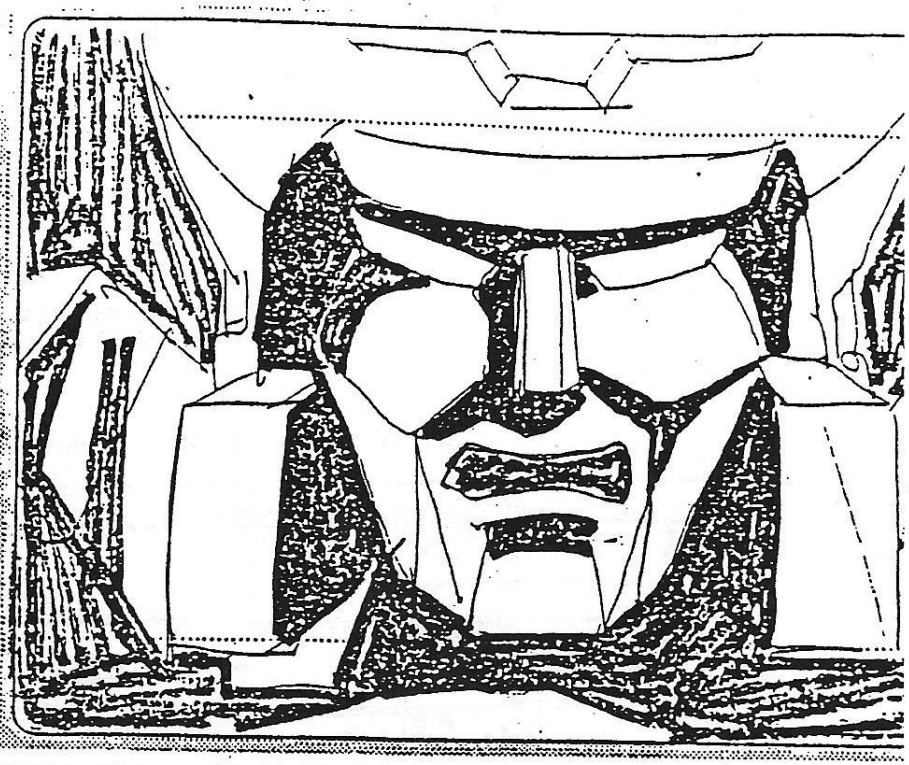
DIAL CYCLONUS I've lost track of the Autobots!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. CYCLONUS. WE FOLLOW ALONG WITH IT IN HIS COCKPIT. WE CAN SEE GALVATRON.

DIAL GALVATRON Damn it!! They did the same thing...

MUSIC/SFX

CAMERA

ACTION X.C.U. GALVATRON. HE IS ANGRY.

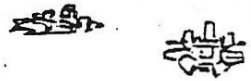
DIAL GALVATRON (CONT) ... to Megatron off Beta

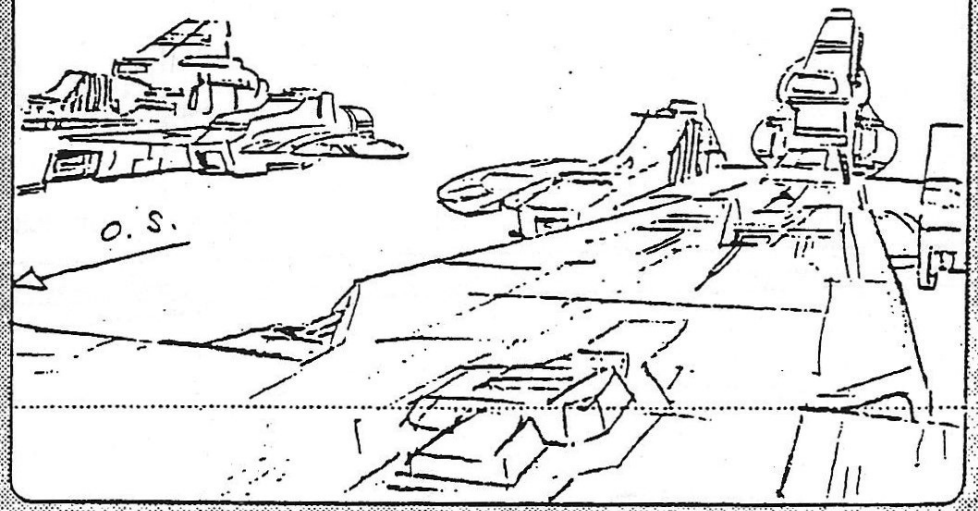
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-1 SC. CONT SEQ. 16 Page 1





CTION X.L.S. THE TWO AUTOBOT SPACE SHUTTLES DEEP IN SPACE.

AL

USIC/SFX

AMERA

ACTION ...THEY FLY IN TOWARD US.

DIAL ULTRA MAGNUS Congratulations Autobots, we've lost them...

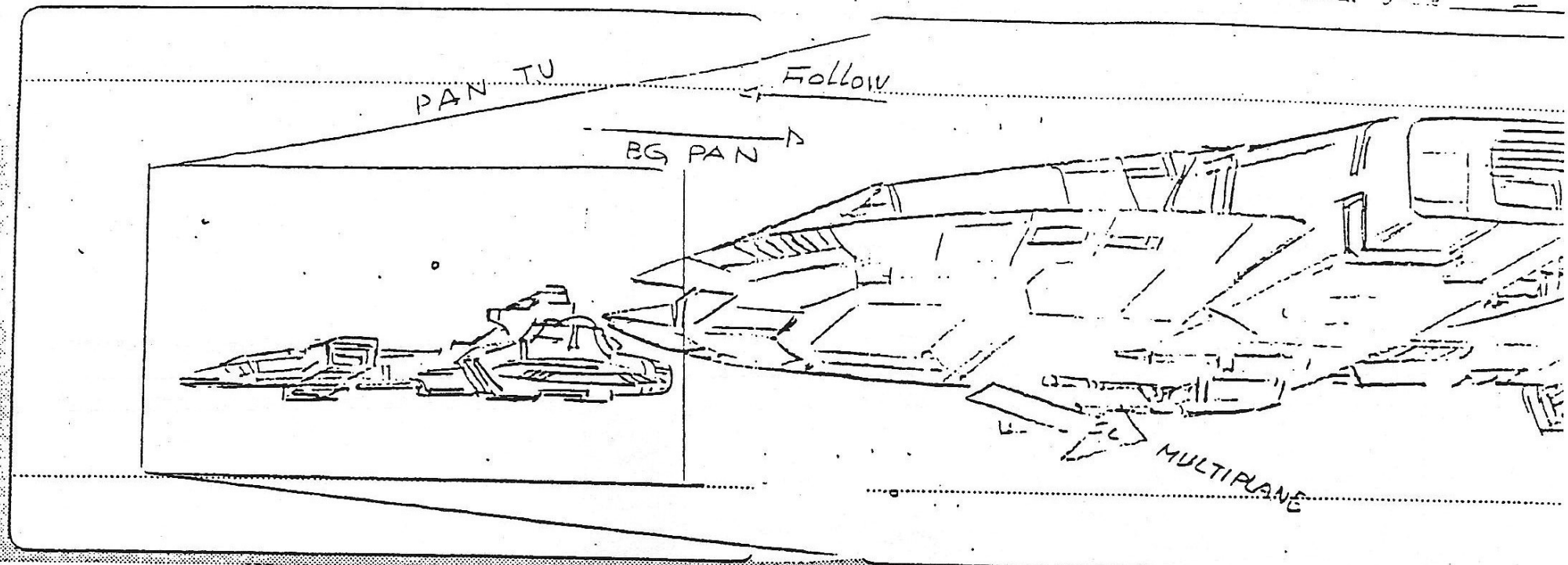
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 75-2

SEQ.



ACTION L.S. ULTRA MAGNUS' SHUTTLE MOVING THROUGH SPACE. WE TRUCK OUT AND PAN OVER TO HOT ROD'S SHUTTLE.

DIAL ULTRA MAGNUS (V.O.) (CONT) ... So rest while you can. We'll have our work cut out for us when we get to Moon Base 2.

MUSIC/SFX

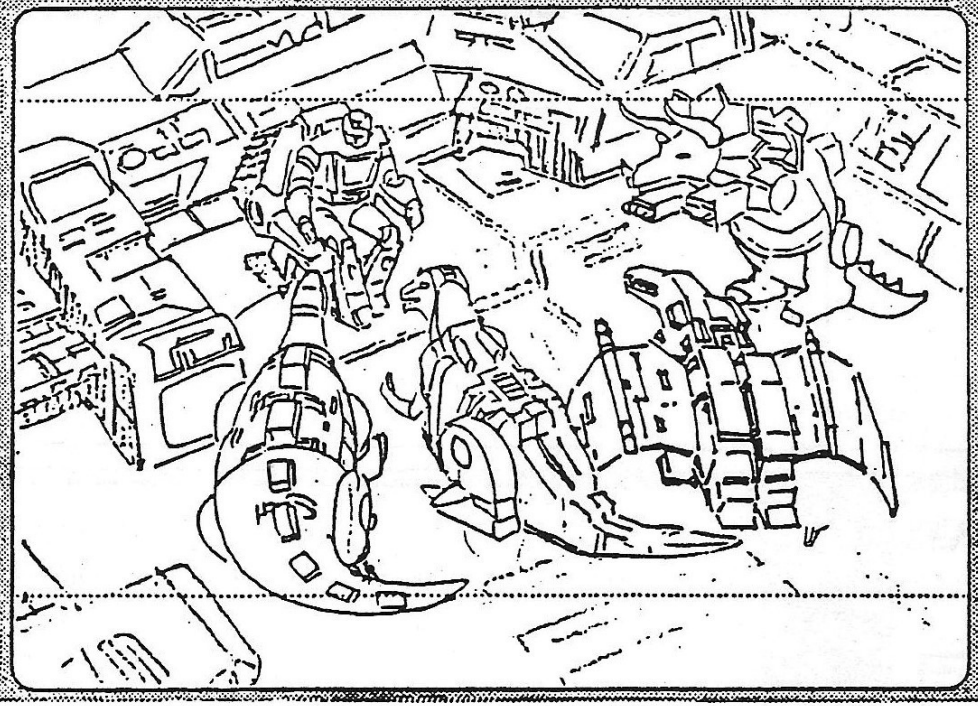
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-3



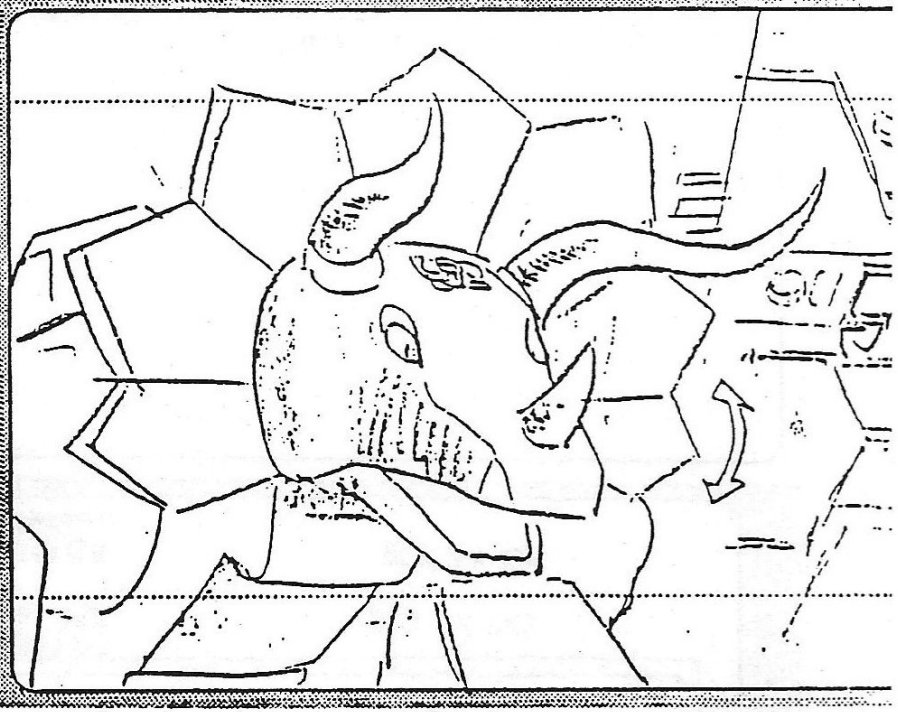
ACTION L.S. KUP, SLAG, SWOOP, GRIMLOCK, SLUDGE. THEY ARE ALL GATHERED IN A CIRCLE.

DIAL KUP Yep. I remember the Dust was ...

MUSIC/SFX

CAMERA

SC. 16-4



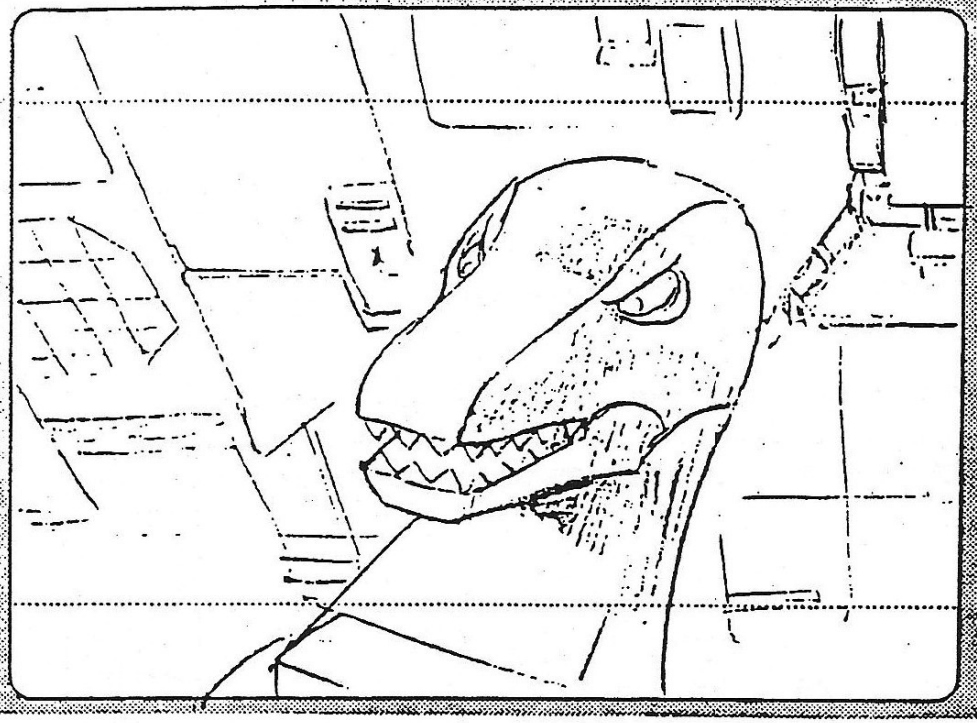
ACTION M.C.U. SLAG. HE NODS IN AGREEMENT TO KUP'S WAR STORY.

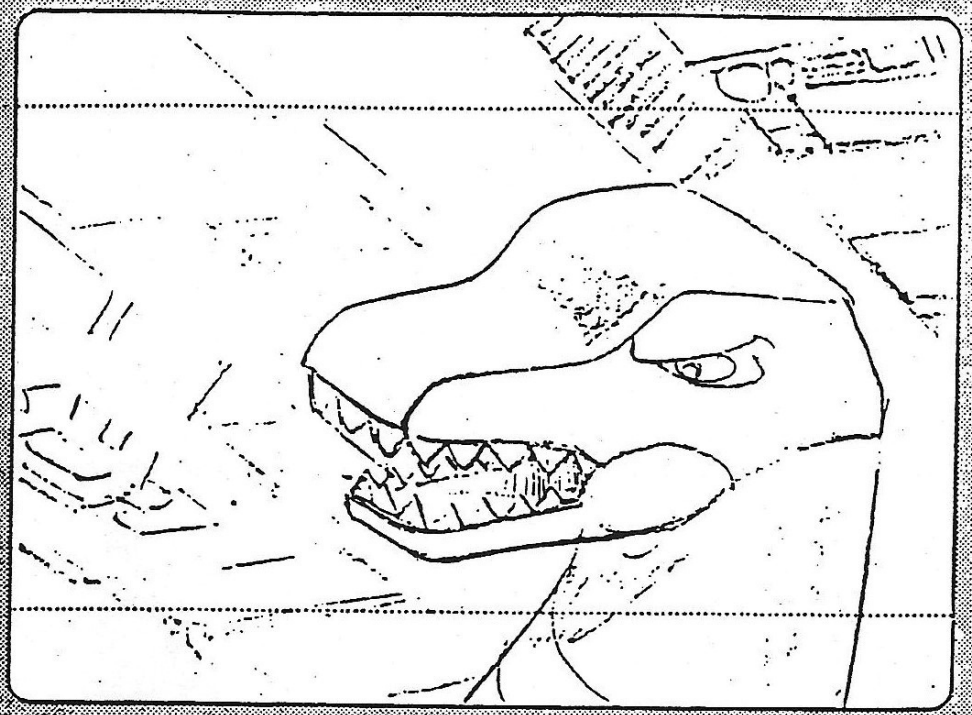
DIAL KUP (V.O.) (CONT) ...so thick off Beta 4

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. SLUDGE. HE LISTENS TO THE O.S. KUP...

DIAL KUP (V.O.) (CONT) ... you had to use . . .

MUSIC/SFX

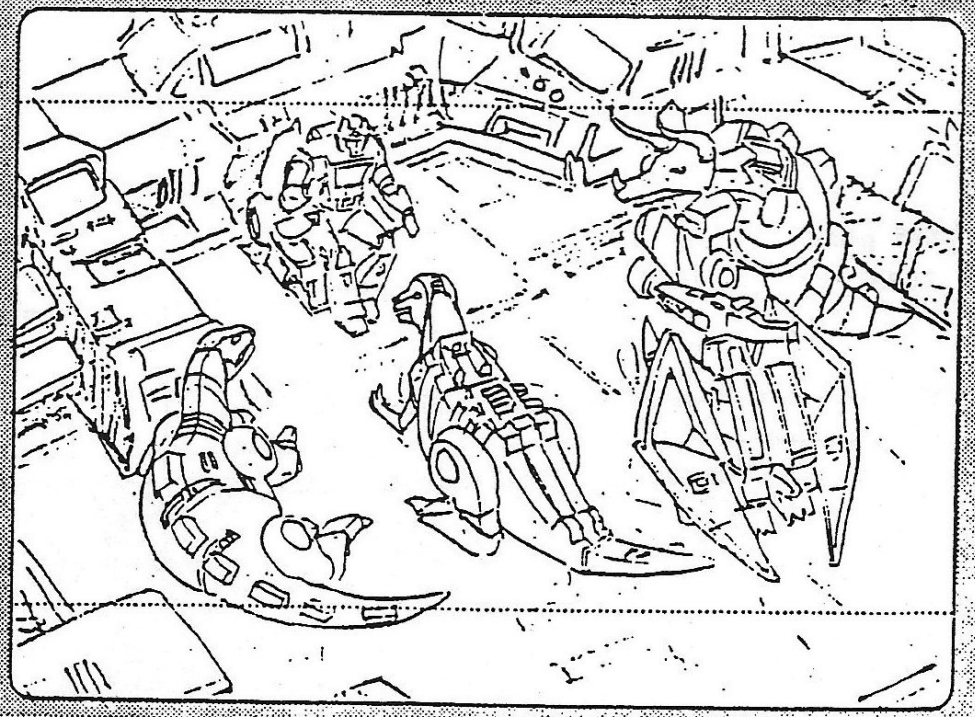
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...BUT HE'S BECOMING IMPATIENT.

DIAL KUP (V.O.) (CONT) ... windshield wipers . . .

MUSIC/SFX

SC. SC/6-7 SEQ. 16 Page 5



ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

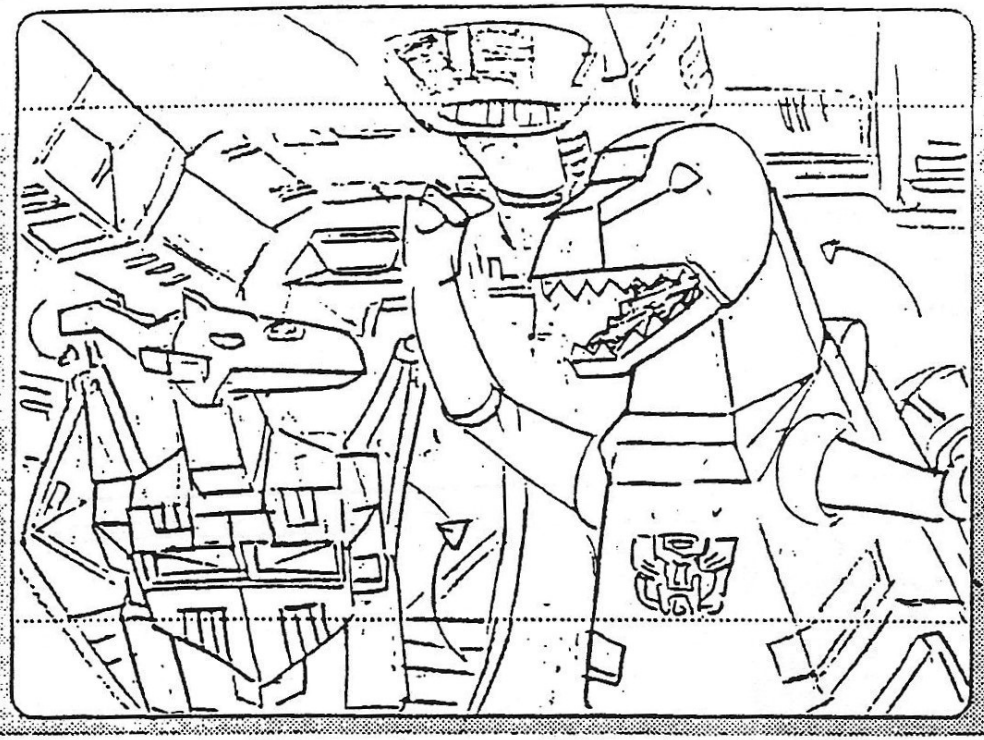
ACTION L.S. KUP AND THE GROUP OF DINOBOTS GATHERED AROUND HIM.

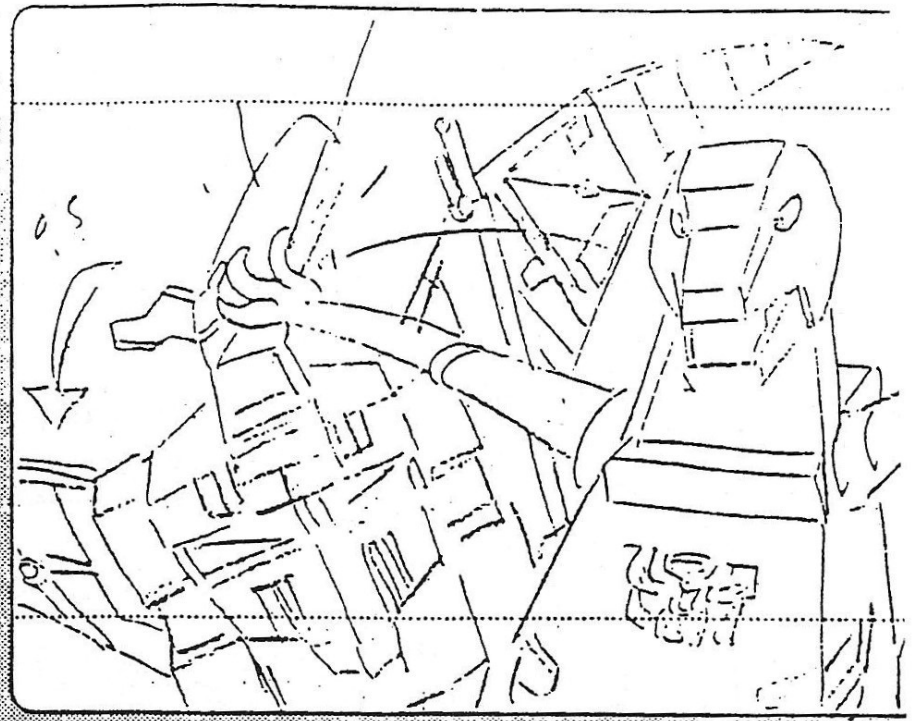
DIAL KUP (V.O.) (CONT) ...on your optic sensors.

MUSIC/SFX

CAMERA

SC. CONT SEQ. 16 PAGE 2





ACTION M.S. SWOOP AND GRIMLOCK. GRIMLOCK LOSES HIS PATIENCE...

DIAL GRIMLOCK (IMPATIENTLY) Me, Grimlock, know all about wipers!...

MUSIC/SFX

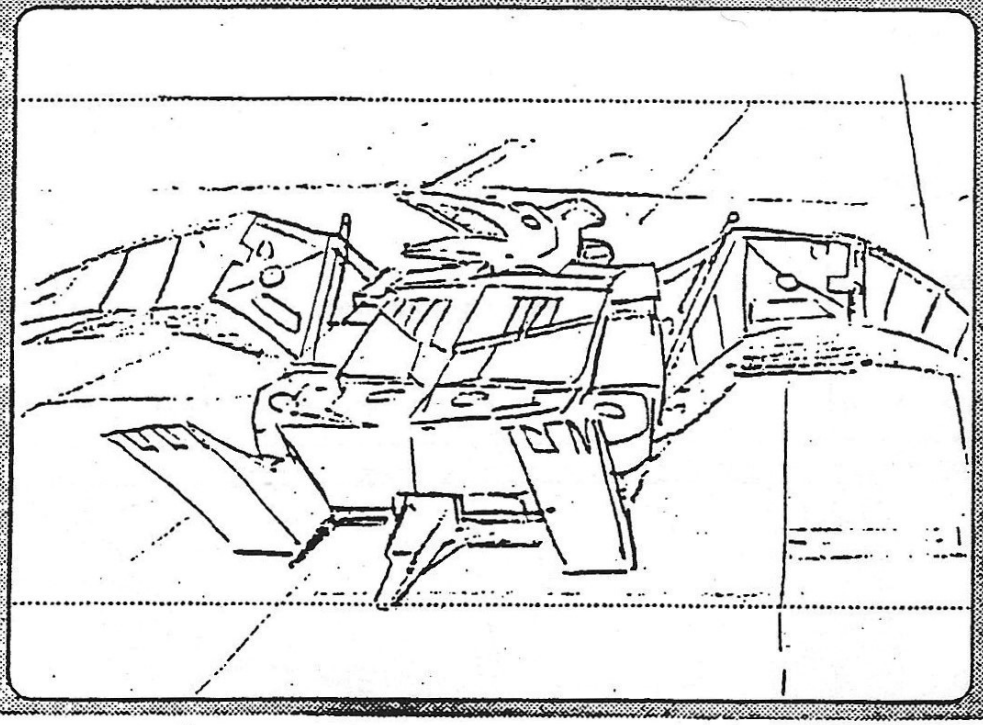
ACTION ...HE GESTURES, KNOCKING SWOOP IN THE HEAP. SWOOP FALLS BA O.S.

DIAL GRIMLOCK (CONT) ...Want to hear good part of story

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-9 SC. SEQ. 16 Page 7



ACTION M.L.S. SWOOP LIES ON THE FLOOR. HE LIFTS HIS HEAD AND SPEAKS.

DIAL SWOOP (BEATING WINGS RAPIDLY, EXCITED)
Good part, Kup! Tell Swoop good part!

MUSIC/SFX

CAMERA

ACTION

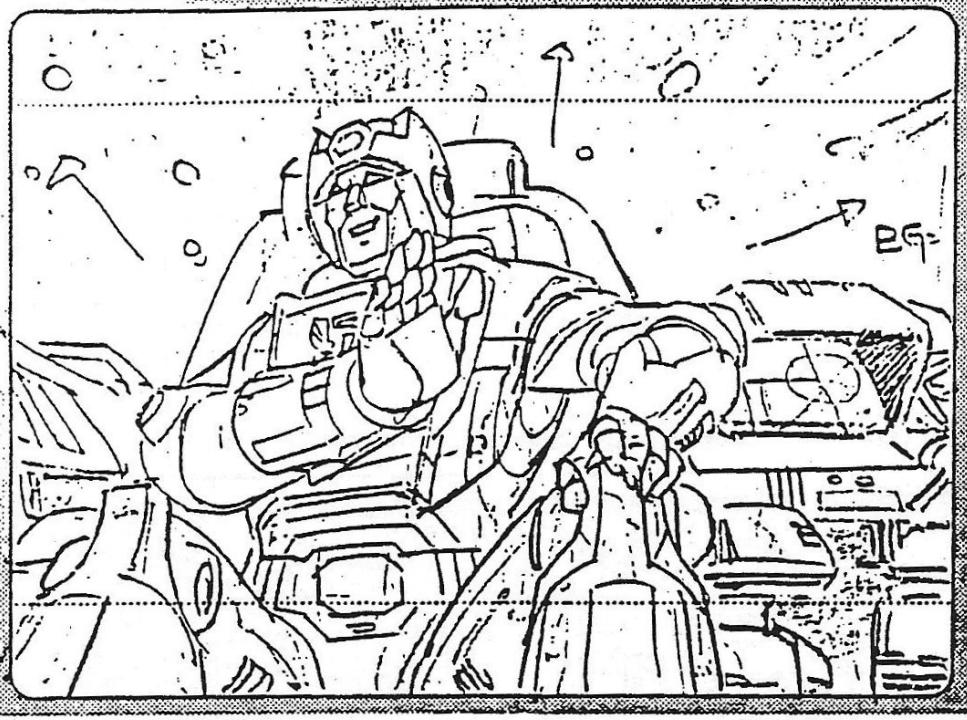
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-11 SC. CONT SEQ. 16 Page 9



:TION M.S. KUP. HE WAVES OFF SLAG, THEN...

AL KUP Okay, okay...

ISIC/SFX

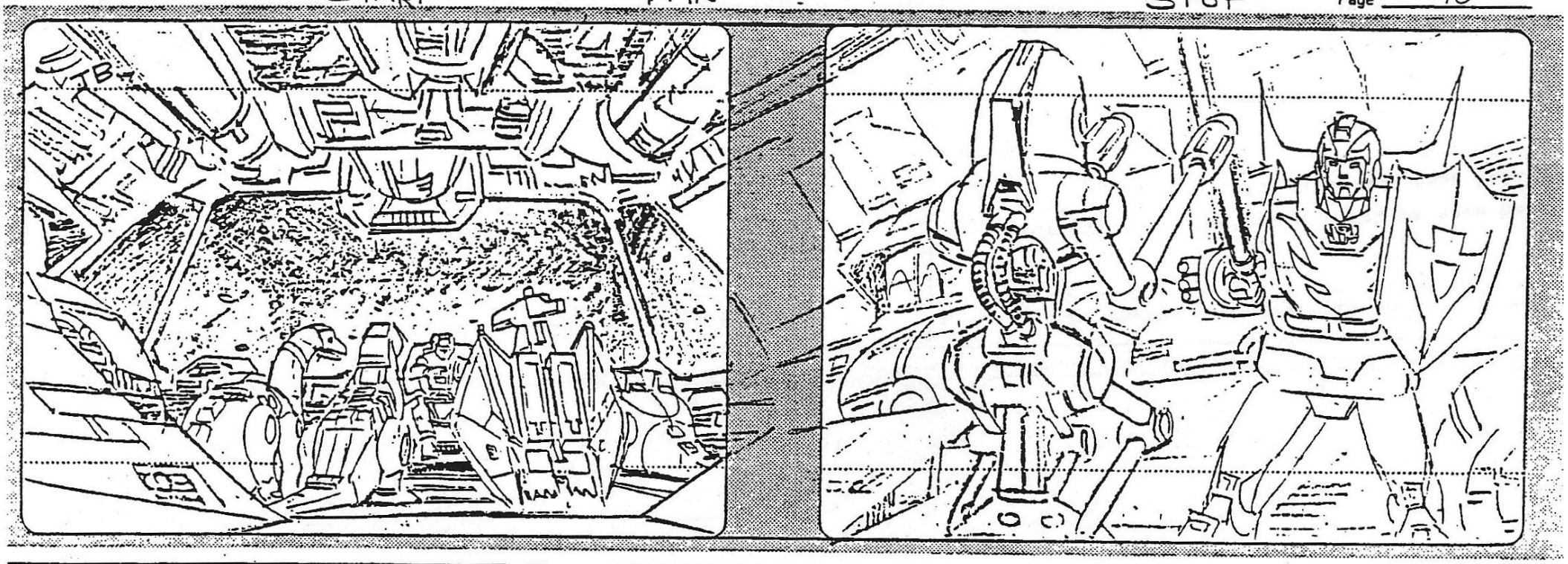
ACTION ...GOES ON TELLING HIS WAR STORY.

DIAL KUP (CONT) ...Well, the dust was really thick and then this gigantic Ick Yak came tromping and...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-12 START PAN. → STOP SEQ. 16 Page 10



CTION M.S. KUP AND THE DINOBOTS. WE TRUCK BACK AND PAN OVER TO...

AL KUP (CONT) ...stomping down the mountain.

JSIC/SFX

MERA

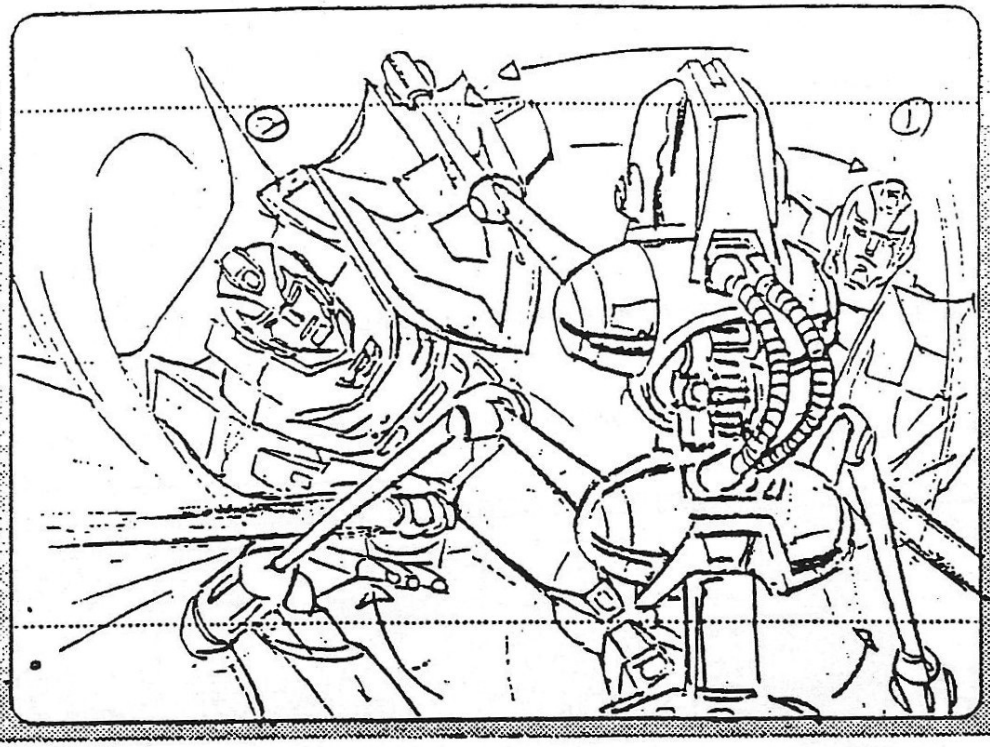
ACTION ...HOT ROD WHO IS SPARRING WITH AN AUTO-COMBATANT.

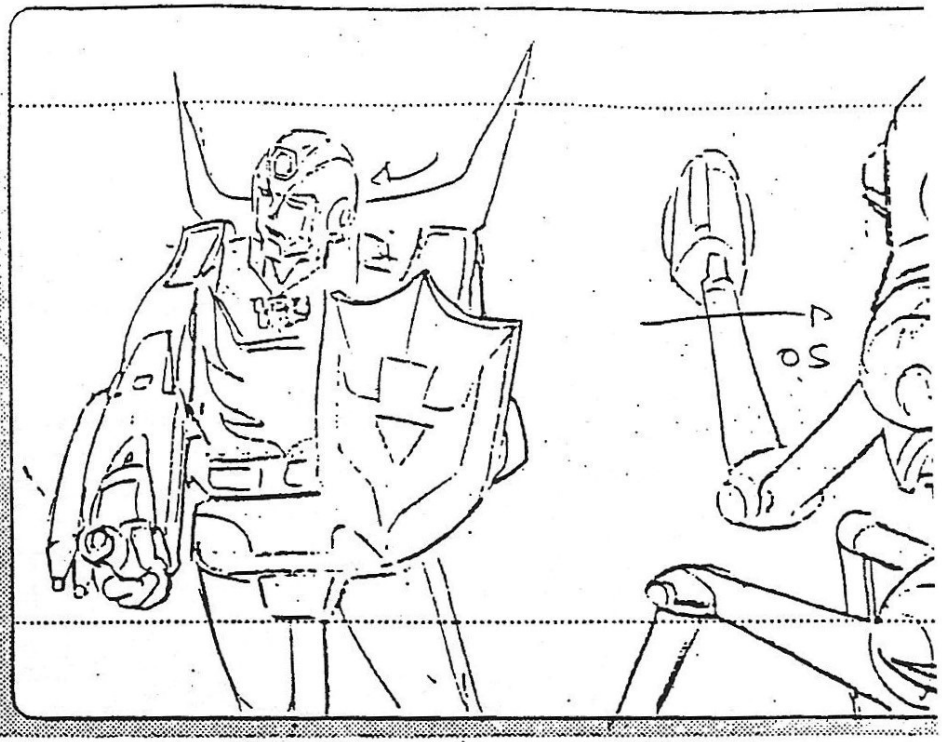
DIAL KUP (CONT) ...Flames spewing out of its nostrils and...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Wars and Beyond!!!





ACTION HOT ROD DUCKS RIGHT AND LEFT, AVOIDING THE BLOWS FROM THE AUTO COMBATANT.

DIAL KUP (CONT) ...I thought for sure...

MUSIC/SFX

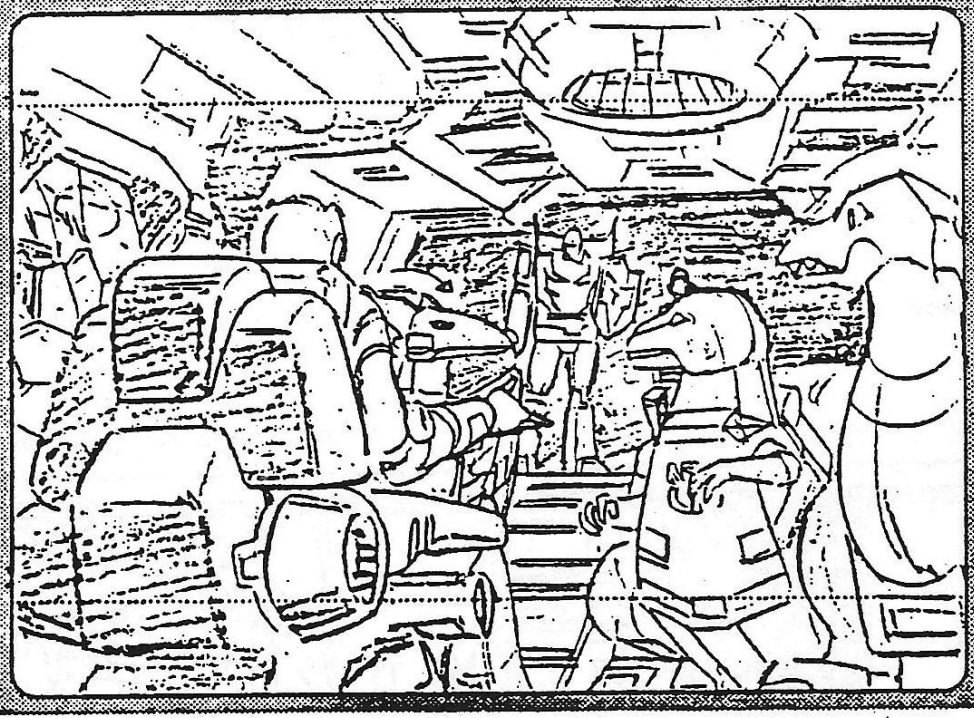
ACTION ...THE COMBATANT MOVES O.S. HOT ROD STRAIGHTENS UP AND SPEA TO KUP O.S.

DIAL HOT ROD Don't you think we have better things to do now than tell old stori Kup?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-13



ACTION L.S. HOT ROD, KUP, AND THE DINOBOTS. KUP REPLIES TO HOT ROD.

DIAL KUP Like what?

MUSIC/SFX

CAMERA

SC. 16-14 SEQ. 16 Page 12

ACTION M.S. HOT ROD. HE ANSWERS KUP BACK.

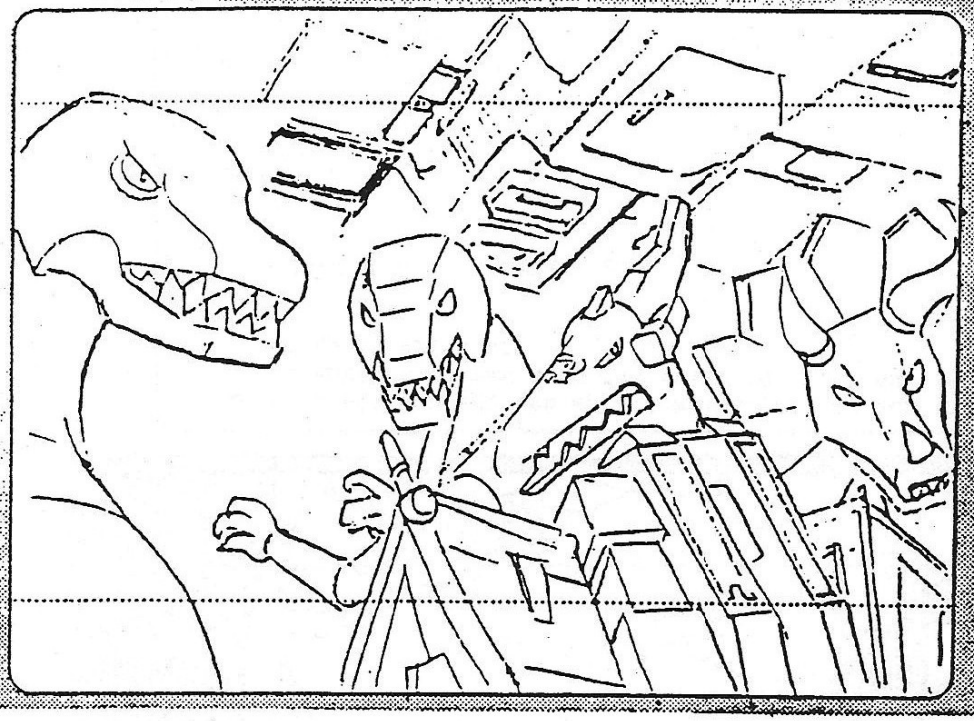
DIAL HOT ROD Like maybe figure out how we're gonna rescue our friends and then s. Cybertron.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-15



ACTION M.S. THE FOUR DINOBOTS. THEY ARE NOT TOO HAPPY WITH HOT ROD'S COMMENTS.

DIAL DINOBOTS (ALL SHUSH HIM)

MUSIC/SFX

CAMERA

SC. 16-16 SEQ. 16 Page 13

ACTION M.S. HOT ROD. HE SHAKES HIS HEAD. THE AUTO COMBATANT MOVES INTO SCENE BEHIND HIM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-16

TION ...AND CATCHING HIM OFF GUARD, KICKS HIM, KNOCKING HIM FORWARD

AL

SIC/SFX

MERA

SC. 16-17

SEQ. 16 Page 14

ACTION M.S. HOT ROD STUMBLING INTO SCENE.

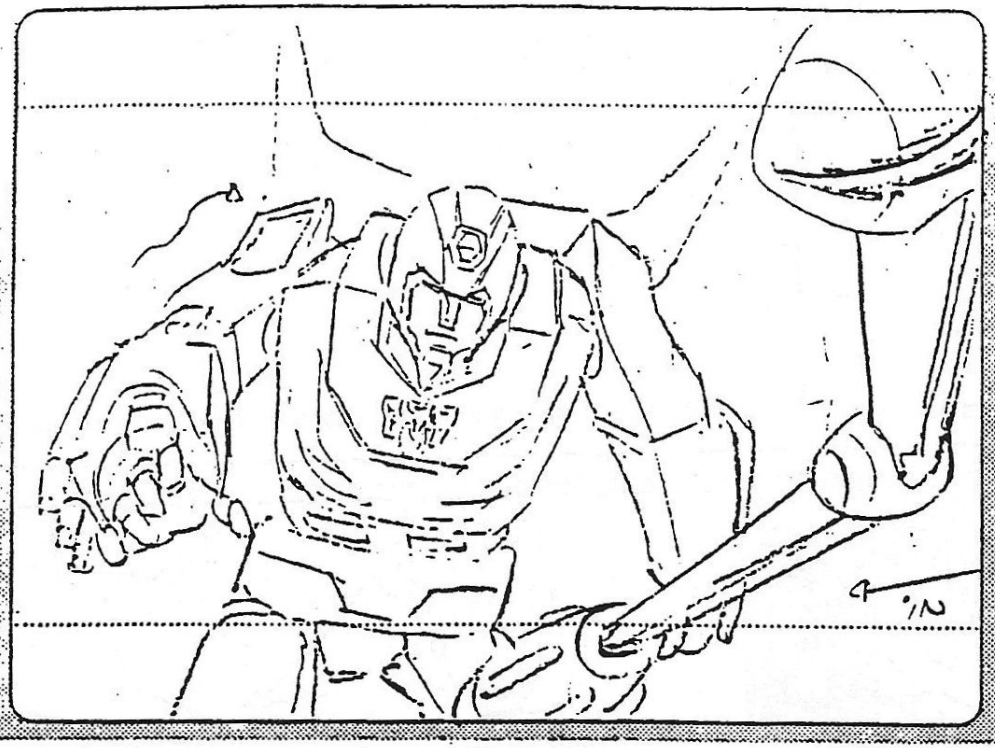
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

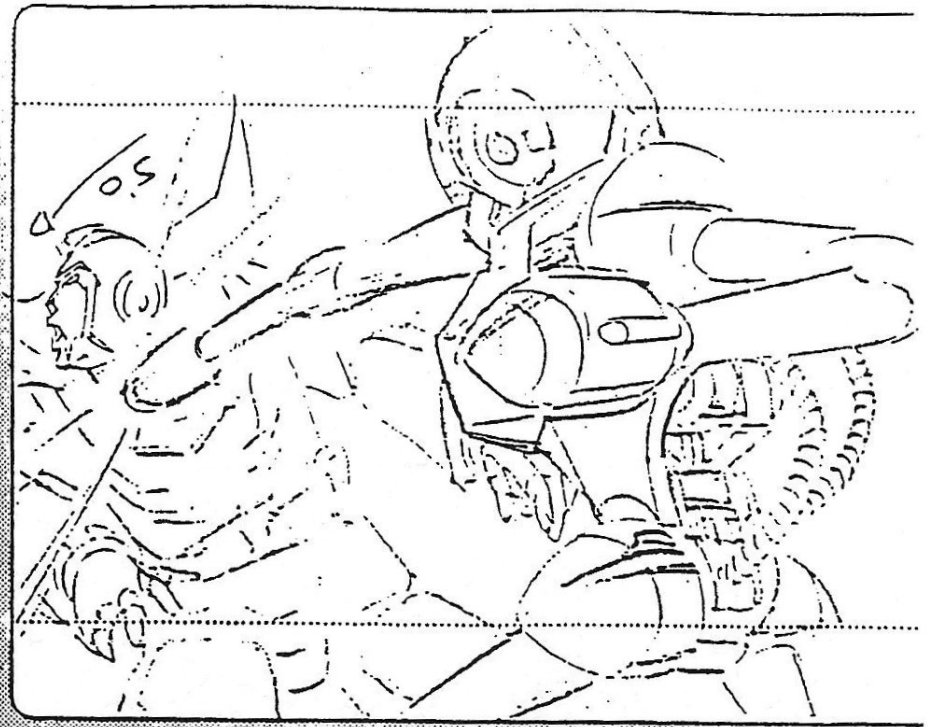


ACTION HE REGAINS HIS BALANCE AND CHARGES THE AUTO COMBATANT.

DIAL

MUSIC/SFX

SC. CONT SEQ.



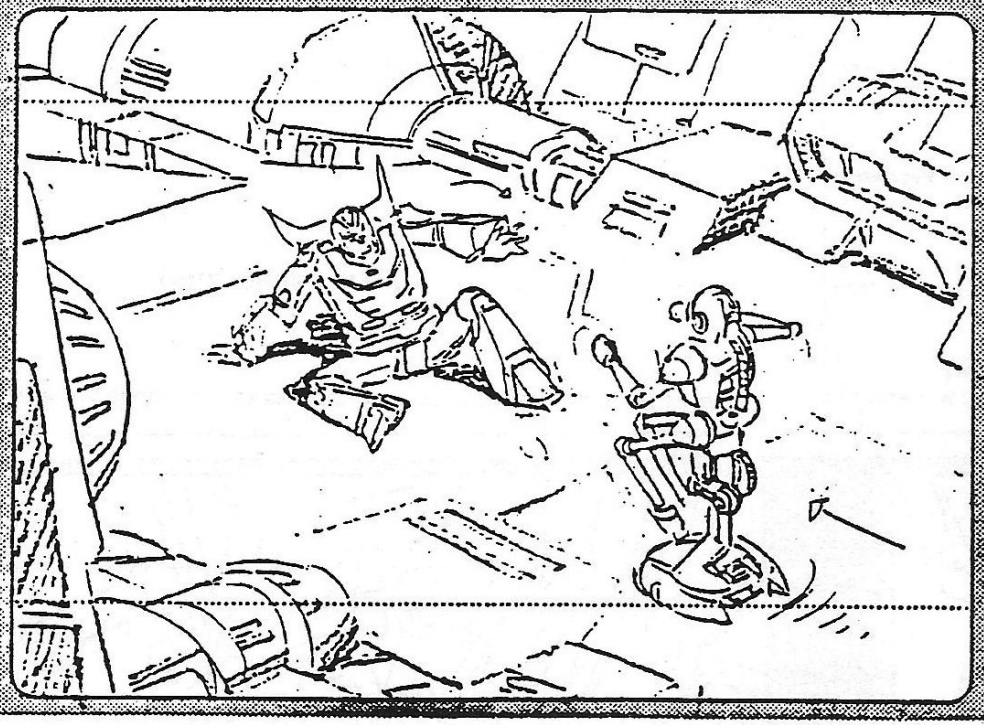
ACTION ...WHO PUNCHES HOT ROD IN THE FACE, KNOCKING HIM O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-18



ACTION L.S. HOT ROD AND THE AUTO COMBATANT. HOT ROD LIES ON THE FLOOR. HE MOTIONS TO THE AUTO COMBATANT TO STOP, BUT THE COMBATANT MOVES IN AFTER HIM.

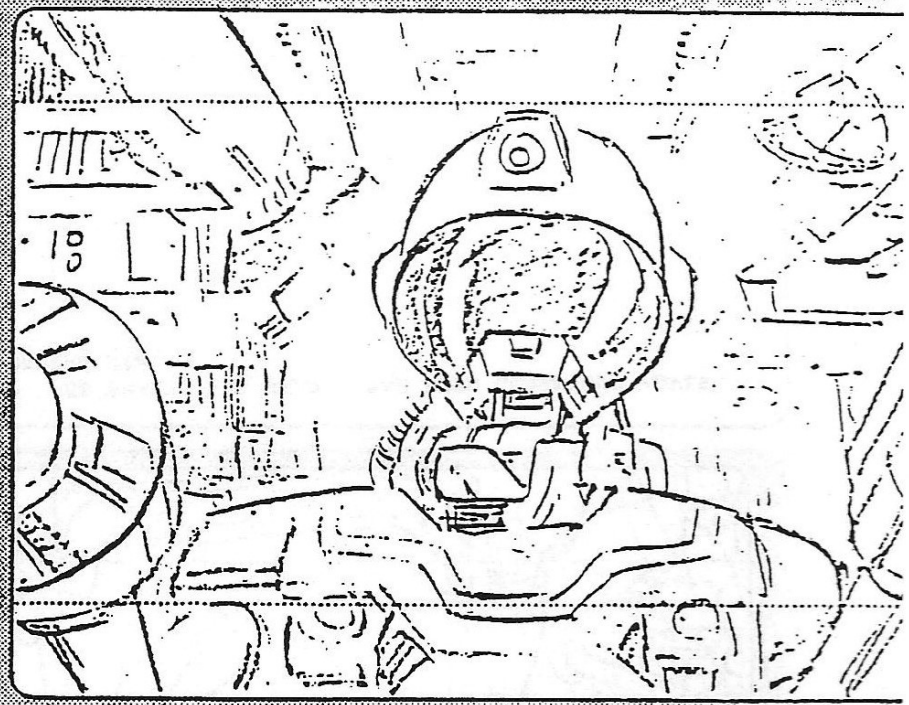
DIAL HOT ROD Time out!!

MUSIC/SFX

CAMERA

SC. 16-19

SEQ. 16 Page 16



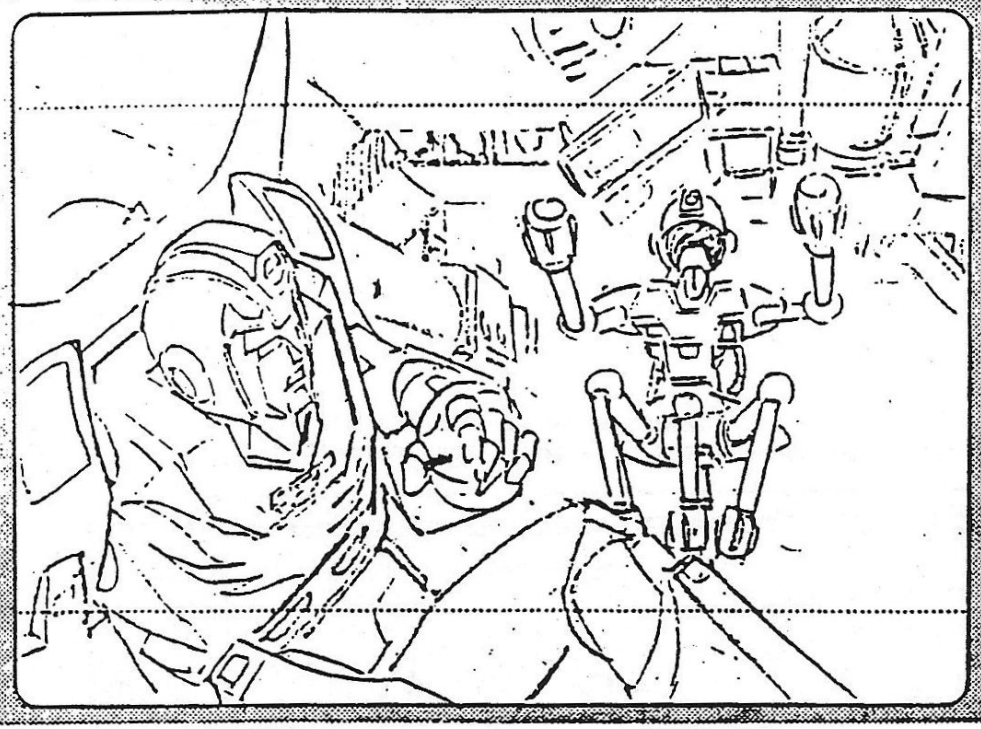
ACTION M.C.U. THE AUTO COMBATANT. HE GIVES HOT ROD THE RAZZBERRY!

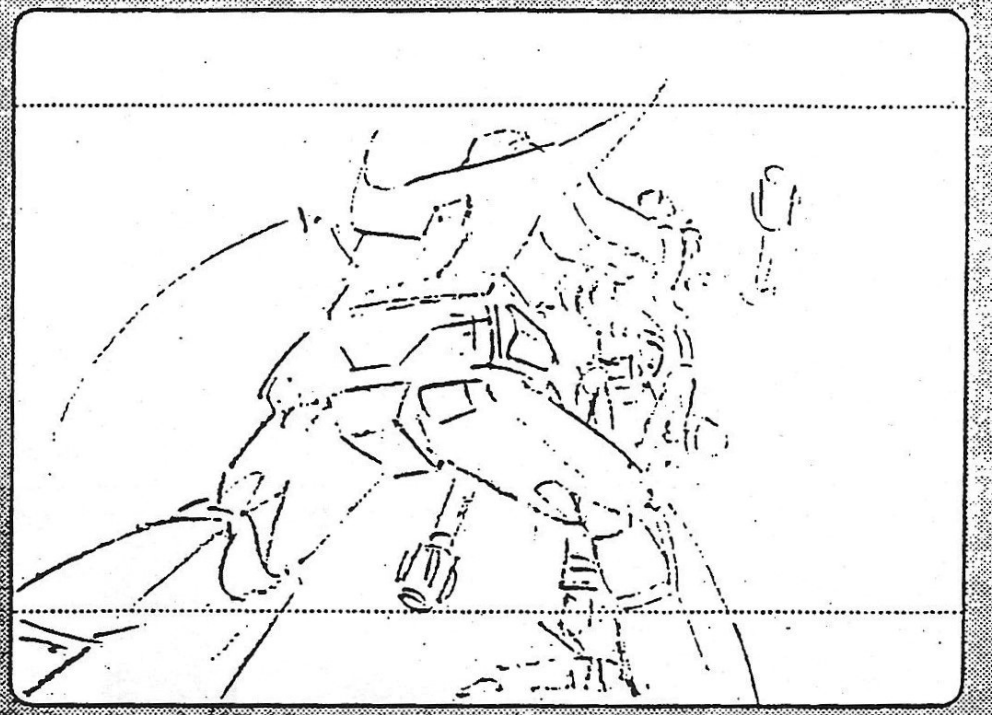
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION M.L.S. HOT ROD AND THE AUTO COMBATANT. HOT ROD RESPONDS TO THE COMBATANT'S INSULT...

IAL

USIC/SFX

AMERA

ACTION ...CHARGES THE AUTO COMBATANT, GRABBING HIM BY THE HEAD.

DIAL

MUSIC/SFX

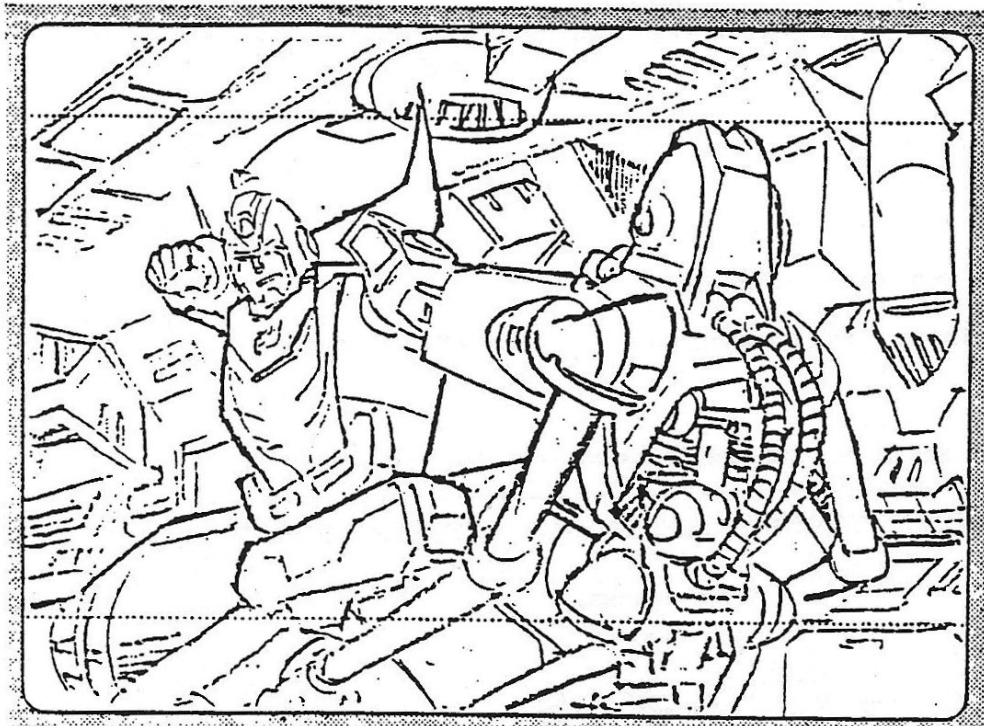
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-21

SC.

SEQ. 16 Page 18



TION M.S. HOT ROD AND THE AUTO COMBATANT. HOT ROD REACHES BACK TO LET THE COMBATANT HAVE IT!

AL

SIC/SFX

MERA

ACTION

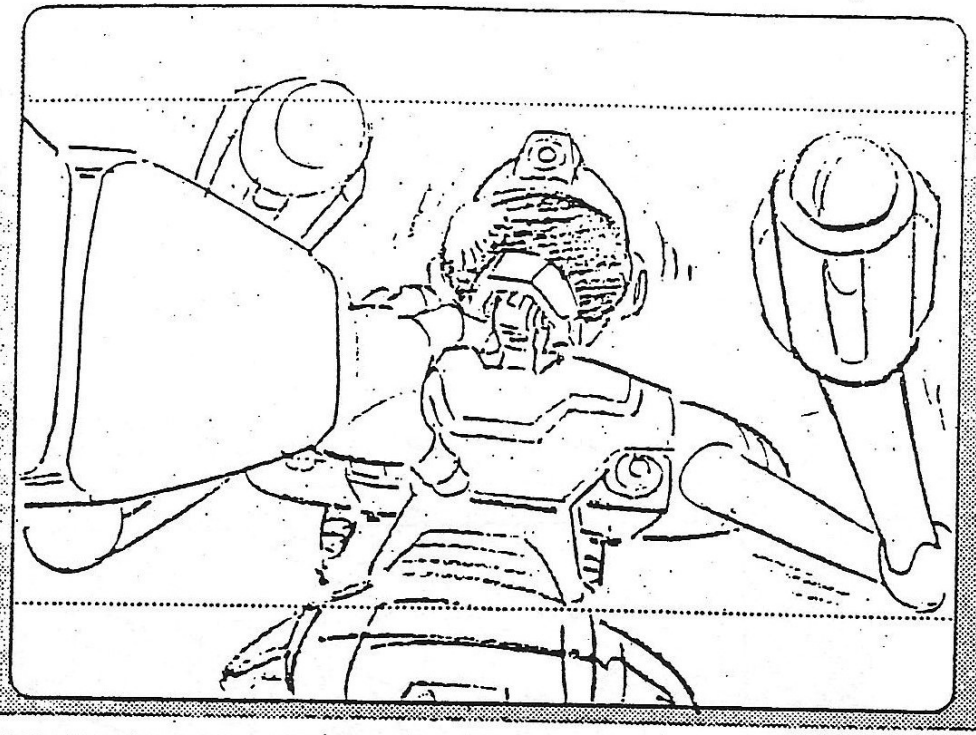
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 1 5-22



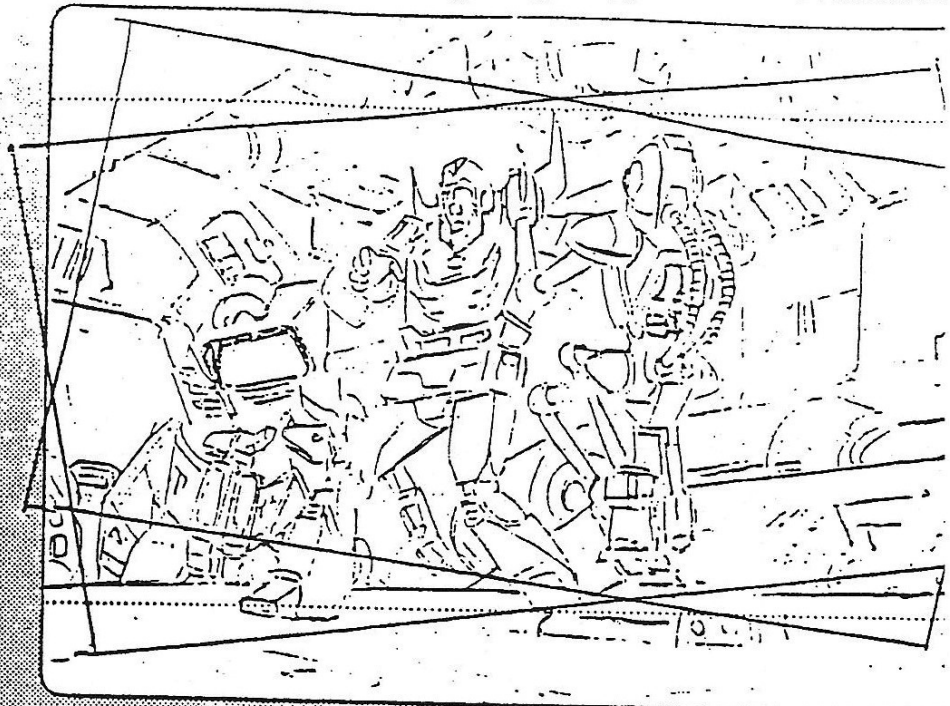
ACTION M.C.U. THE AUTO COMBATANT SHAKES AND CRIES OUT TO HOT ROD.

DIAL AUTO COMBATANT (MECHANICALLY, QUICKLY)

Time out, time out, time out!

MUSIC/SFX

SC. 1 5-23 CAMERA SHIFT SEQ. 1 5



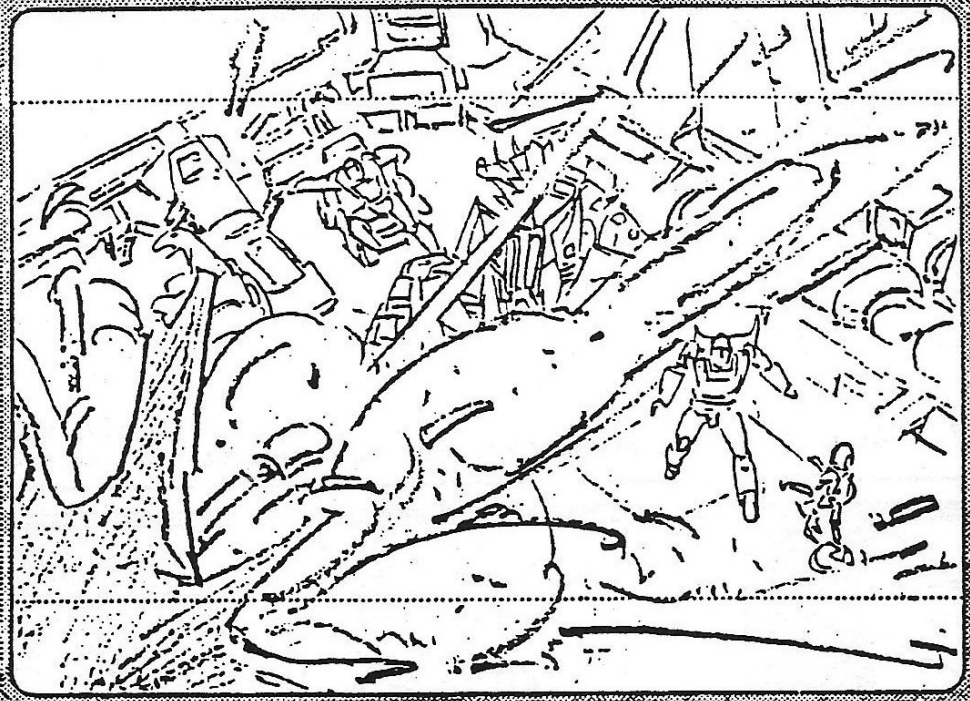
ACTION M.L.S. HOT ROD AND THE AUTO COMBATANT. SUDDENLY THE SHUTTLE SHAKES VIOLENTLY FROM AN IMPACT OUTSIDE THE SHUTTLE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-24



ACTION X.L. DOWN SHOT. HOT ROD, KUP AND THE DINOBOTS. THE BULKHEAD OF THE SHUTTLE EXPLODES INWARD.

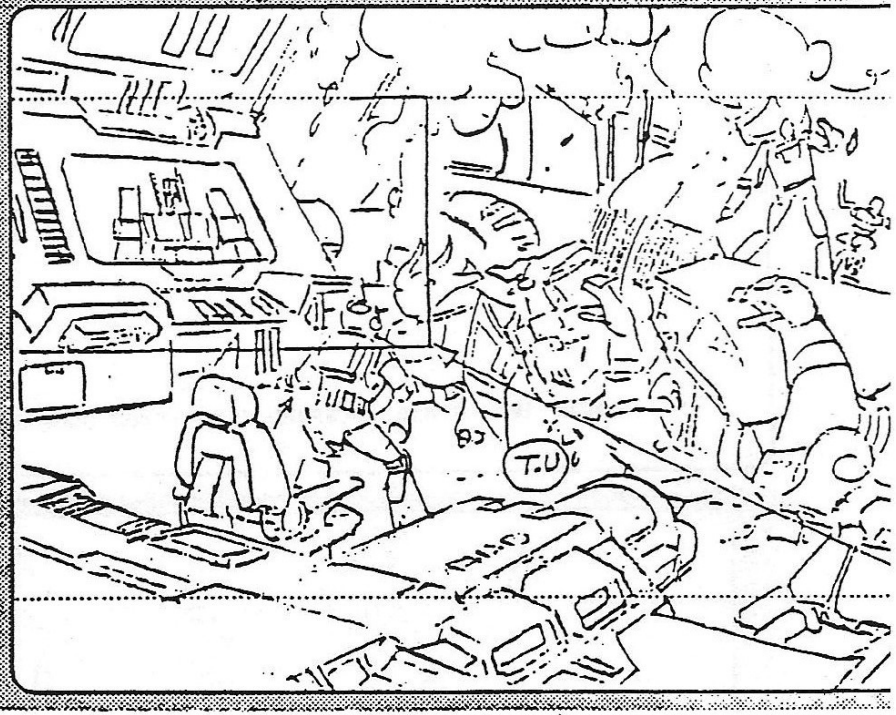
DIAL

MUSIC/SFX

CAMERA

SC. 16-25

SEQ. 16 Page 20



ACTION X.L.S. HOT ROD, KUP, AND THE DINOBOTS. DEBRIS FALLS ALL AROUND THEM. HOT ROD COVERS HIS HEAD, KUP RISES FROM HIS AS ULTRA MAGNUS' IMAGE APPEARS ON THIER MONITOR, WE TRUCK ON THE MONITOR.

DIAL

ULTRA MAGNUS Kup! Raise your force fields at once!

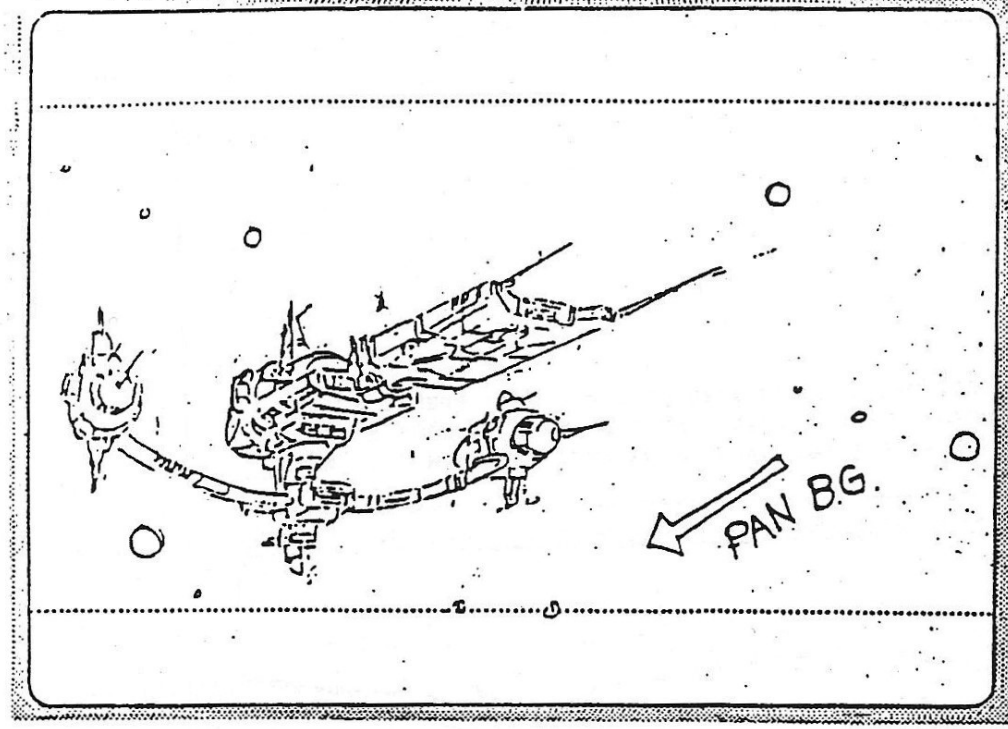
MUSIC/SFX

The Decepticons are armed with

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-26



CTION X.L.S. THE DECEPTICON SPACE SHIP IN DEEP SPACE.

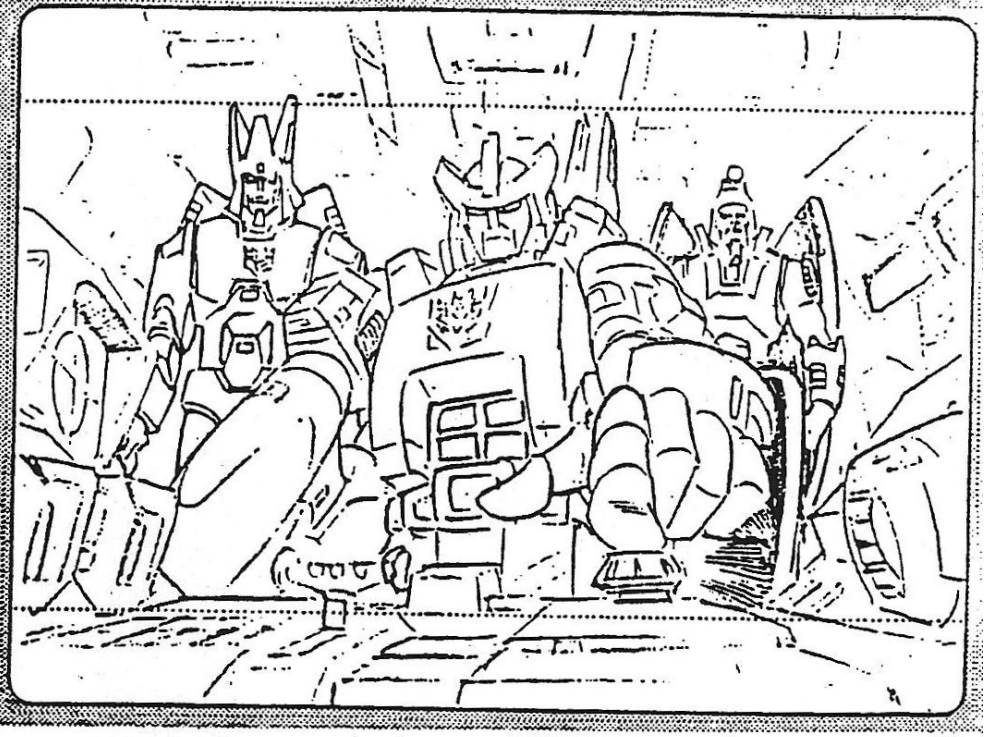
IAL ULTRA MAGNUS (V.O.) Moleculon Missiles!

USIC/SFX

CAMERA

SC. 16-27

SEQ. 16 Page 21



ACTION M.S. GALVATRON BEHIND HIM AND CYCLONUS AND SCOURGE. GALVATRON AT THE CONTROL BRIDGE OF THE DECEPTICON SHIP. HE PUSHES THE FIRING BUTTON.

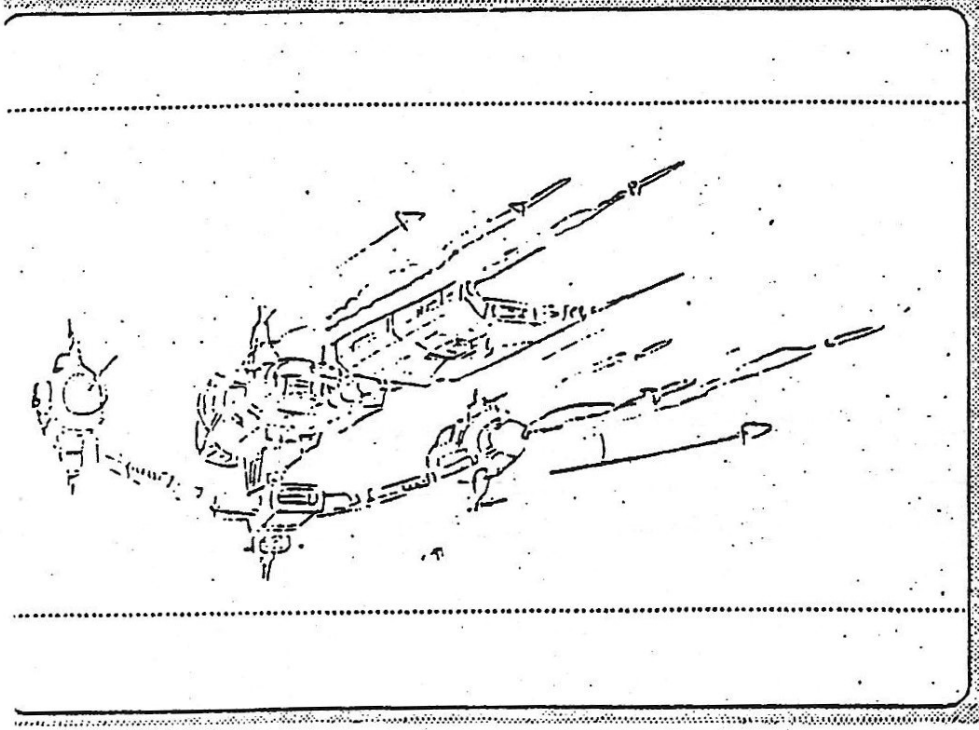
DIAL

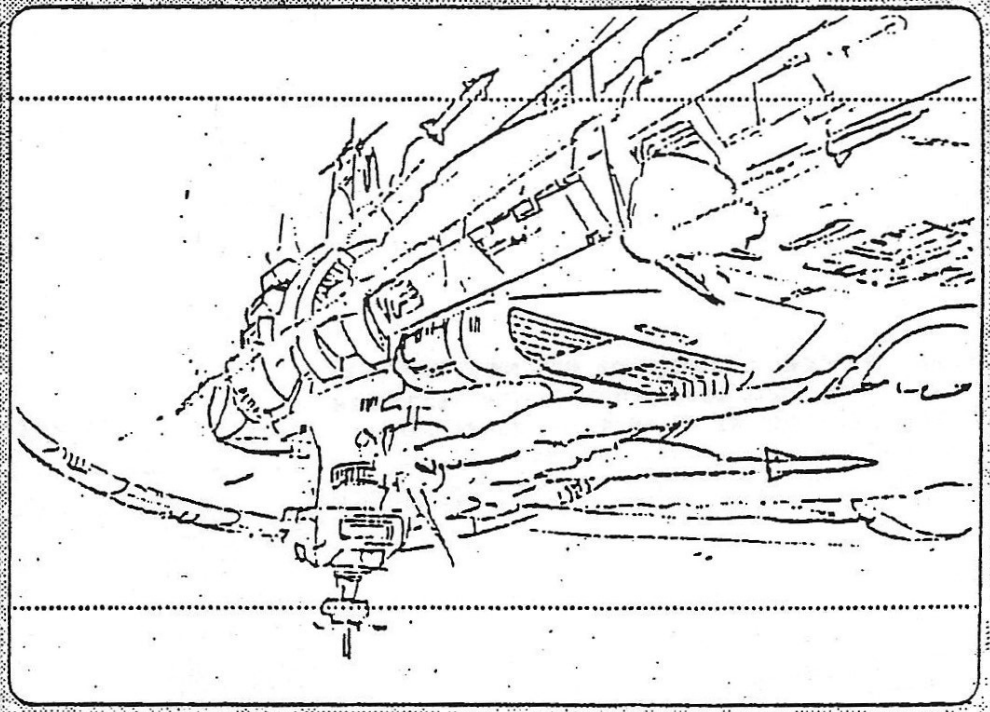
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-28 SC. CONT SEQ. 16 Page 22





ON X.L.S. THE DECEPTICON SPACE SHIP. IT MOVES FORWARD, FIRING MANY MISSILES AT THE O.S. AUTOBOTS.

C/SFX

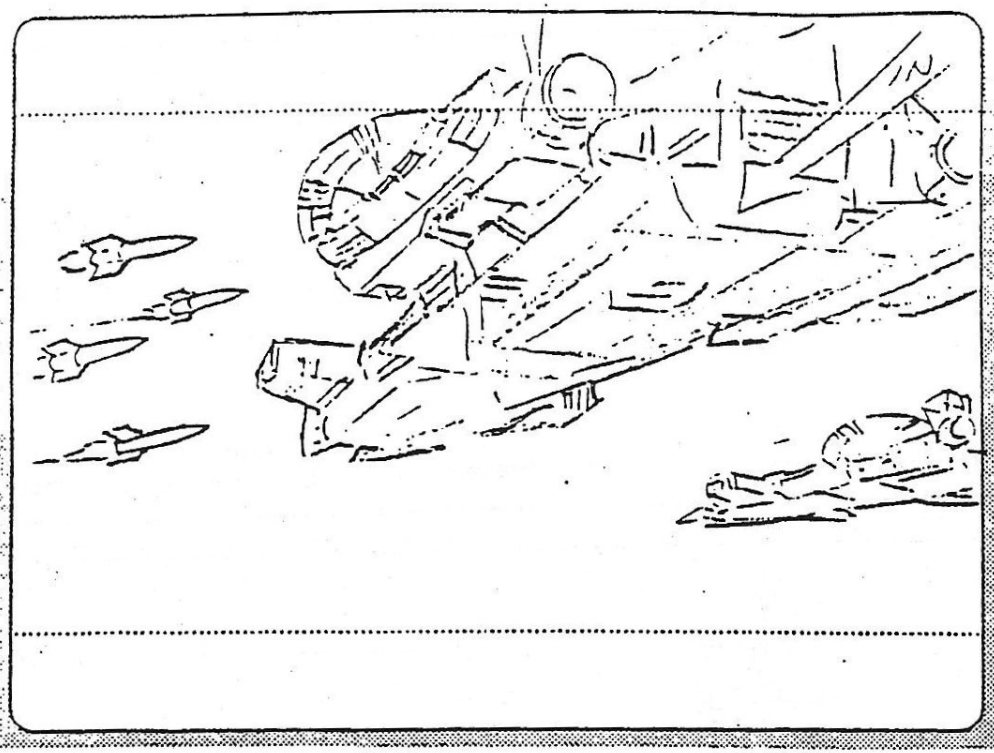
ACTION MOVING IN CLOSER, IT FIRES ANOTHER ROUND OF MISSILES.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

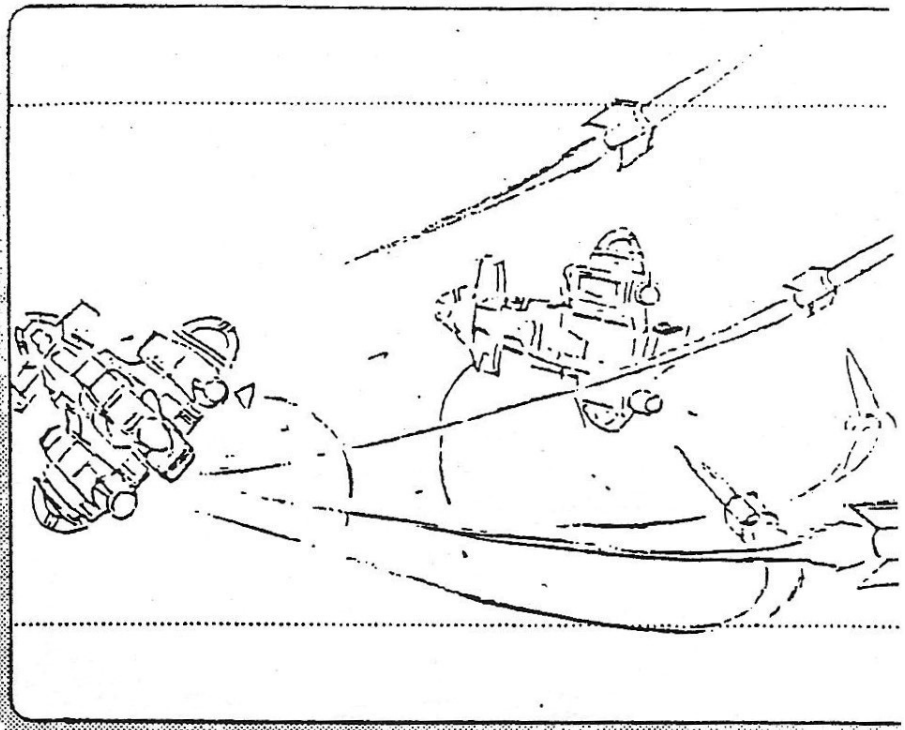


ACTION L.S. THE TWO AUTOBOT SPACE SHUTTLES AS THE MISSILES STREAK INTO SCENE, HEADING DIRECTLY FOR THEM...

DIAL

MUSIC/SFX

CAMERA



ACTION ...THEY SPLIT UP, BANKING IN OPPOSITE DIRECTIONS TO AVOID MISSILES, WHICH STREAK PAST THEM AND ZOOM O.S. A FEW OF THE MISSILES TURN AND HEAD BACK TOWARD HOT ROD'S SHUTTLE.

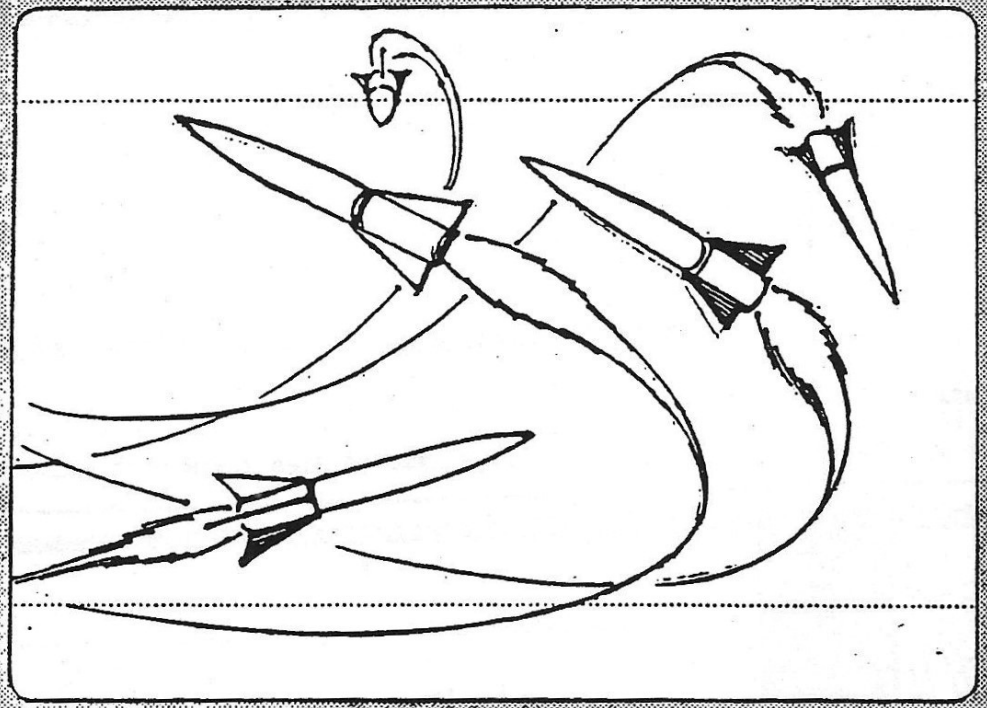
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-29A



ACTION L.S. THE MISSILES. AFTER MISSING THE SHUTTLES THE MISSILES CHANGE COURSE, SOME OF THEM STREAK OFF IN VARIOUS DIRECTIONS, WHILE OTHERS TURN AND HEAD BACK FOR THE SHUTTLES.

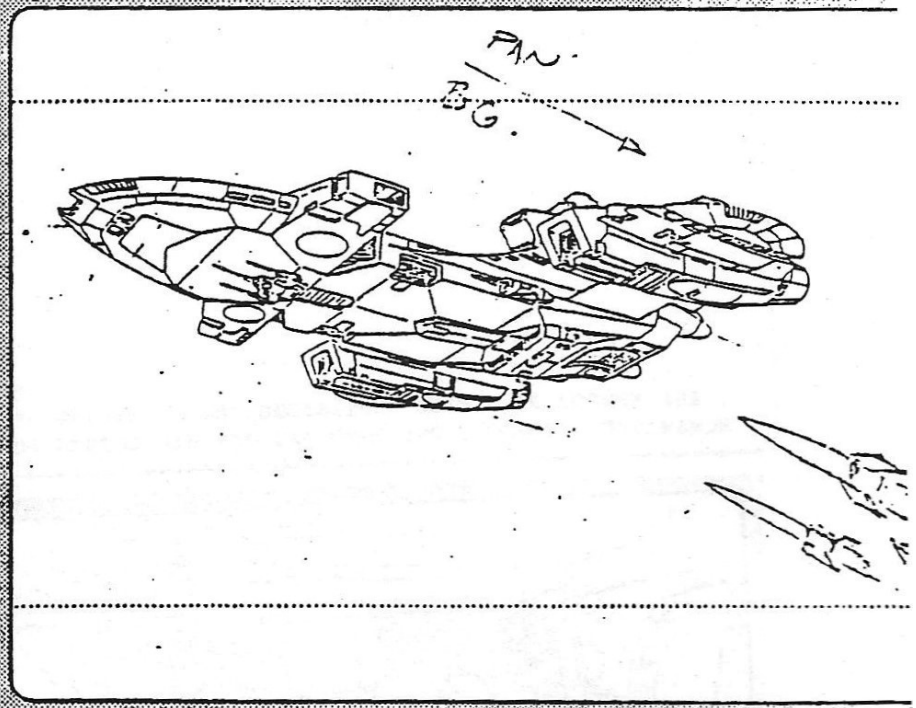
DIAL

MUSIC/SFX

CAMERA

SC. 16-29B

Page 23A



ACTION L.S. HOT ROD'S SHUTTLE. IT SPEEDS ON ITS WAY TRING TO OUT RUN THE MISSILES WHICH ENTER THE SCENE AND CLOSE IN ON THE SHUTTLE.

DIAL

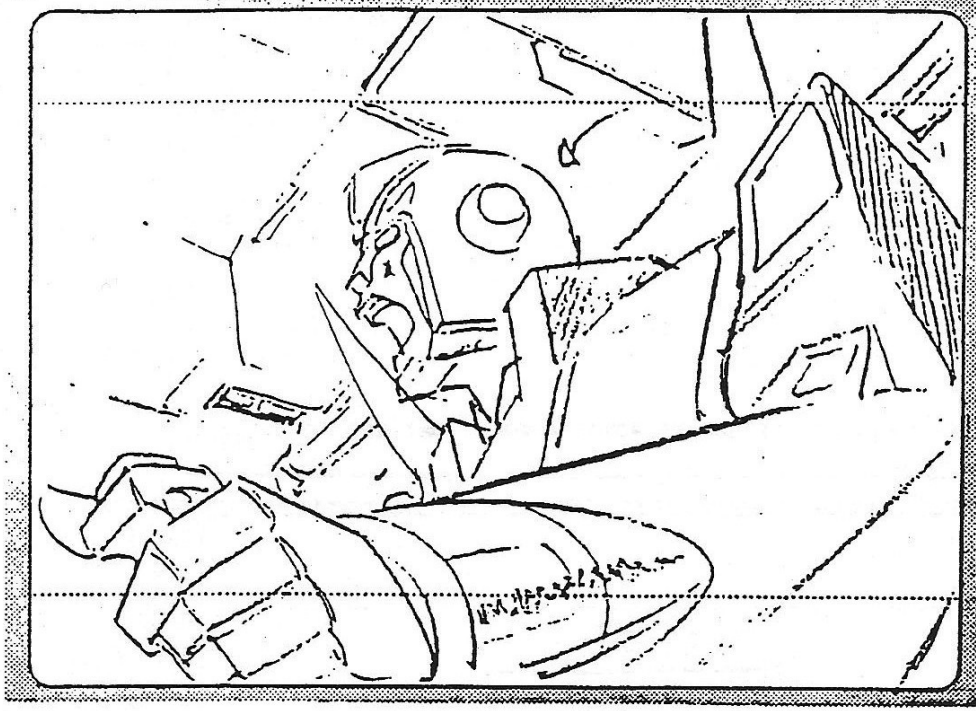
MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-30

SEQ. 16 Page 24



ACTION M.C.U. HOT ROD AT THE CONTROLS OF THE SHUTTLE.

DIAL HOT ROD They're closing on us!

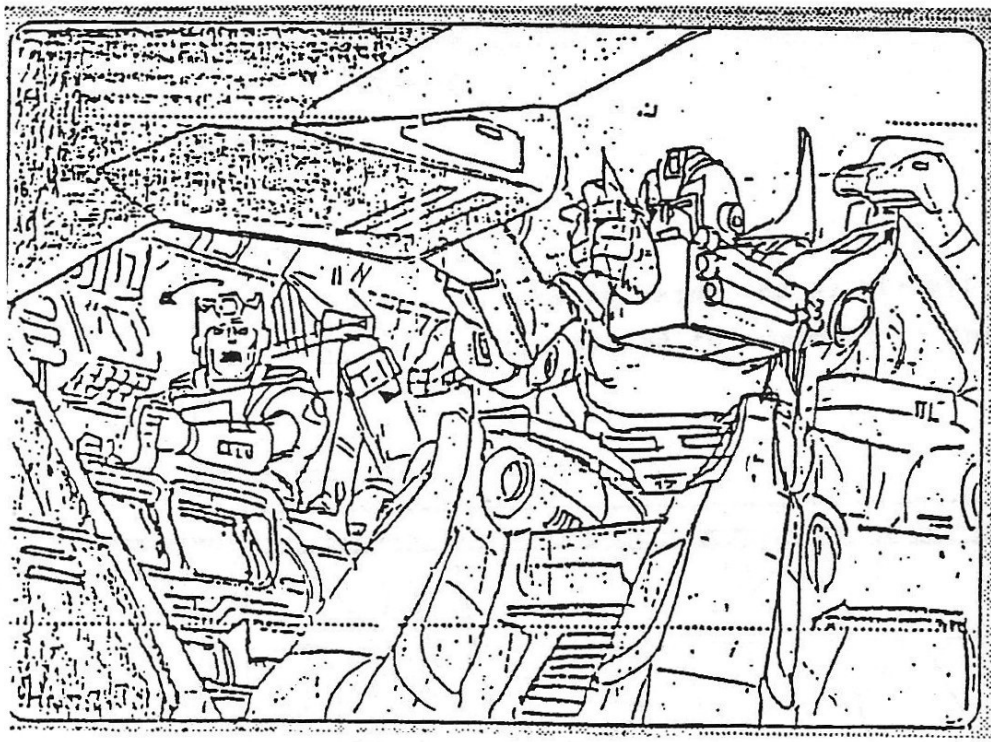
MUSIC/SFX

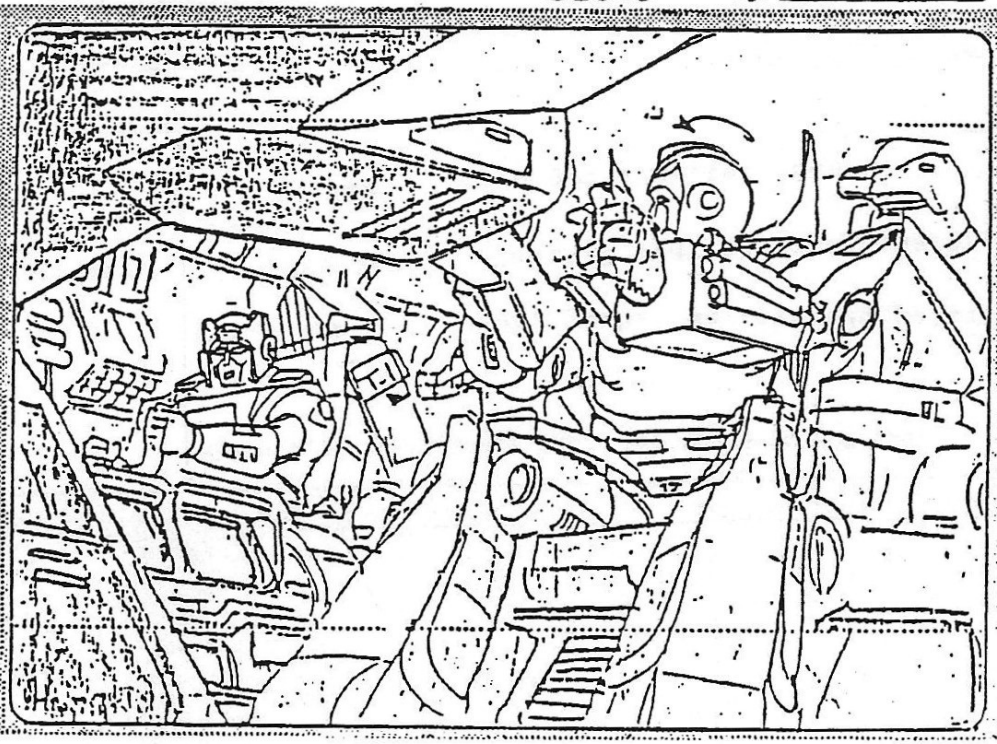
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION KUP SPEAKS TO HOT ROD THEN TURNS HIS FACE FORWARD.

IAL KUP Yep, like the shrikebats of Dromedon!

USIC/SFX

CAMERA

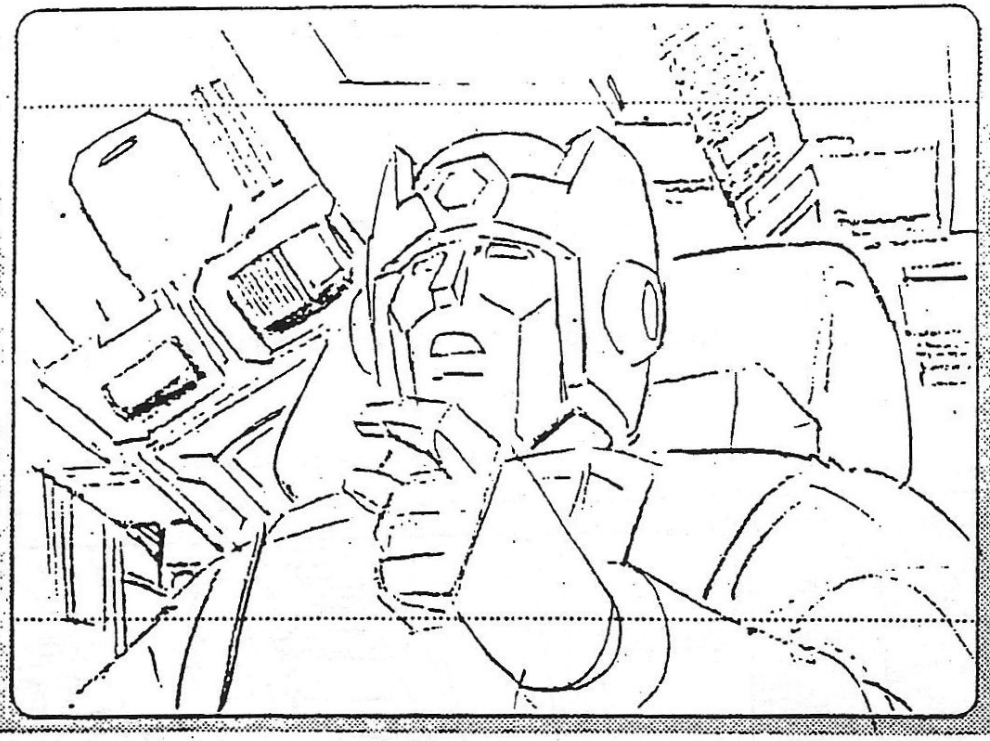
ACTION HOT ROD TURNS TO KUP.

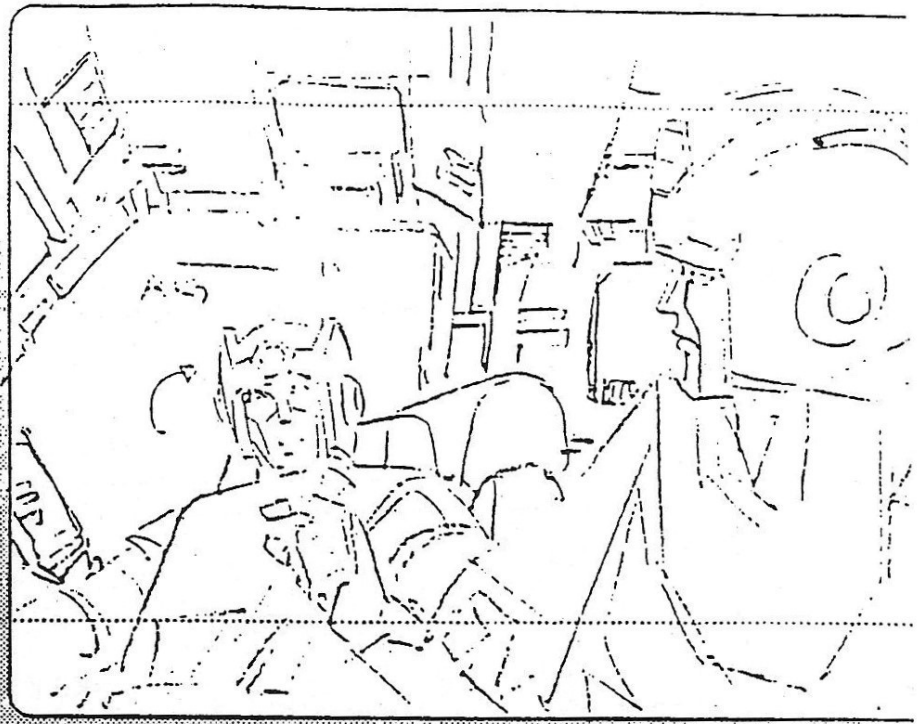
DIAL HOT ROD How'd you beat them?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. KUP. HE THINKS.

DIAL KUP I'm trying to remember... There were an awful lot of casualties that day.

MUSIC/SFX

ACTION M.S. KUP AND HOT ROD. KUP TURNS TO HOT ROD.

DIAL KUP Oh, yeah. We inverted polarities.

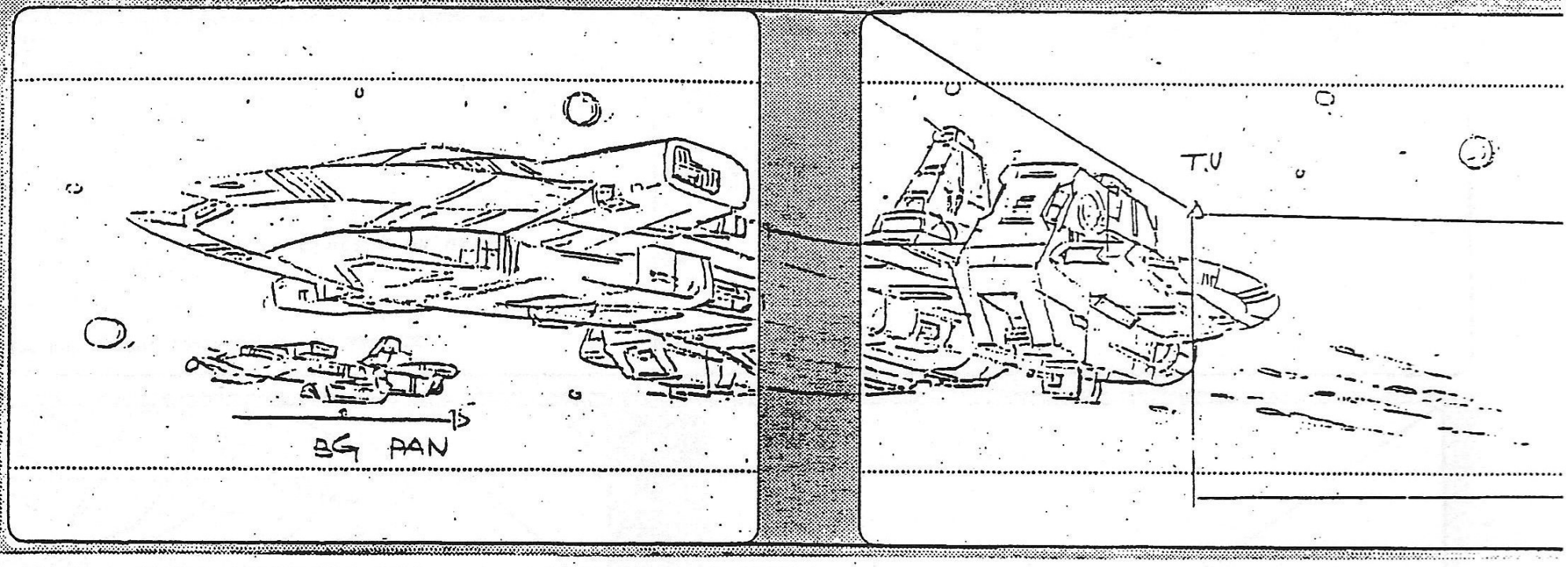
HOT ROD That'll tear the ship apart!

MUSIC/SFX

KUP You got a better idea?!!

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-35 START PAN ——▷ STOP SEQ. 6 Page 27



ACTION L.S. THE TWO AUTOBOT SPACE SHUTTLES. WE PAN BACK TO SEE...

DIAL

MUSIC/SFX

CAMERA

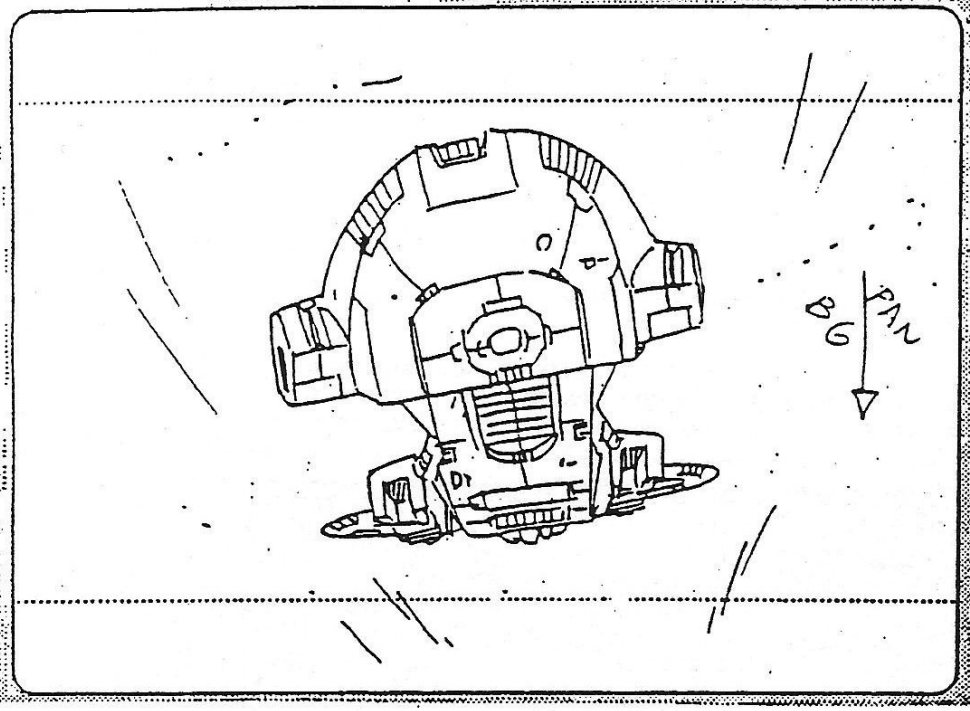
ACTION ...A GROUP OF MISSILES TRAILING AFTER THEM.

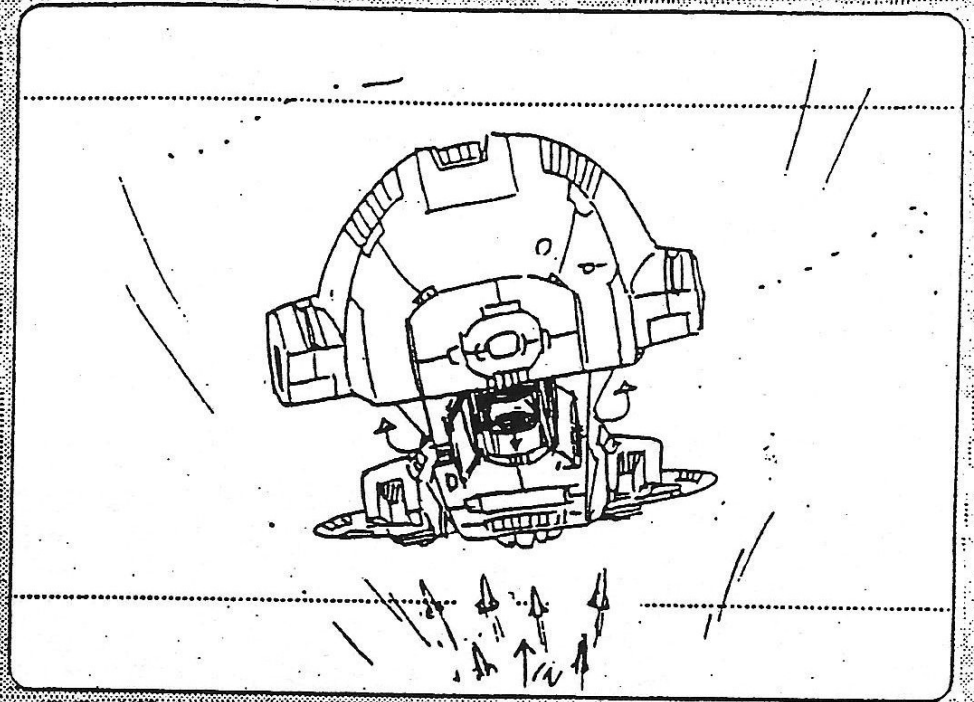
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





NEXT PAGE

ACTION L.S. HOT ROD'S SPACE SHUTTLE. WE FOLLOW IT ALONG AS IT TRIES TO OUT RUN THE CLUSTER OF MISSILES CLOSING IN ON IT O.S.

DIAL

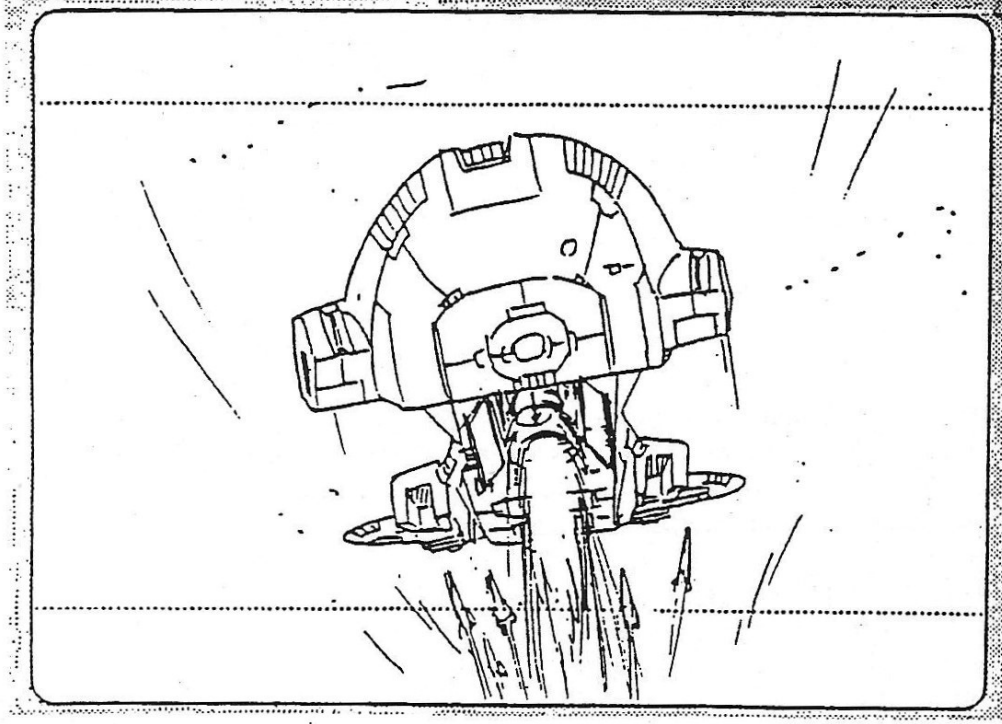
MUSIC/SFX

ACTION DOORS IN THE BOTTOM OF THE SHUTTLE OPEN AS THE MISSILES ENTER THE SCENE FROM BEHIND INSIDE THE DOORS. WE CAN SEE ROCKET NOZZLES, WHICH START TO LOWER...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

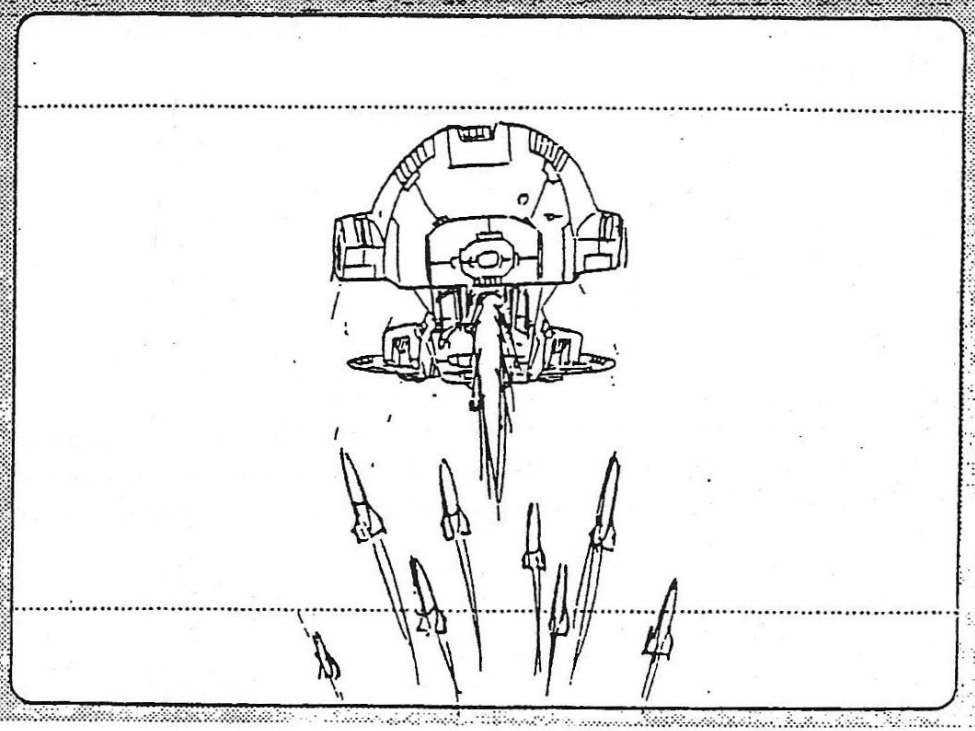


ACTION ...AS THE MISSILES CLOSE IN THE ROCKET NOZZLES MOVE INTO POSITION AND FIRE...

DIAL

MUSIC/SFX

CAMERA



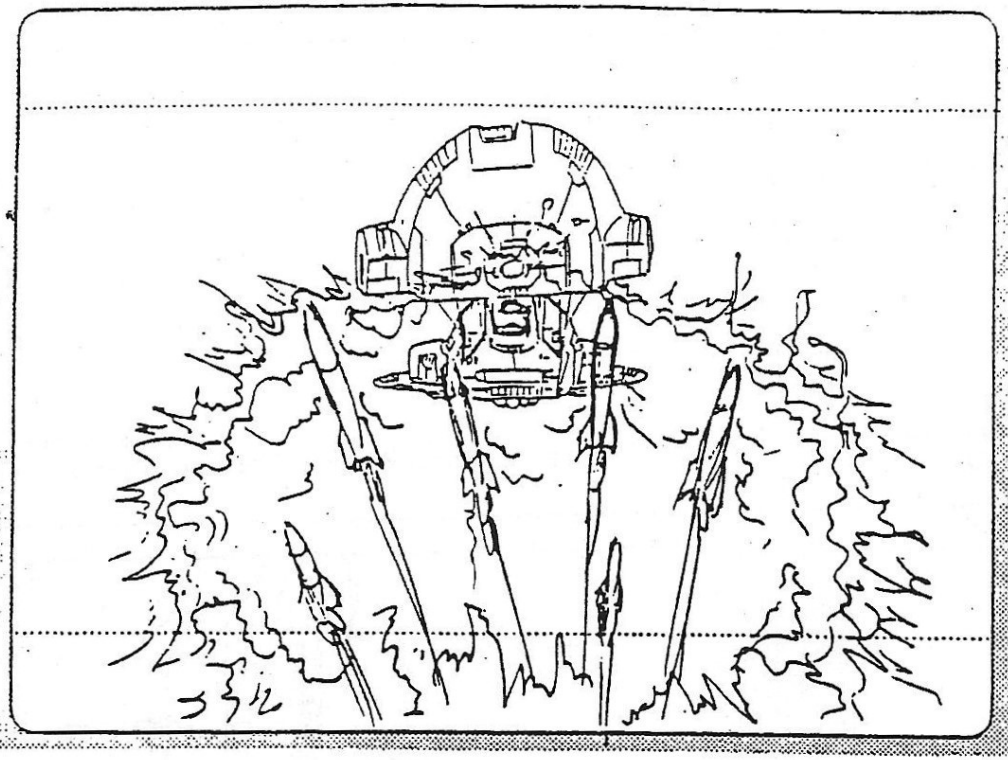
ACTION ...SENDING THE SHUTTLE FLYING UP AND SAFELY OUT OF THE WAY OF THE MISSILES WHICH PASS BELOW.

DIAL

MUSIC/SFX

CAMERA

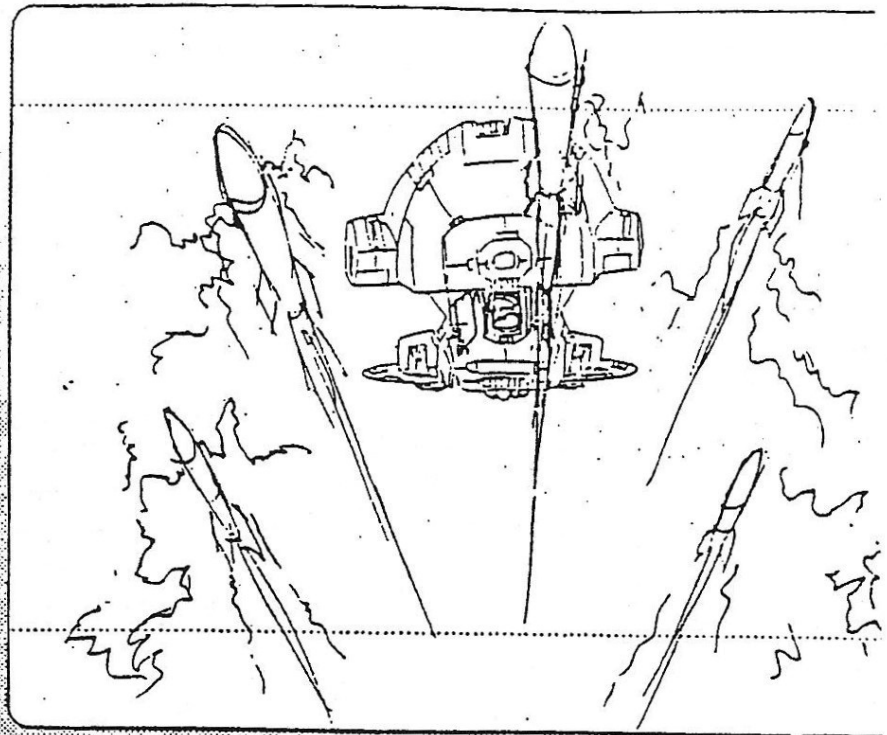
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION HOT ROD'S SHUTTLE FIRES OUT A CHARGE OF ITS ELECTRO-MAGNETIC DESTABILIZING RAY WHICH SURROUNDS THE MISSILES.

DIAL

MUSIC/SFX



ACTION THE MISSILES PASS THROUGH THE ENERGY FIELD AND CONTINUE O.S.

DIAL

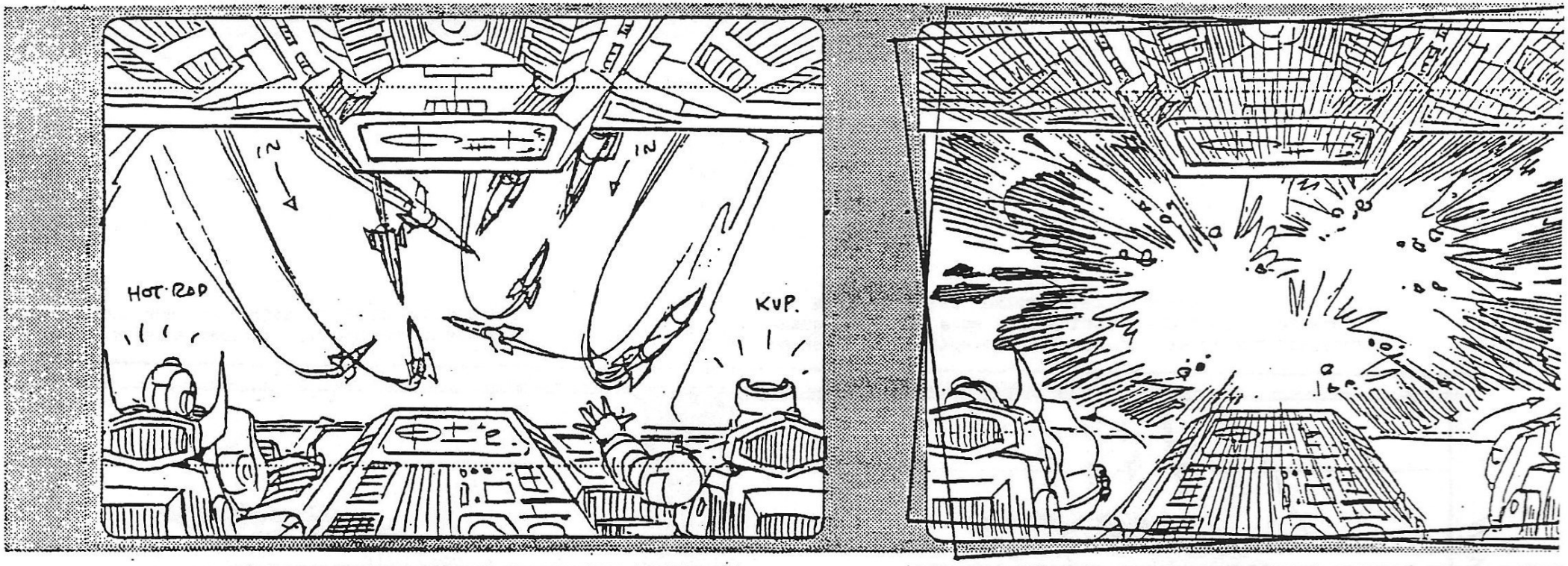
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-36A

SC. CONT CAM SHAKE:

SEQ. 16 Page 28



ACTION L.S. THE MISSILES THROUGH THE WINDSHIELD OF HOT ROD'S SHUTTLE. KUP AND HOT ROD CAN BE SEEN IN THE FOREGROUND REACTING TO THE MISSILES...

DIAL HOT ROD They're coming back!

MUSIC/SFX

CAMERA

ACTION WHICH RUN INTO EACH OTHER AND EXPLODE IN A SERIES OF BLINDING FLASHES.

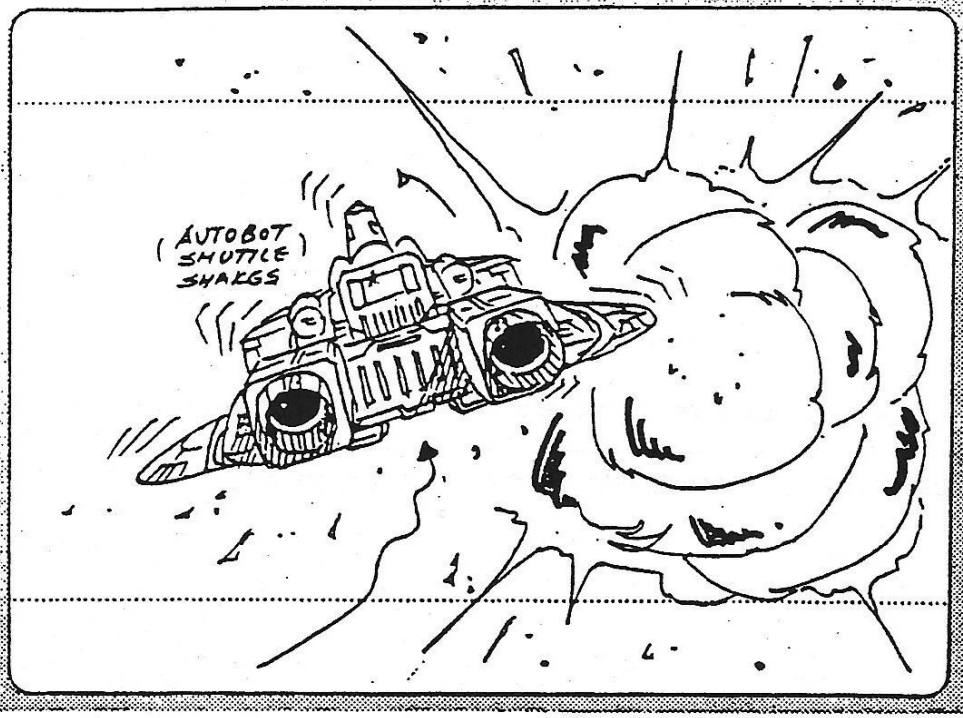
DIAL

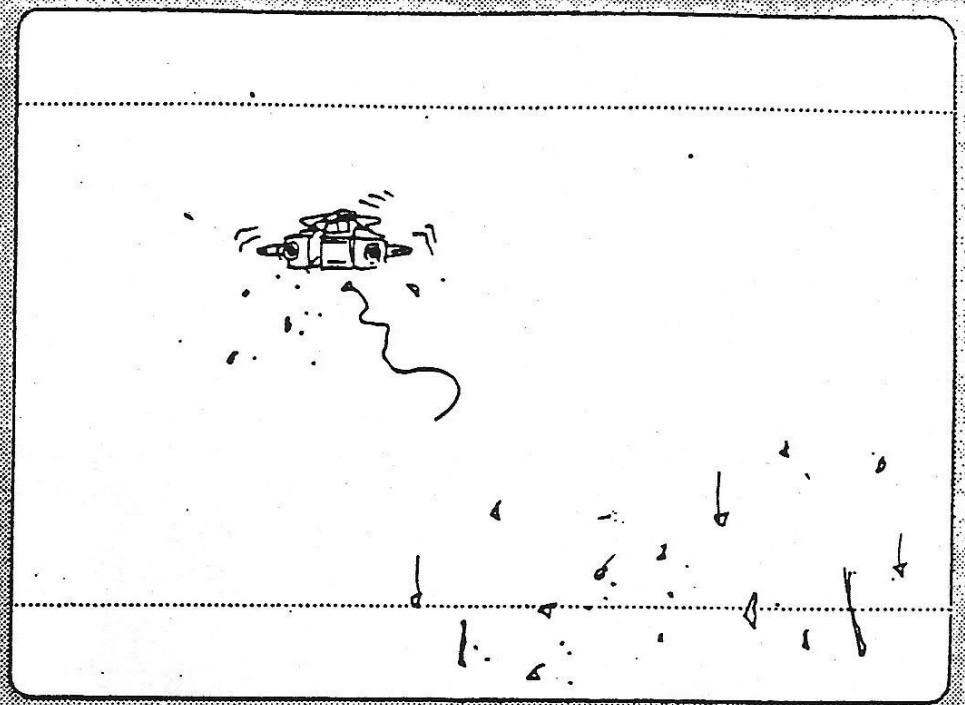
MUSIC/SFX

CAMERA

MPL-40

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 29A

ACTION L.S. HOT ROD'S SHUTTLE IS SHAKEN BY THE EXPLOSION AND THROWN TO ONE SIDE.

DIAL

MUSIC/SFX

ACTION BUT, UNDAMGED, IT STRAIGHTENS OUT AND FLYS ON.

DIAL

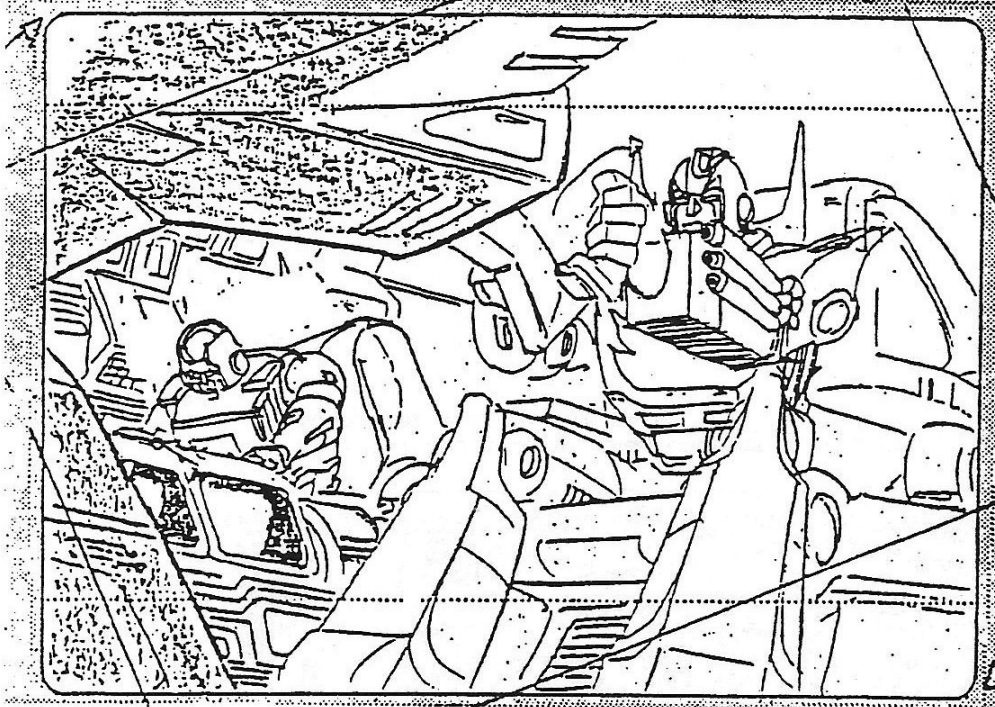
MUSIC/SFX

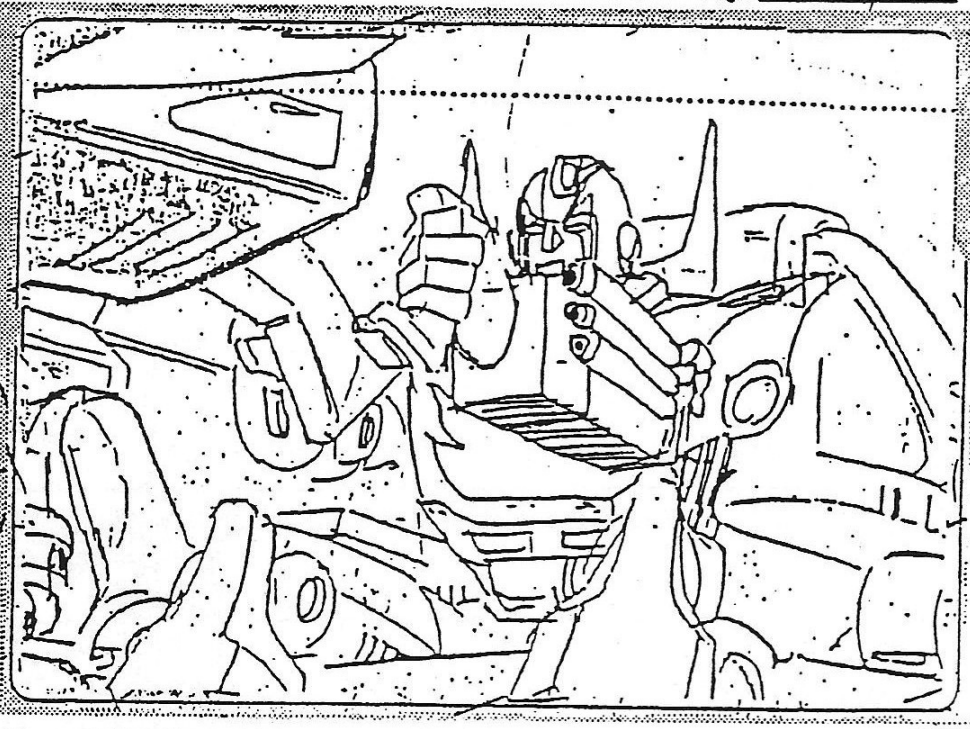
TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-37

SC. 16-37A

SEQ 16 Page 29A





ACTION M.L.S. KUP AND HOT ROD. KUP PULLS BACK ON THE CONTROLS AND THE SHUTTLE STRAIGHTENS UP.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. HOT ROD AT THE CONTROLS OF THE SHUTTLE.

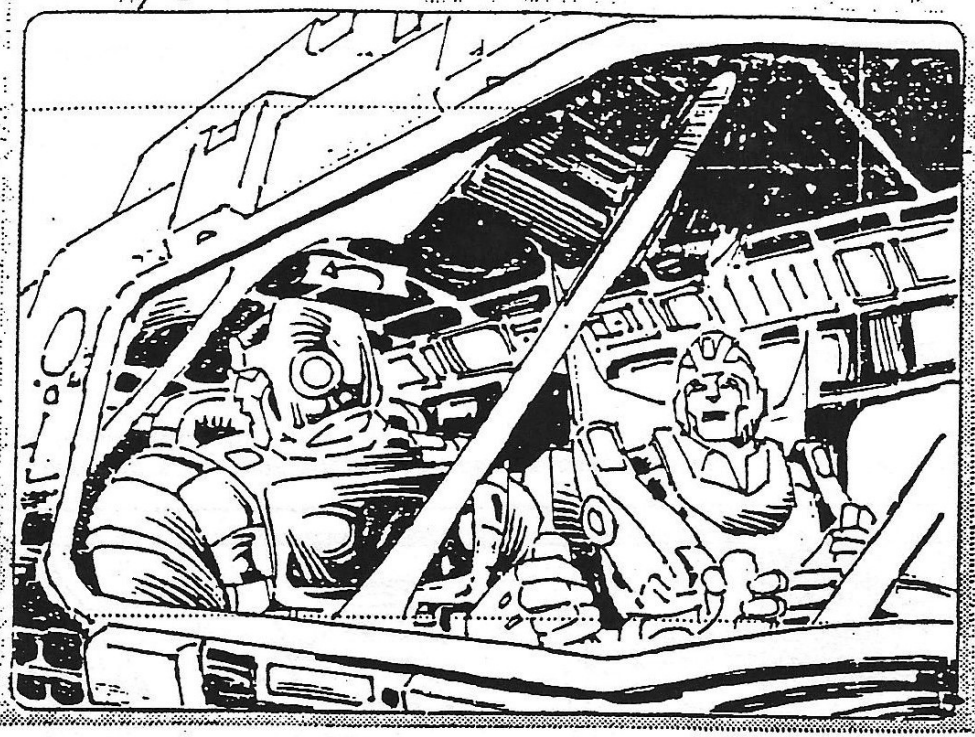
DIAL HOT ROD Okay, so you were right.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-38



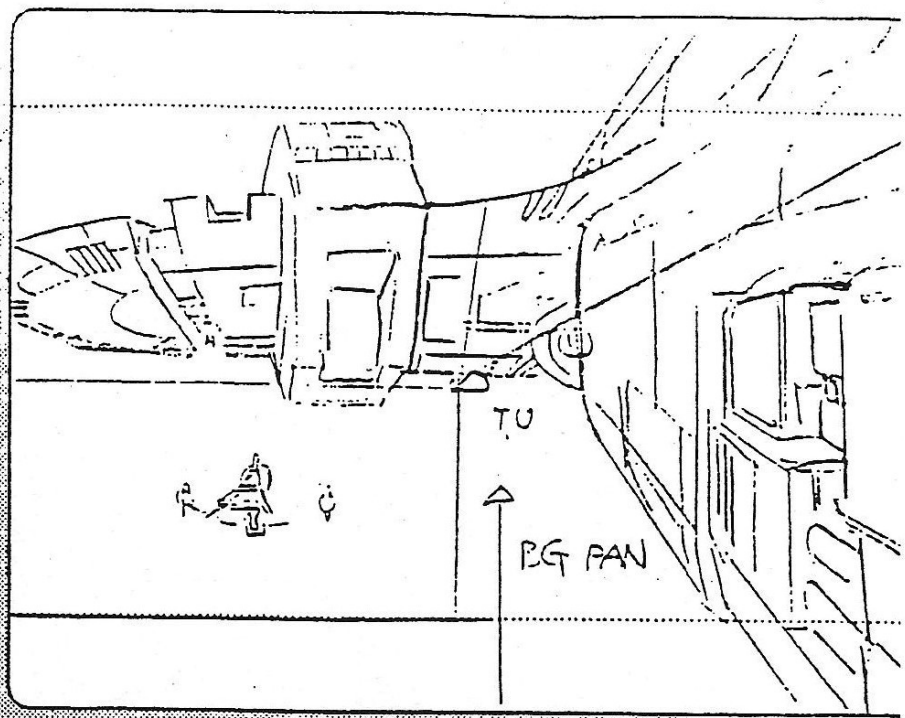
ACTION M.S. KUP AND HOT ROD FROM OUTSIDE THE SHUTTLE. HE LOOKS BACK ALONG THE SIDE OF THE SHIP.

DIAL KUP Oh no!
(PICK UP LINE)

MUSIC/SFX

CAMERA

SC. 16-39



ACTION L.S. KUP'S P.O.V. THE DECEPTICON SHIP IS TRAILING THEM.

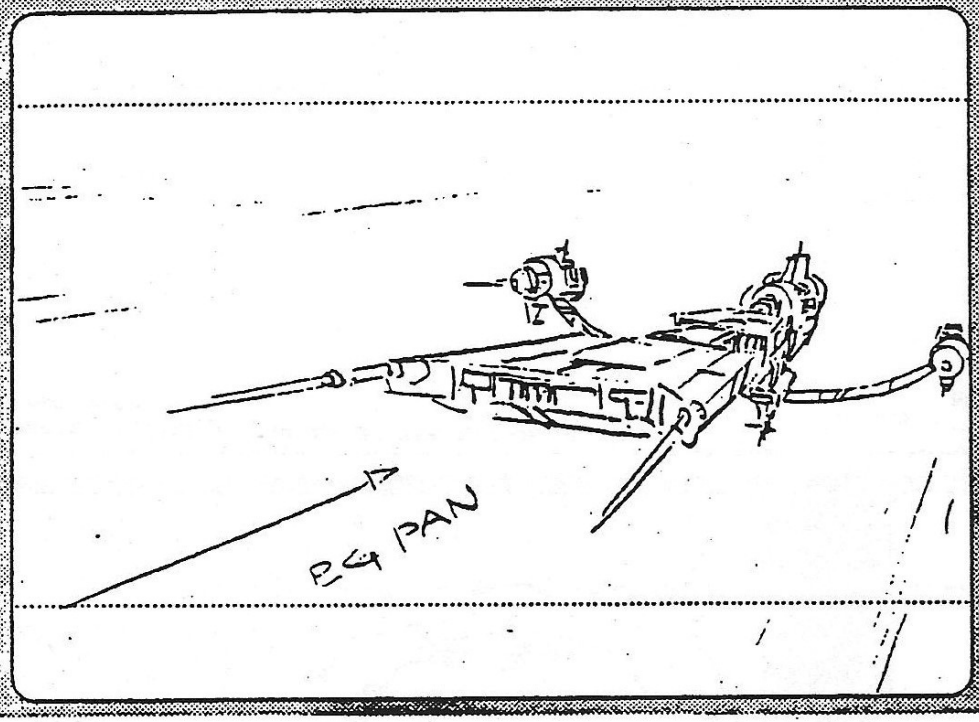
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-40



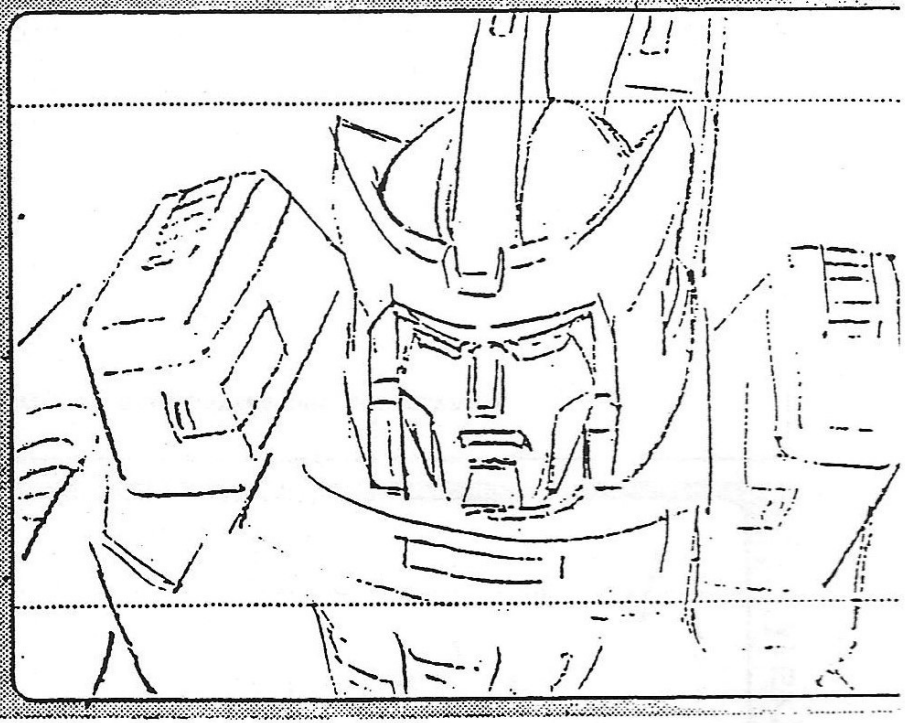
ACTION M.L.S. THE DECEPTICON SHIP. WE MOVE ALONG WITH IT.

DIAL

MUSIC/SFX

CAMERA

SC. 16-41



ACTION M.C.U. GALVATRON. HE IS ANGRY.

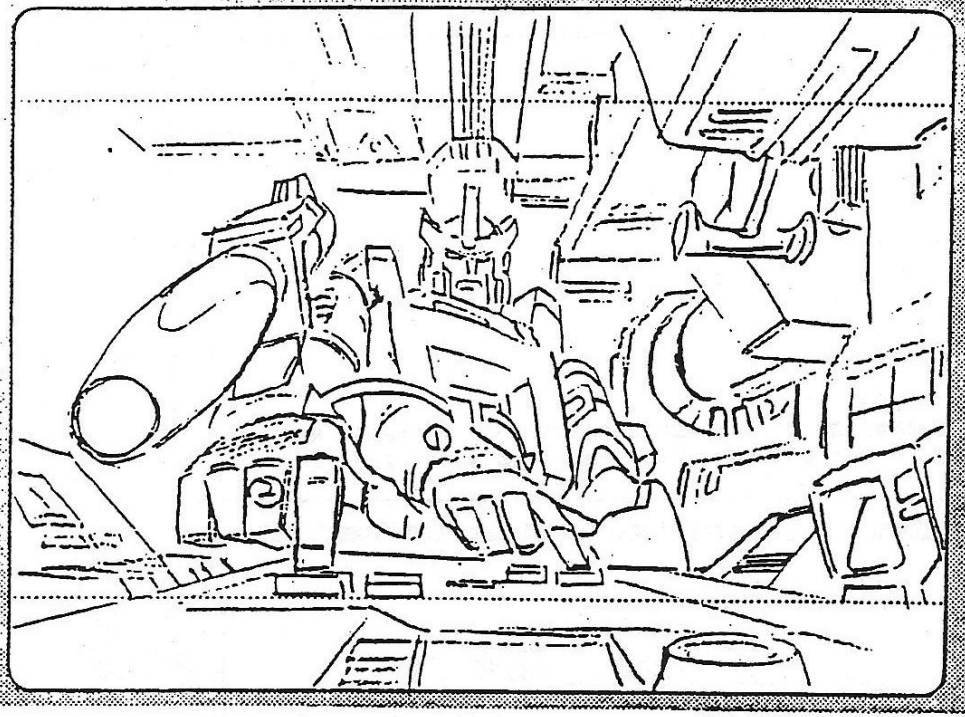
DIAL

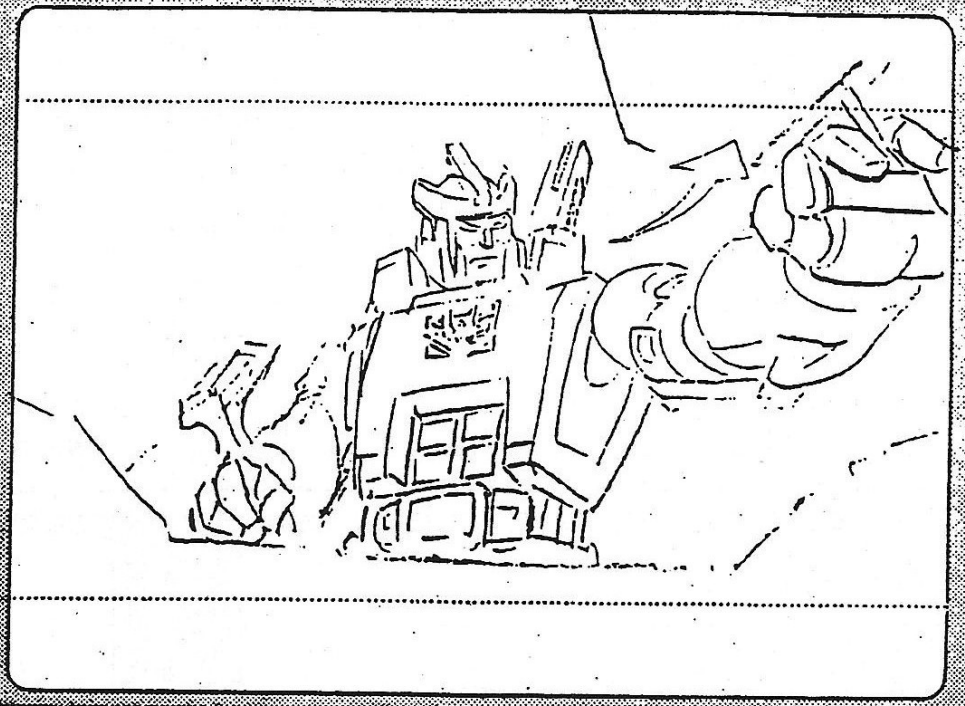
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-42 SC. CONT SEQ/6 Page 32





ACTION M.S. GALVATRON. HE PRESSES BUTTONS ON THE CONTROLS...

DIAL

MUSIC/SFX

CAMERA

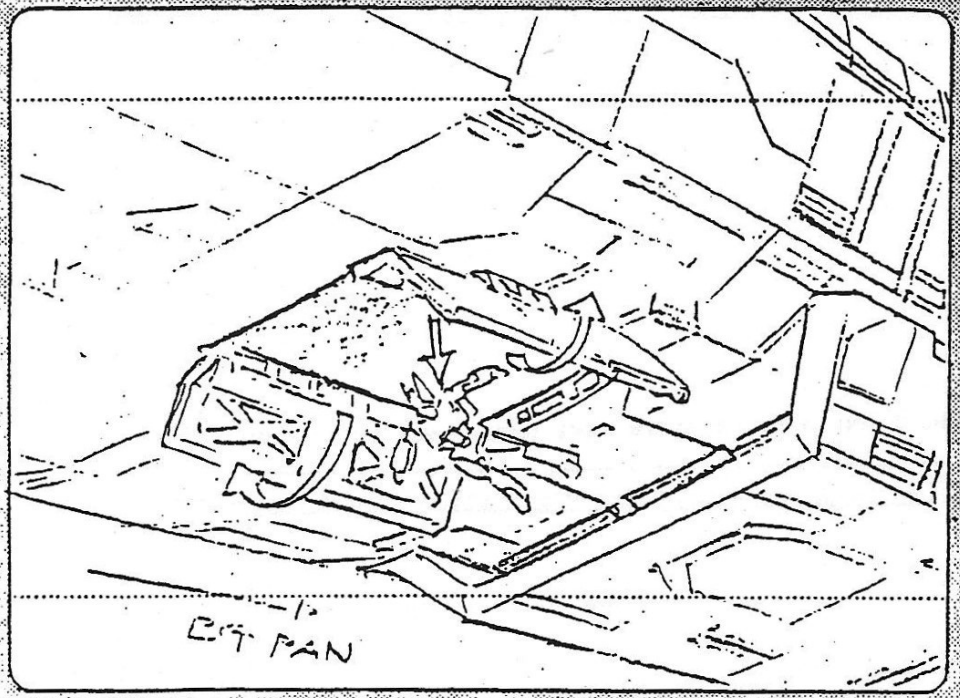
ACTION ...AND PUSHES A LEVER FORWARD.

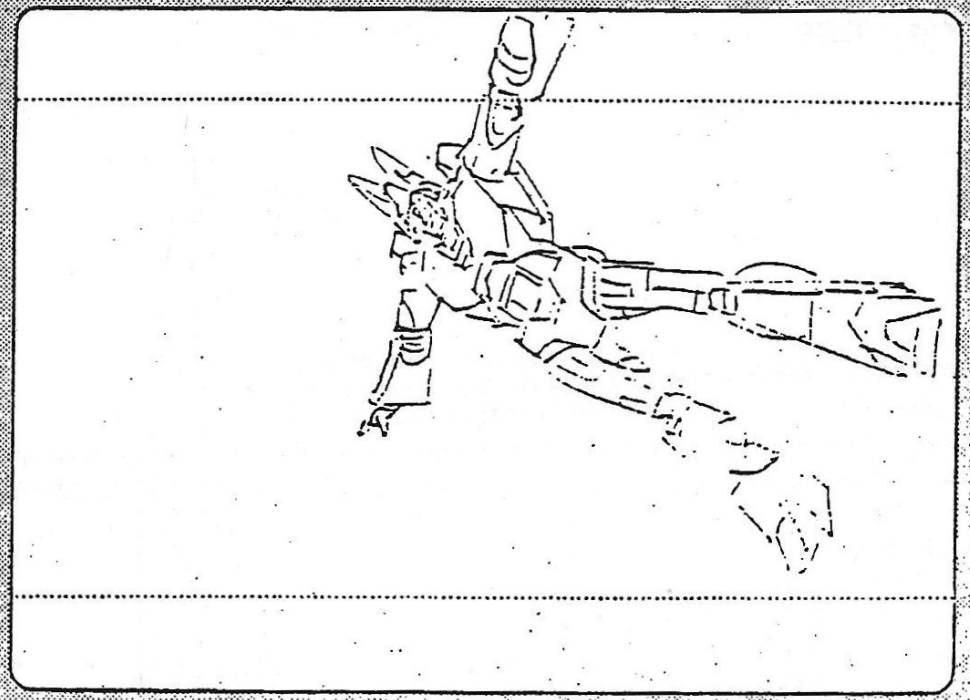
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!





ACTION L. UP SHOT CYCLONUS. AS DOORS ON THE UNDERSIDE OF THE DECEPTICON SHIP OPEN, CYCLONUS LOWERS HIMSELF OUT...

DIAL

MUSIC SFX

CAMERA

ACTION ...AND GLIDES DOWN TOWARD US.

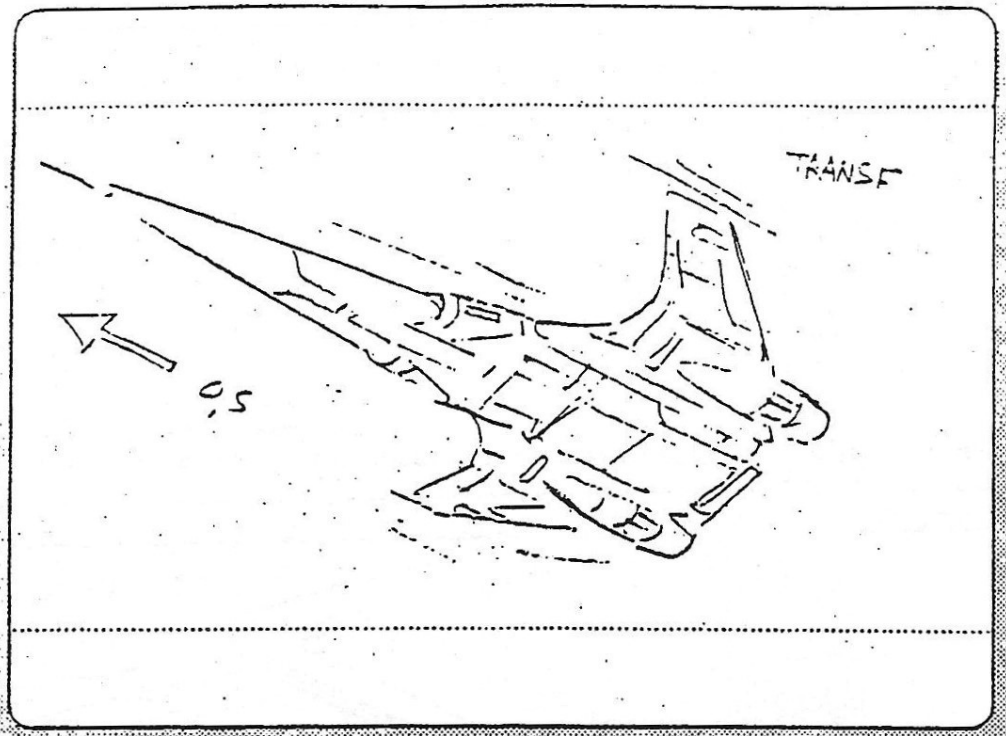
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

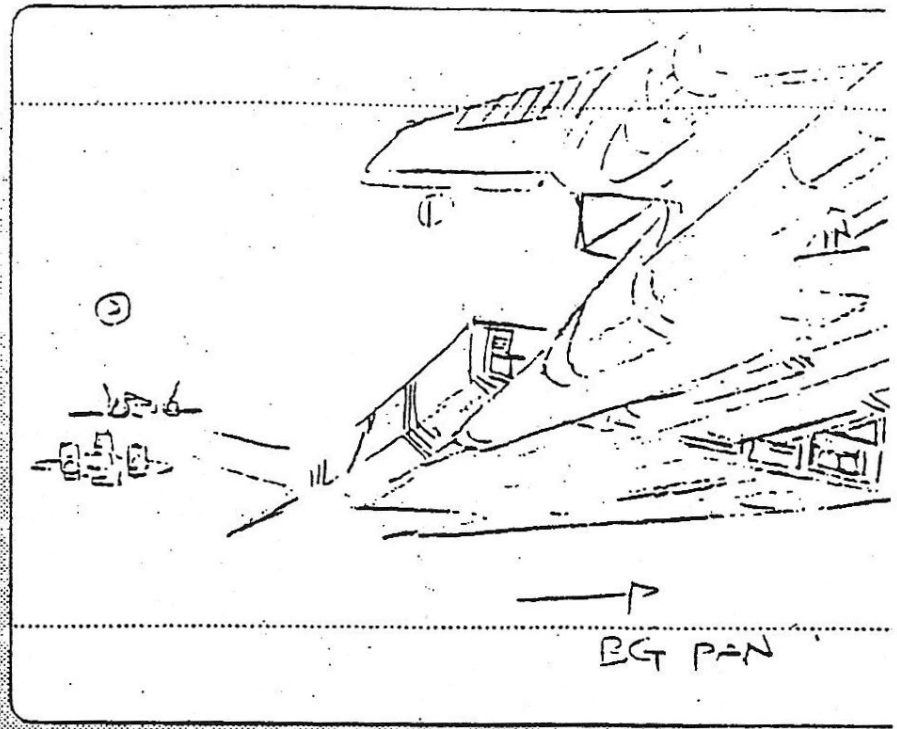


ACTION ...HE TRANSFORMS INTO AIRCRAFT MODE AND ZOOMS O.S.

DIAL

MUSIC/SFX

SC.



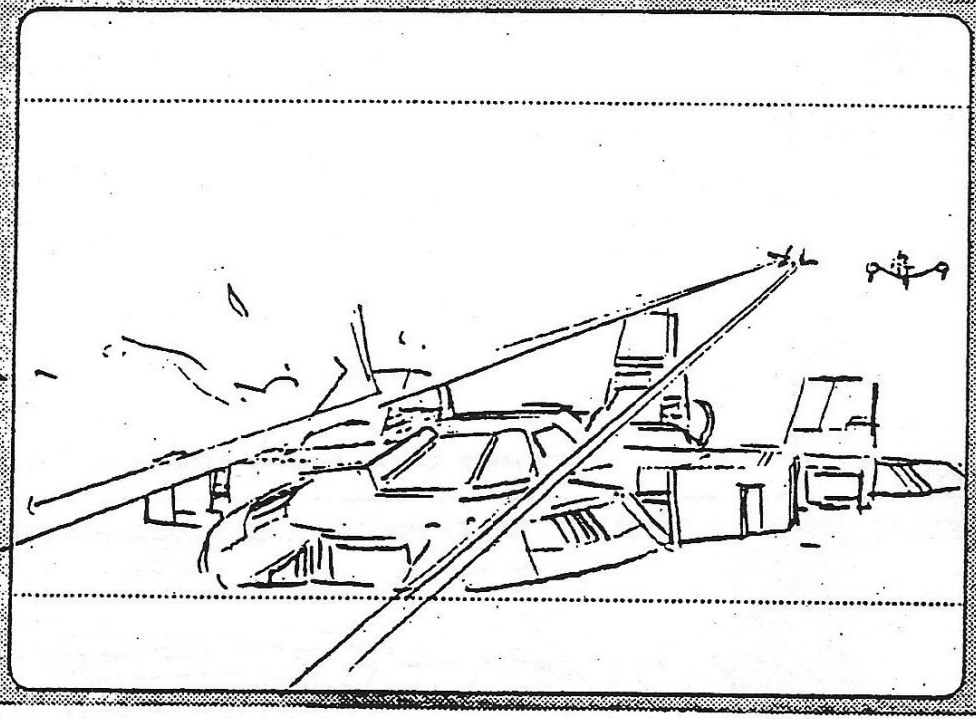
ACTION M.L.S. THE DECEPTICON SPACE SHIP WITH HOT ROD'S AUTOBOT SH
IN THE FAR DISTANCE. CYCLONUS STREAKS INTO SCENE AND SPEE
TOWARD THE SHUTTLE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-45



ACTION L.S. HOT ROD'S SHUTTLE. CYCLONUS AND THE DECEPTICON SHIP IN THE DISTANCE. CYCLONUS FIRES AT THE AUTOBOT SHUTTLE...

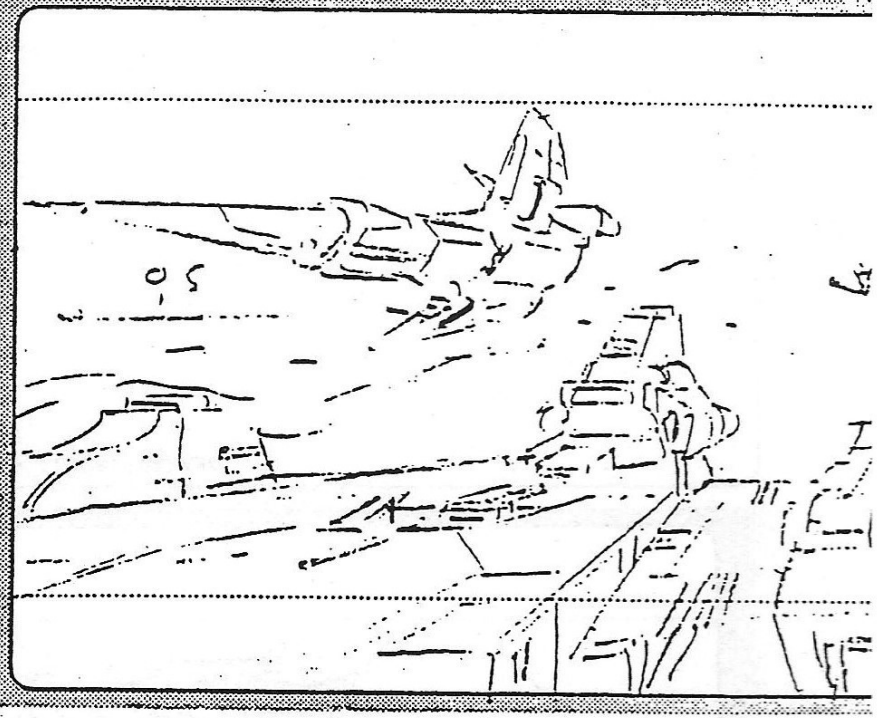
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 16 Page 36



ACTION ...AS HE CLOSES IN AND RACES PAST O.S.

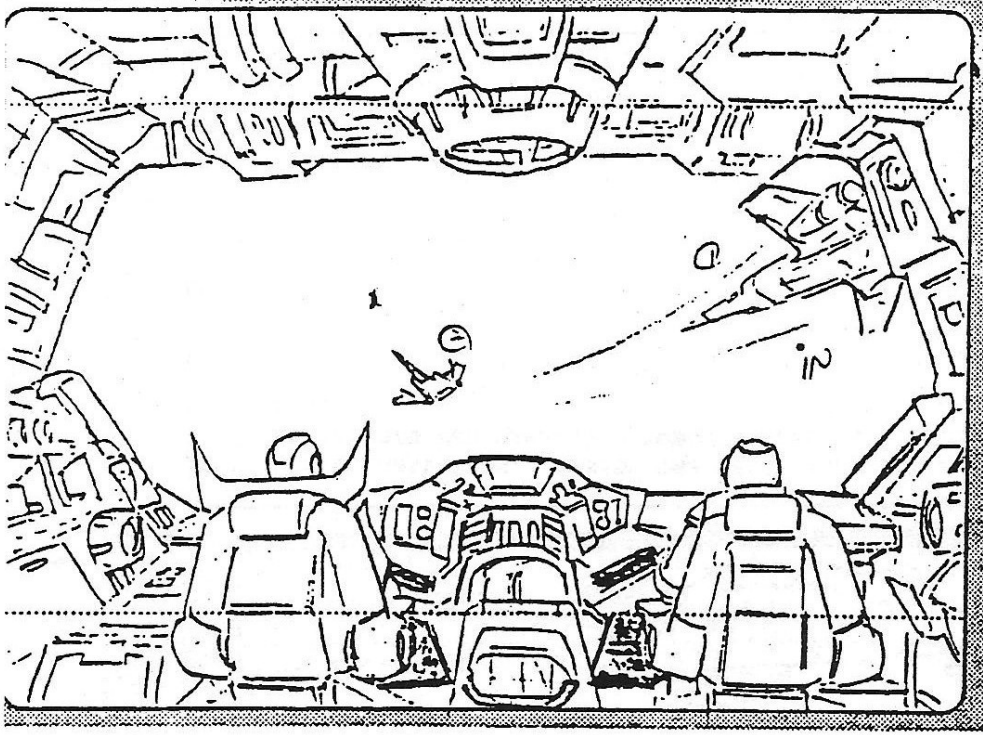
DIAL

MUSIC/SFX

CAMERA

MPL-40
TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-46



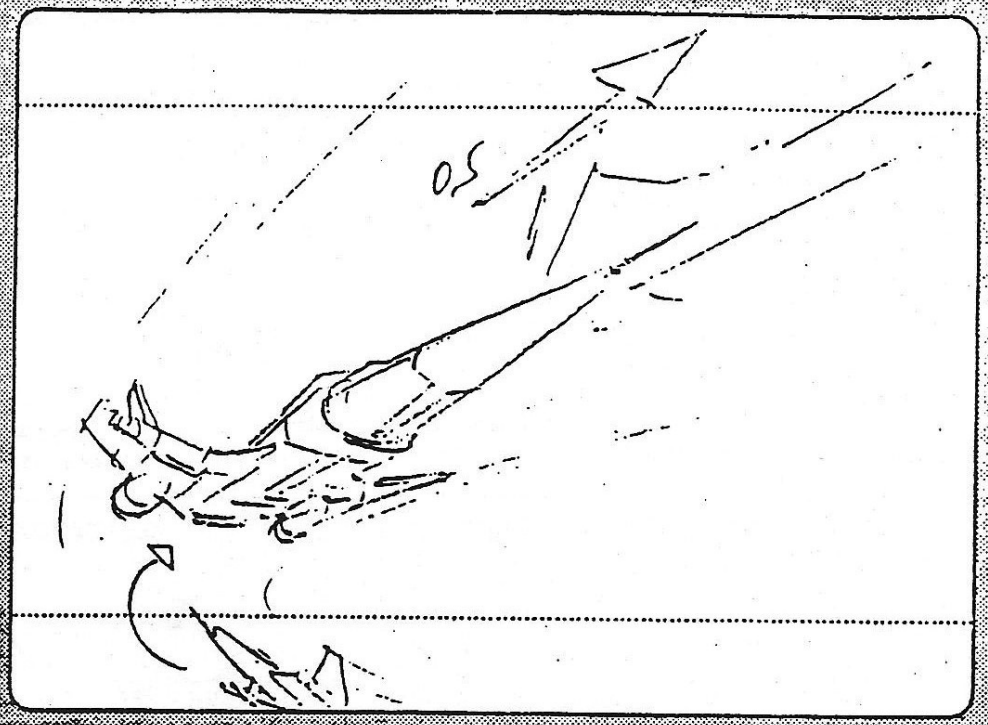
ION L.S. HOT ROD AND KUP AT THE CONTROLS OF THE SHUTTLE. THEY CAN SEE CYCLONUS SHOOT PAST AND BANK UP INTO A TURN.

IC/SFX

ERA

SC. 16-47

SEQ. 16 Page 36



ACTION M.L.S. CYCLONUS. HE BANKS UP AND TURNS BACK AND FLIES O.S.

DIAL

MUSIC/SFX

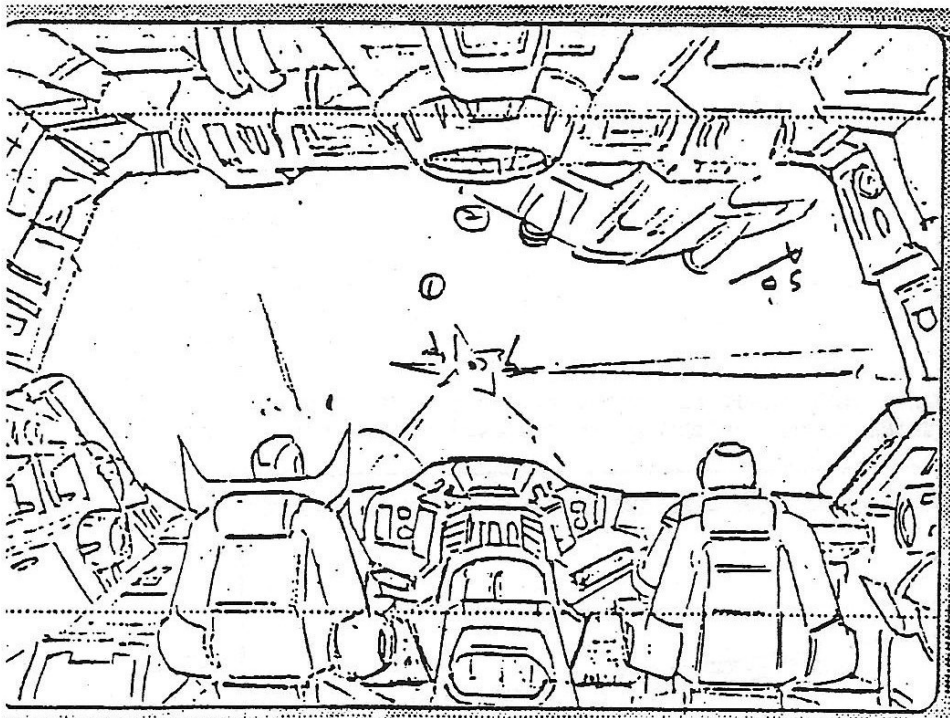
CAMERA

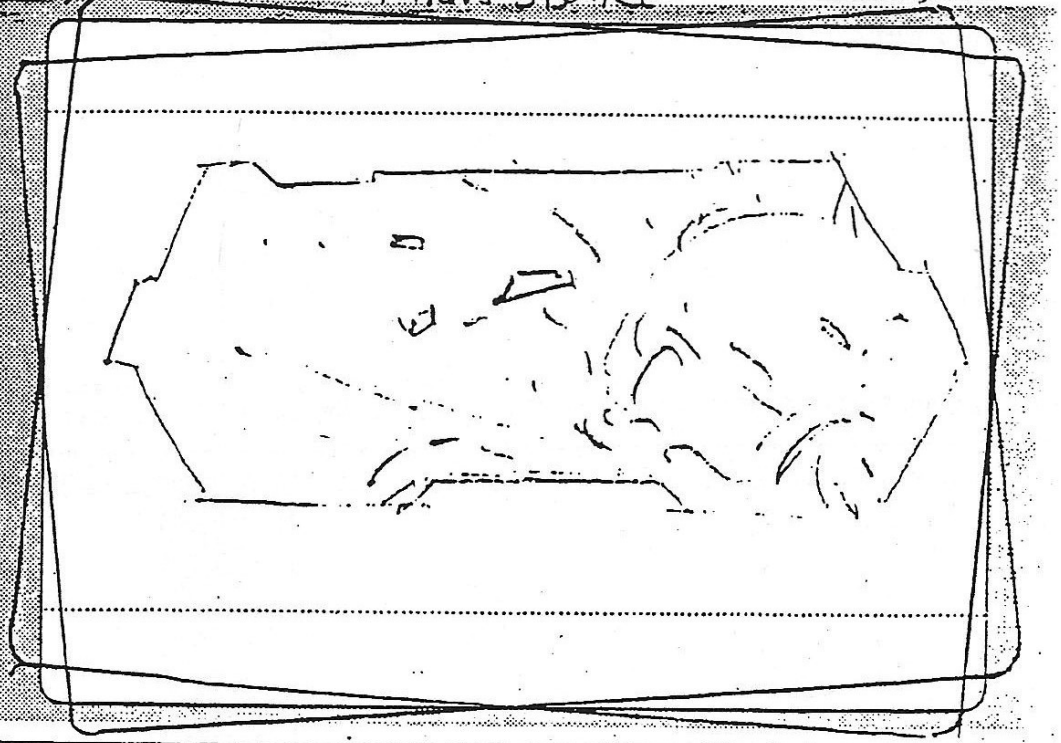
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-48

SC. CONT CAMERA SHAKE

SEQ. 16 Page 37





ION L.S. HOT ROD AND KUP INSIDE THE AUTOBOT SHUTTLE AS CYCLONUS FIRING, HEADS DIRECTLY FOR THEM. THEN PULLS UP AND ZOOMS OVER O.S.

L

IC/SFX

ACTION ...AN EXPLOSION ROCKS THE SHUTTLE.

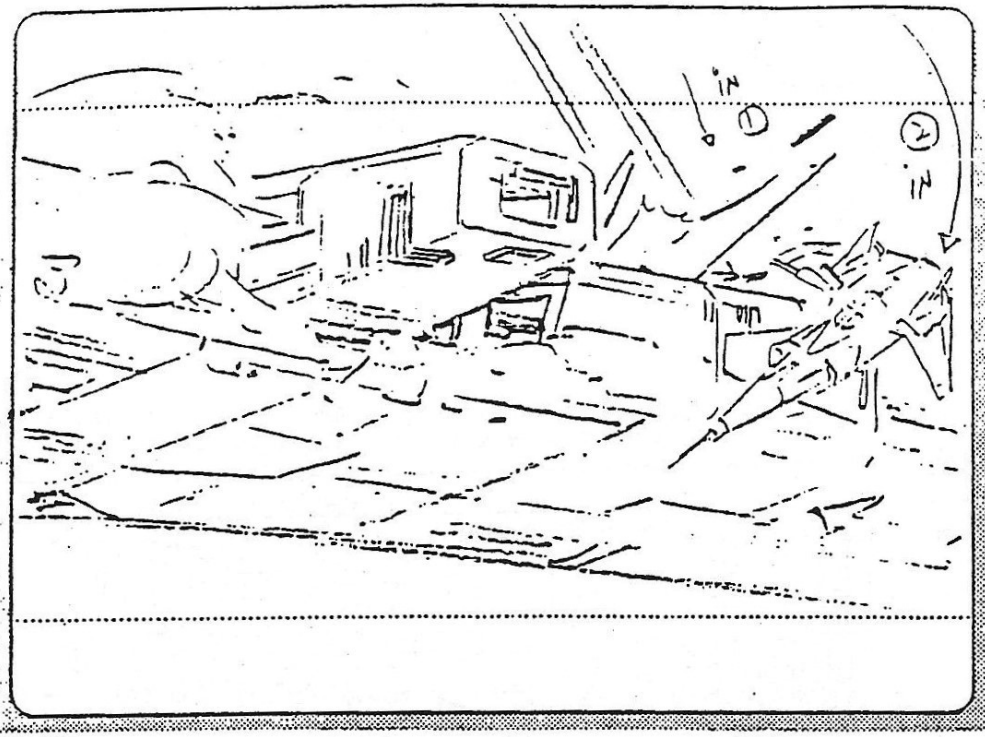
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

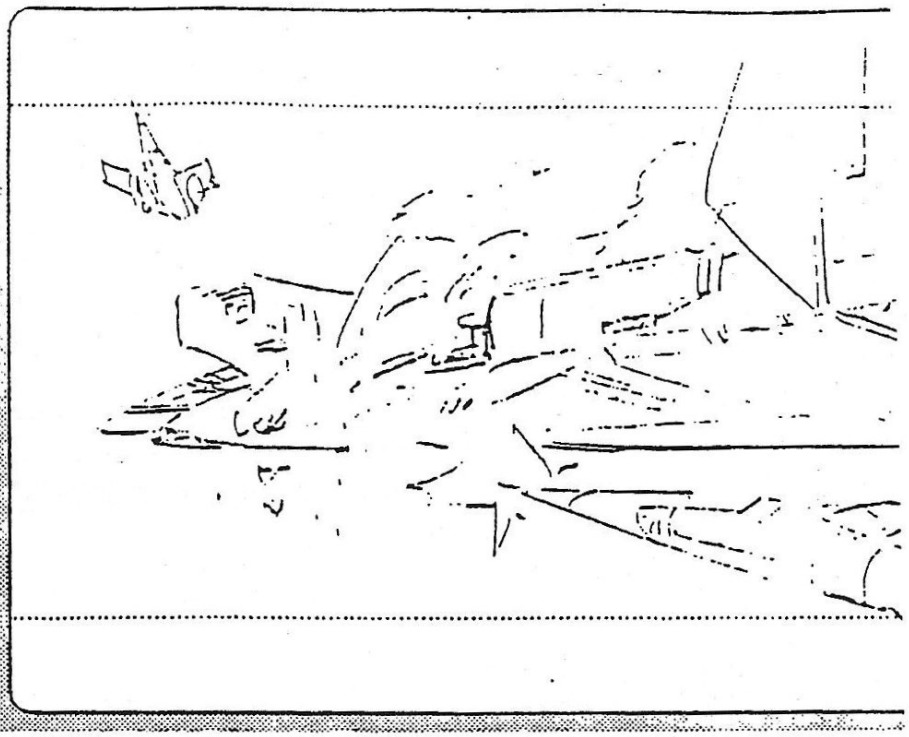
SC. SEQ.



ACTION M.S. THE AUTOBOT SPACE SHUTTLE. BLASTS ENTER THE SCENE AND EXPLODE AGAINST THE HULL. CYCLONUS THEN DIVES INTO THE SCENE.

DIAL

MUSIC/SFX



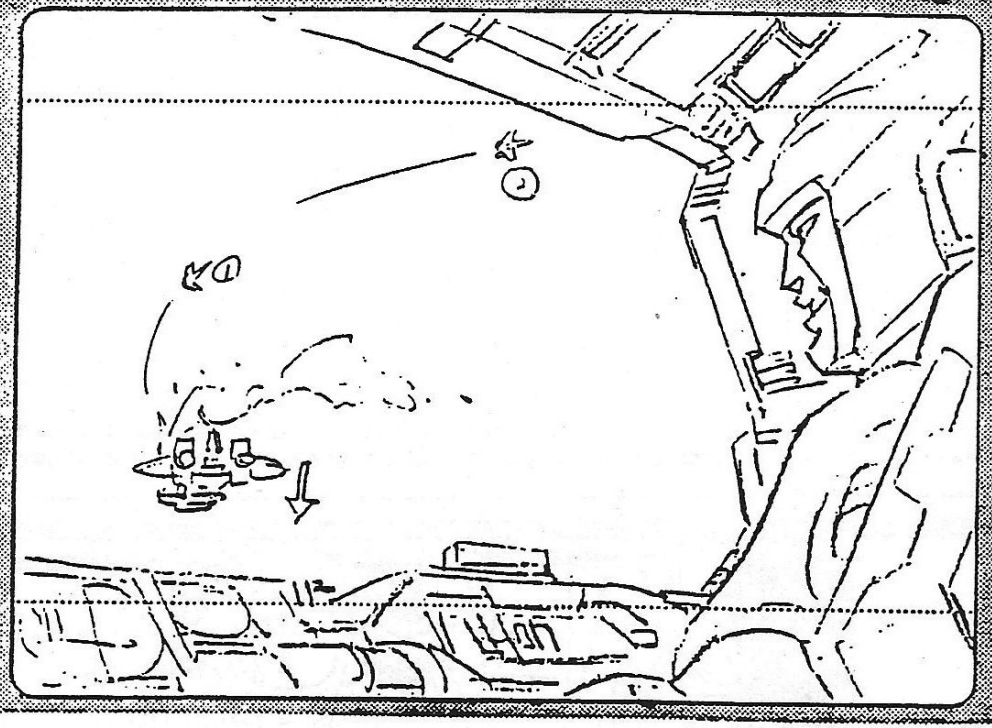
ACTION WE PAN WITH CYCLONUS AS HE CLIMBS, FIRES ON THE SHUTTLE, AND ZOOMS OFF.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-51



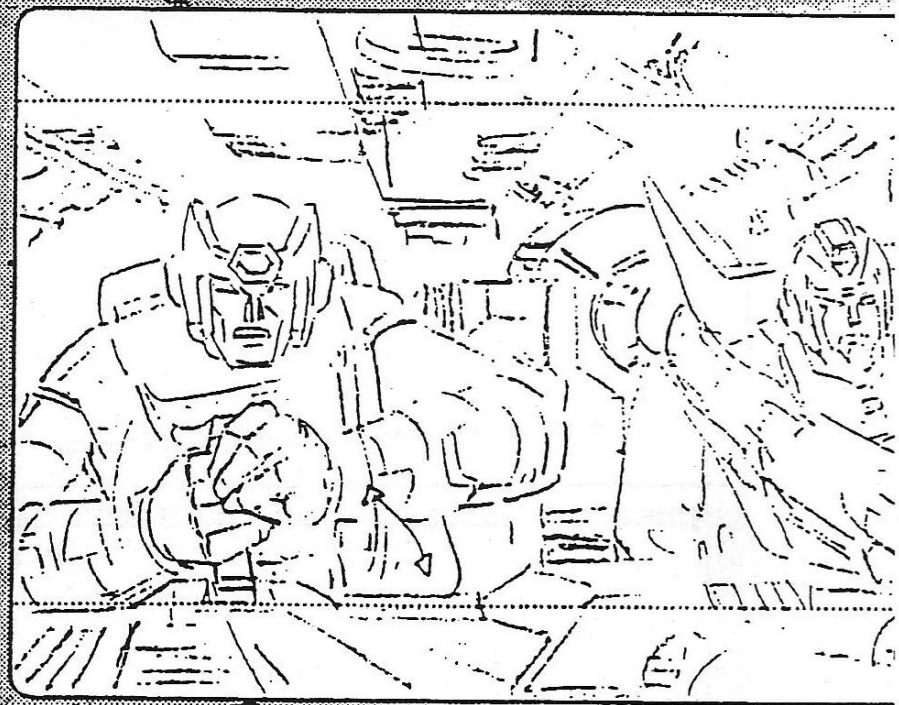
ACTION M.C.U. GALVATRON. INSIDE THE DECEPTICON SHIP, THROUGH HIS WINDOW, HE CAN SEE THE DAMAGED AUTOBOT SHUTTLE AND CYCLONUS CLIMBING AWAY.

DIAL

MUSIC/SFX

CAMERA

SC. 16-52



ACTION M.S. KUP AND HOT ROD. THEY ARE FIGHTING TO KEEP CONTROL OF THE DAMAGED SHIP.

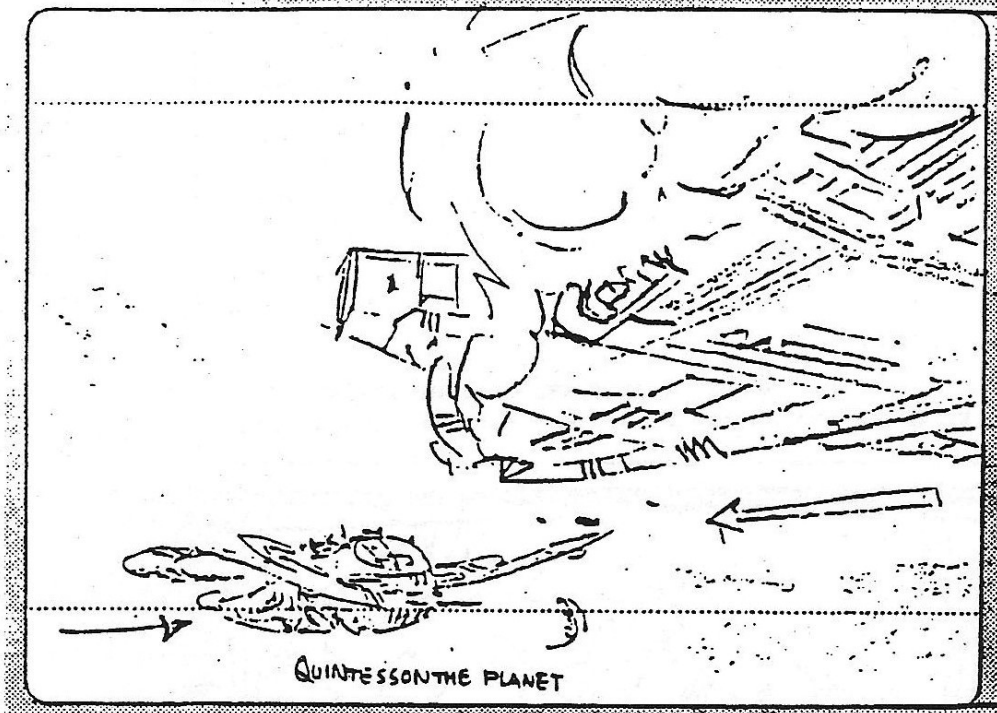
DIAL KUP I can't control it. (PICK UP LINE)

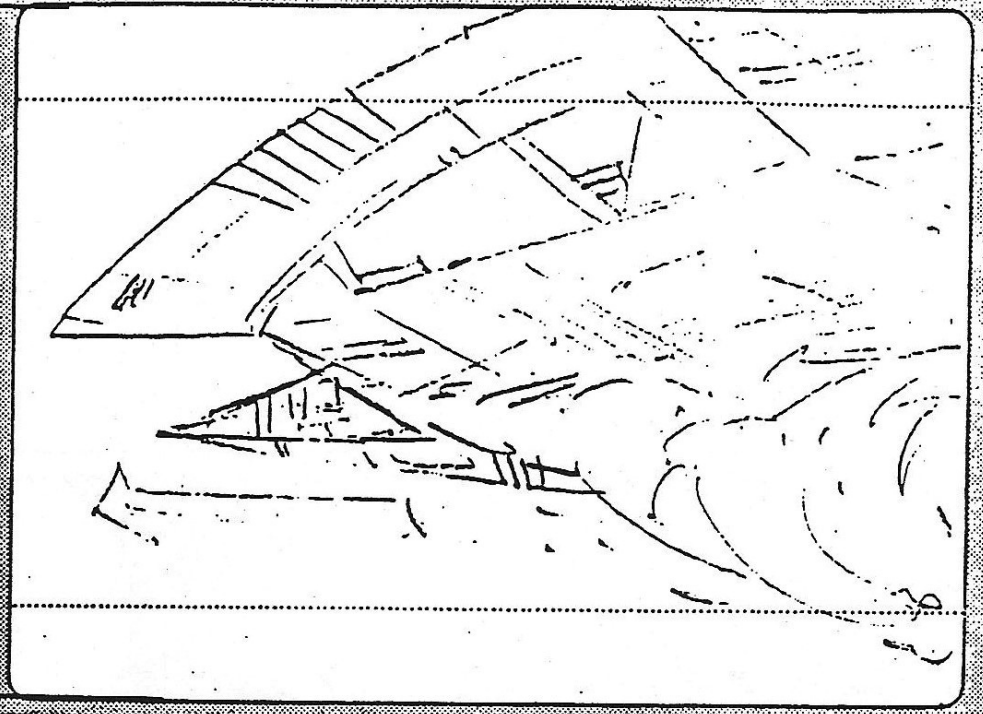
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-53 FOLLOW PAN → START SEQ. 16 Page 40





CTION M.S. HOT ROD'S SHUTTLE. SMOKE STREAMS OUT FROM THE HULL. WE PAN WITH IT AS IT TRAVELS THROUGH SPACE TOWARD THE PLANET QUINTESSON, WHICH WE SEE IN THE DISTANCE.

IAL

USIC/SFX

ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-53 STOP FOLLOW PAN SC. SEQ./6 Page 44

CTION AS THE SHUTTLE TRAVELS ON, IT LEAVES A TRAIL OF SMOKE AND DEBRIS.

IAL

USIC/SFX

AMERA

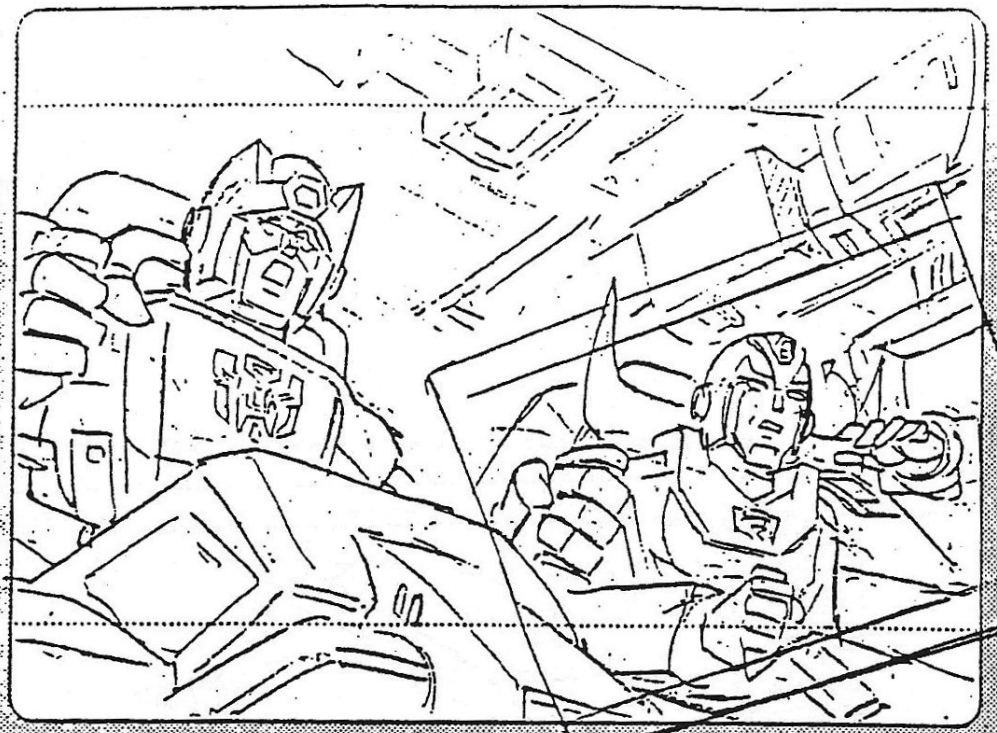
ACTION

DIAL

MUSIC/SFX

CAMERA

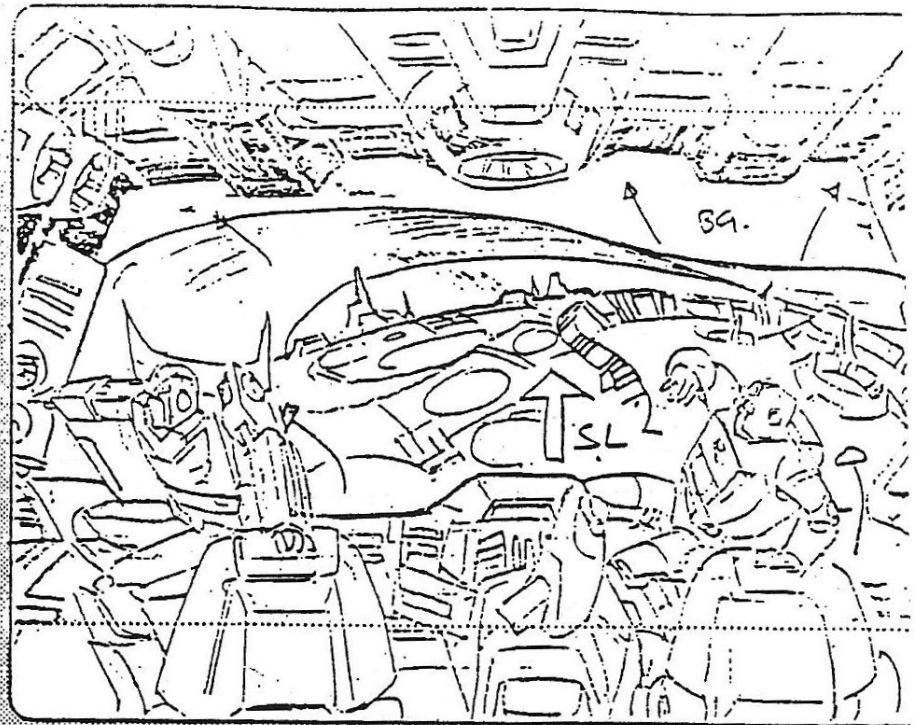
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. HOT ROD AND KUP AT THE CONTROLS OF THE DAMAGED SHUTTLE. WE TRUCK INTO HOT ROD AS THE SHIP DIVES. HE MOVES TO JUMP OUT OF HIS CHAIR.

DIAL

MUSIC/SFX



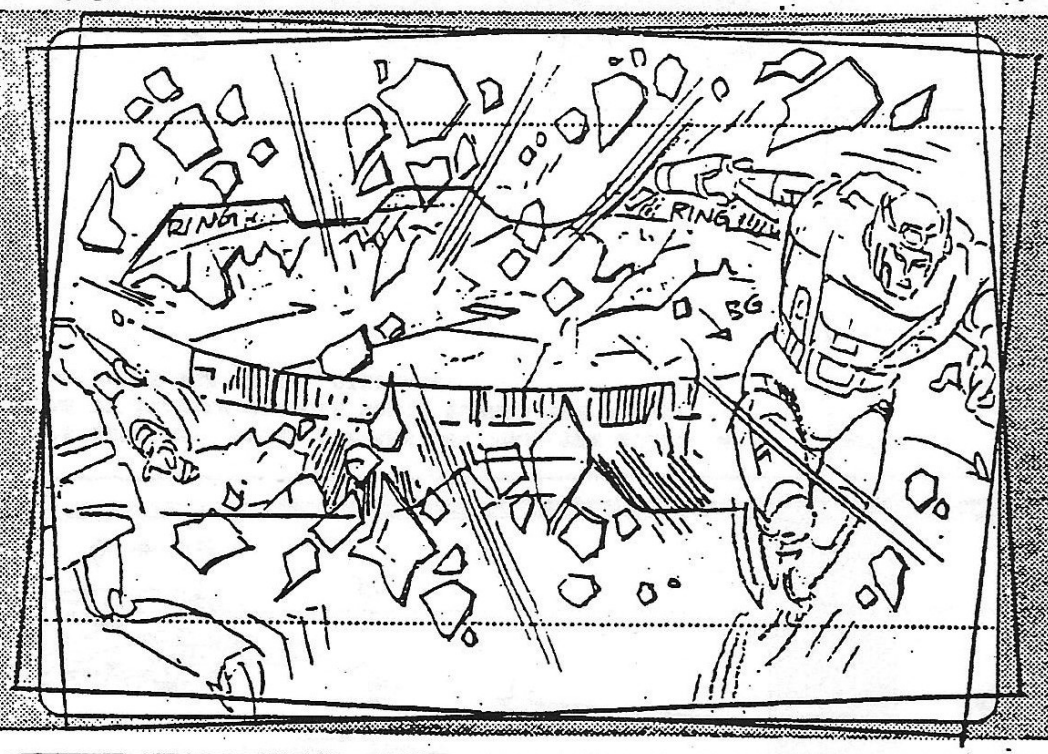
ACTION L.S. HOT ROD AND KUP. THEY BOTH LEAP OUT OF THEIR CHAIRS A: THE SHIP RACES TOWARD THE QUINTESSON PLANET, WHICH LOOMS UP BEFORE THEM.

DIAL HOT ROD Abandon ship. (PICK UP LINE)

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT 16-55 CAMERA SHAKE.



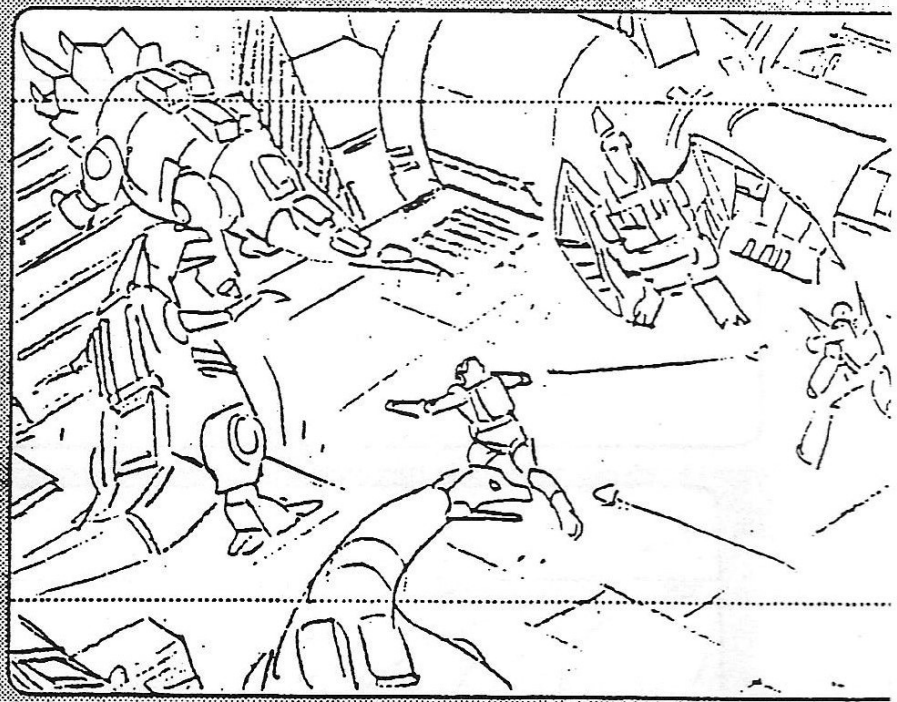
ACTION HOT ROD AND KUP RUN OFF AS ONE OF THE PLANET'S RINGS CRASHES THROUGH THE SHIP'S WINDOW.

DIAL

MUSIC/SFX

CAMERA

SC. 16-56



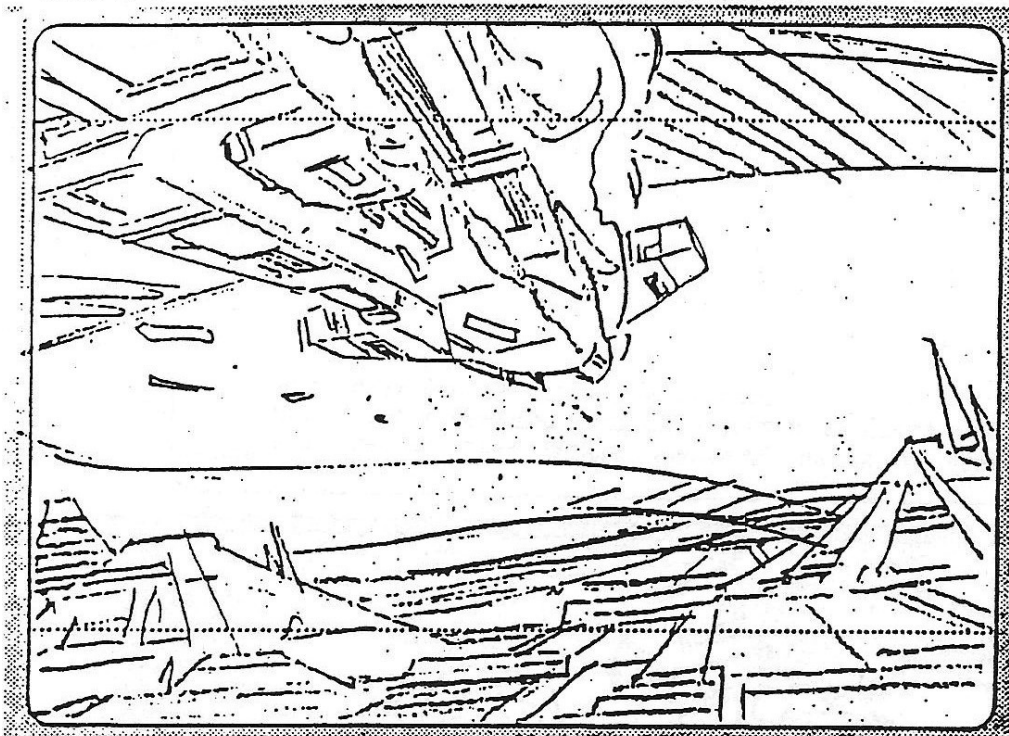
ACTION L. DOWN SHOT KUP, HOT ROD. AND THE DINOBOTS RUN TOWARD THE R OF THE SHIP.

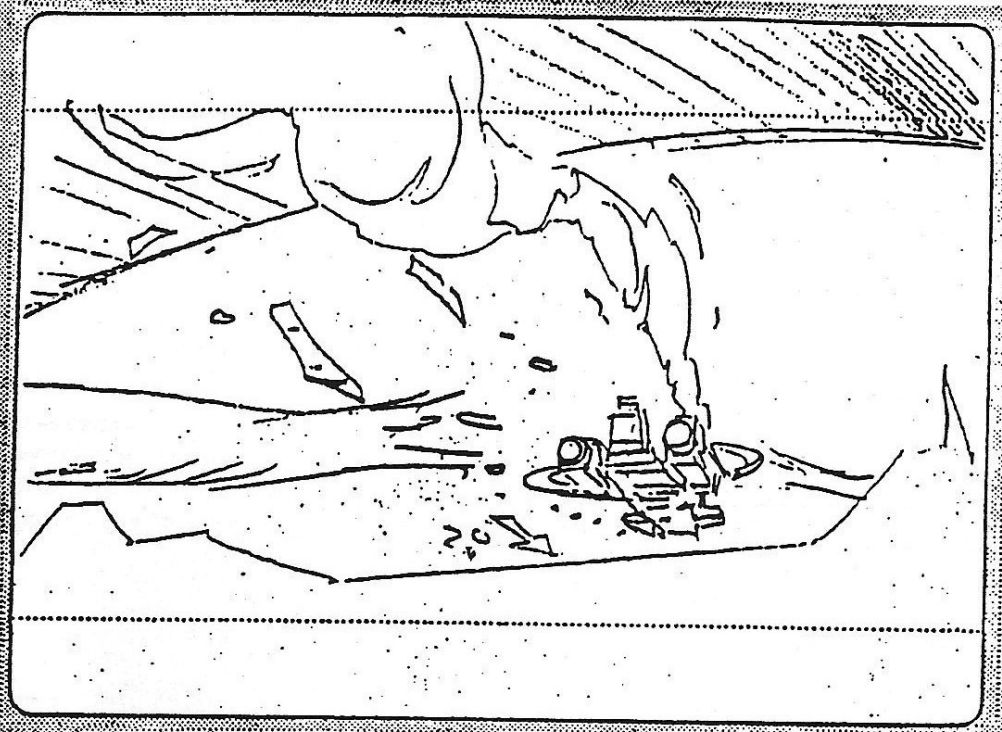
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION L.S. HOT ROD'S SPACE SHUTTLE STREAKS TOWARD THE SURFACE OF QUINTESSON...

IAL

USIC/SFX

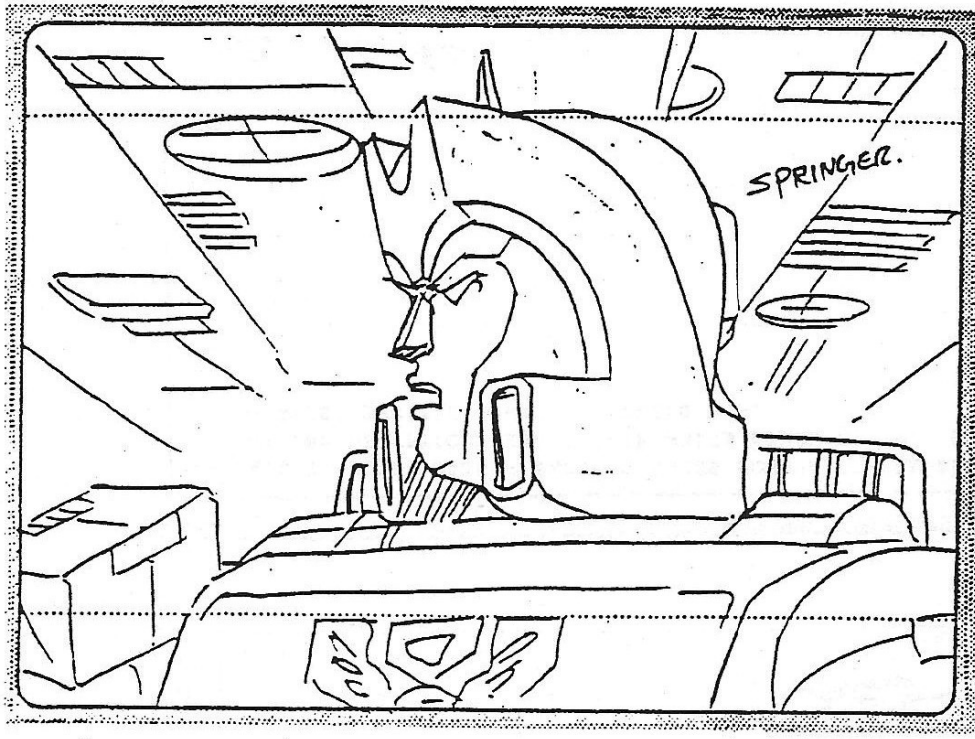
ACTION ...AND DISAPPEARS BEYOND THE HORIZON.

DIAL

MUSIC/SFX

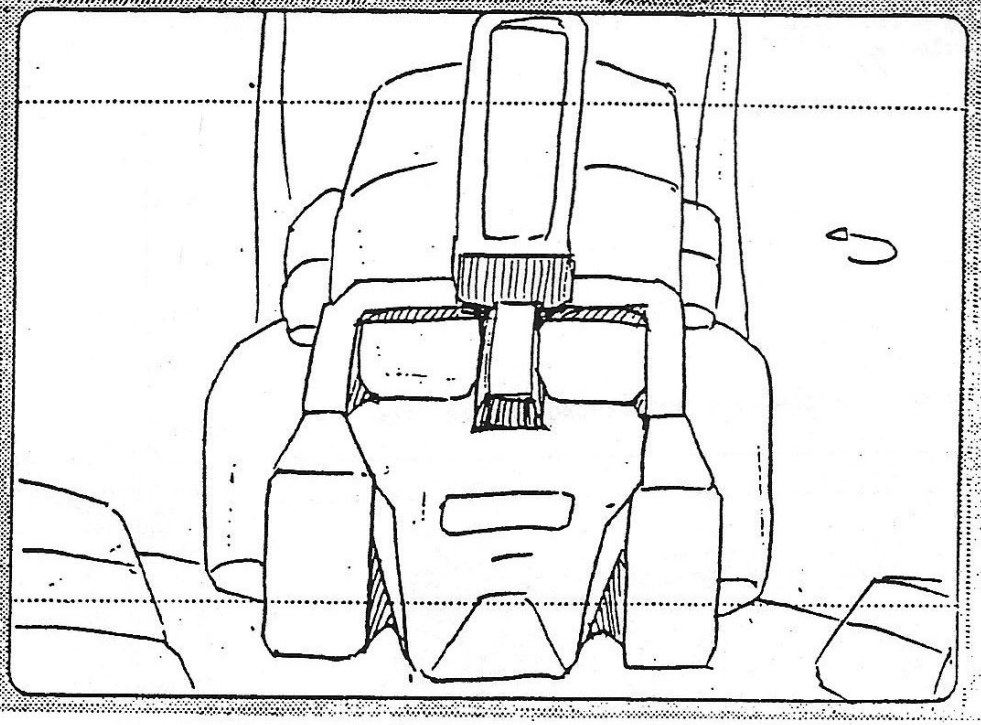
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-59



SC. 16-59A

SEQ. 16 Page 45



TION

AL SPRINGER Kup and Hot Rod just bought it.

SIC/SFX

MERA

ACTION M.C.U. SPRINGER, ULTRA MAGNUS BEHIND HIM.

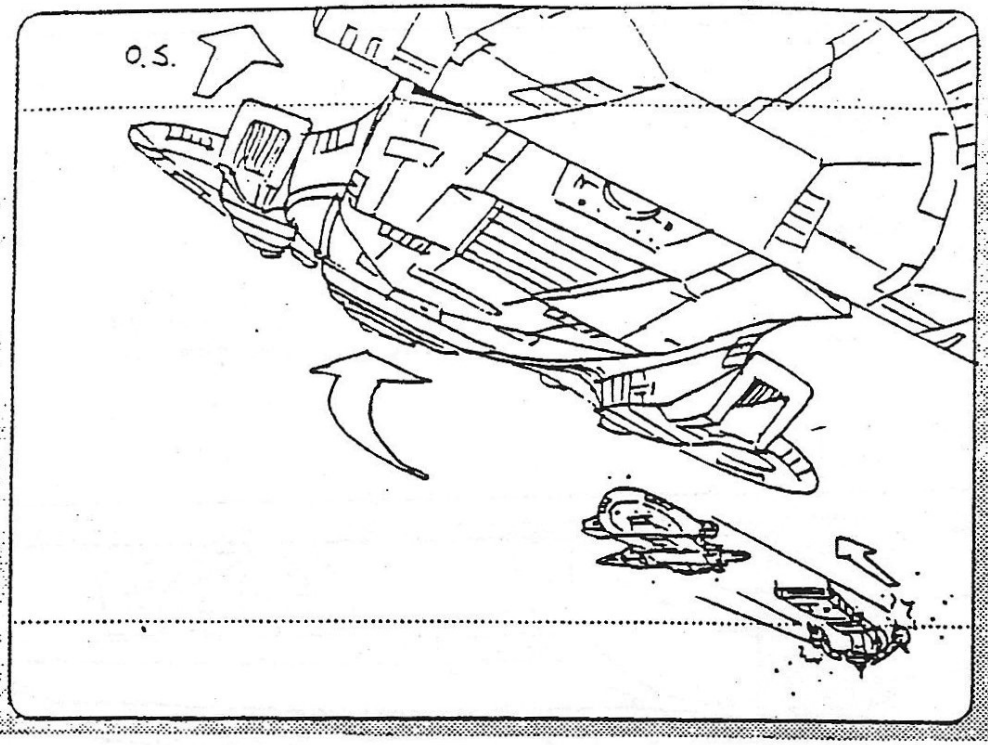
DIAL

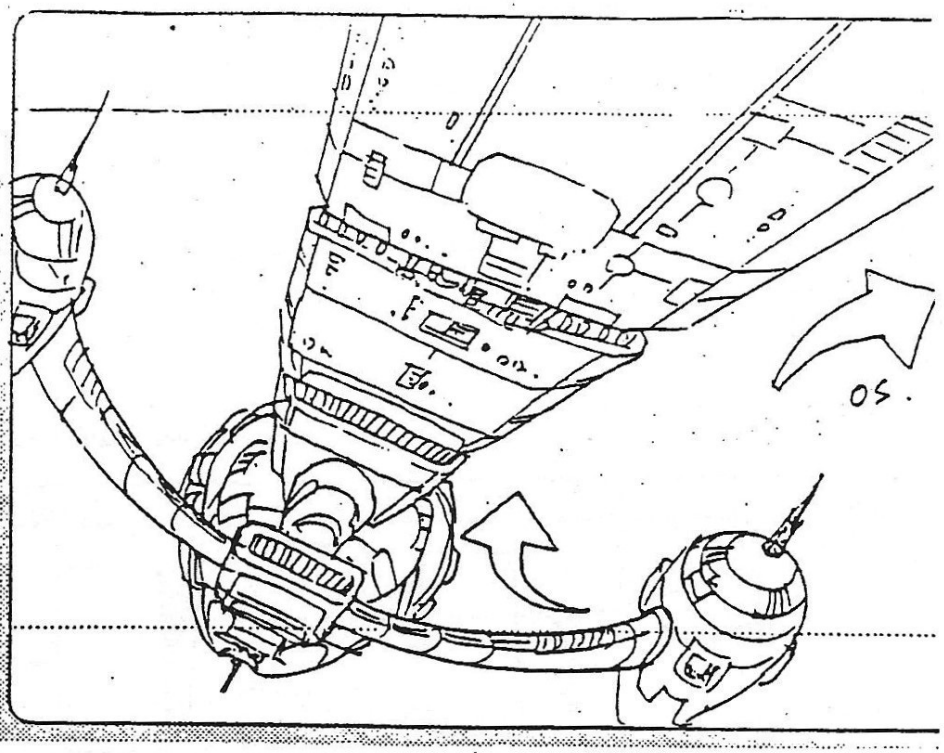
ULTRA MAGNUS I can't deal with that now.

MUSIC/SF

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. ULTRA MAGNUS'SHUTTLE RACES TOWARD CAMERA FOLLOWED BY THE DECEPTICON SPA SHIP WHICH FIRES AT IT. ULTRA MAGNUS' SHUTTLE TURN FLIES O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION ...FOLLOWED BY THE DECEPTICON SHIP WHICH FLIES O.S.

DIAL

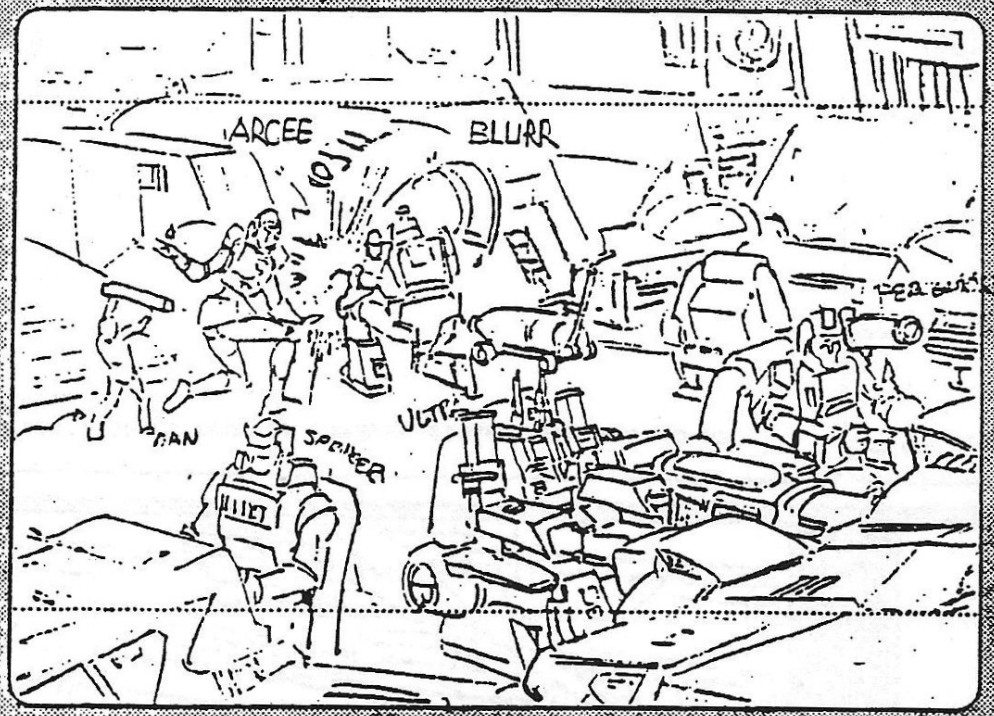
MUSIC/SFX

TF RAW
From Episode 1 to Beast Hunters and Beyond!!!!

SC. 16-62

SC.

SEQ. 16 Page 48



ACTION L.S. INSIDE ULTRA MAGNUS' SHUTTLE. ARCEE AND BLURR WITH DANIEL'S HELP, FIX A DAMAGED SECTION OF THE SHIP WHILE PERCEPTOR, SPRINGER AND ULTRA MAGNUS PILOT THE SHUTTLE.

DIAL.

MUSIC/SFX

CAMERA

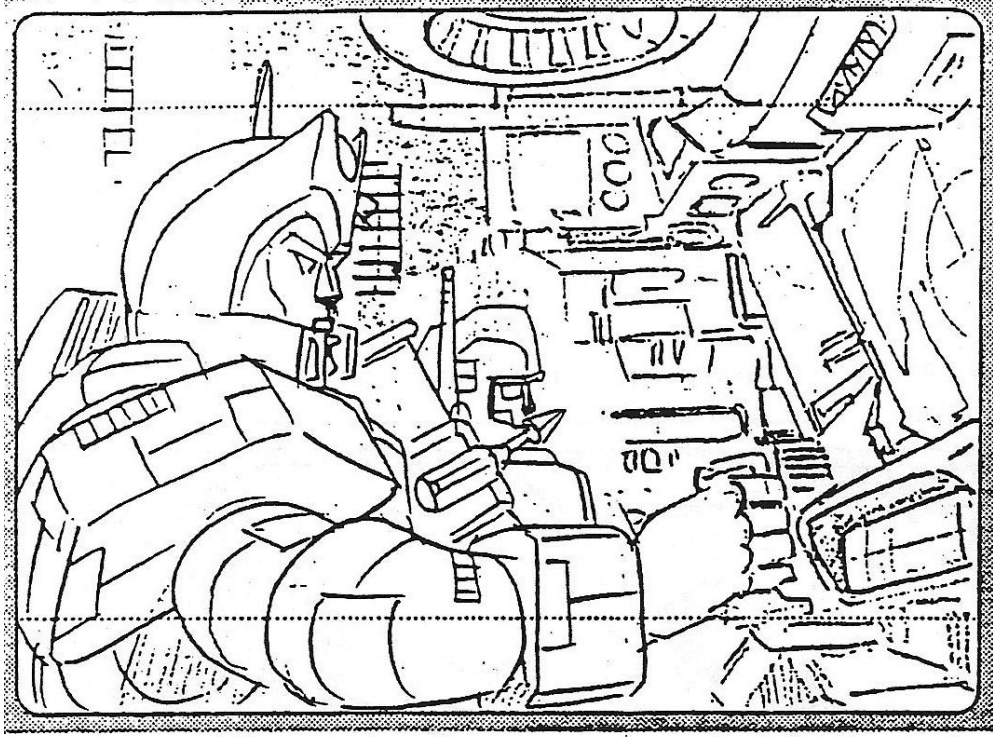
ACTION

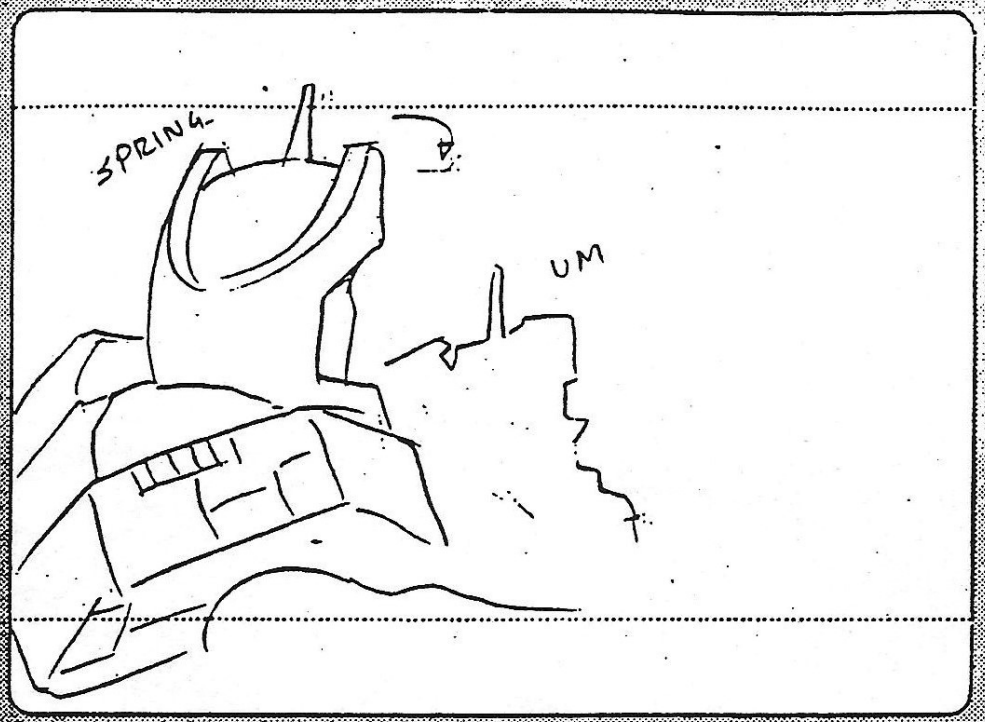
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ULTRA MAGNUS AND SPRINGER AT THE CONTROLS OF THE SHUTTLE.

DIAL SPRINGER Face it Magnus, the Decepticons...

MUSIC/SFX

ACTION SPRINGER TURNS TO ULTRA MAGNUS AND CLENCHES HIS FIST.

DIAL SPRINGER (CONT) ...are gonna dog us until they see us dead!

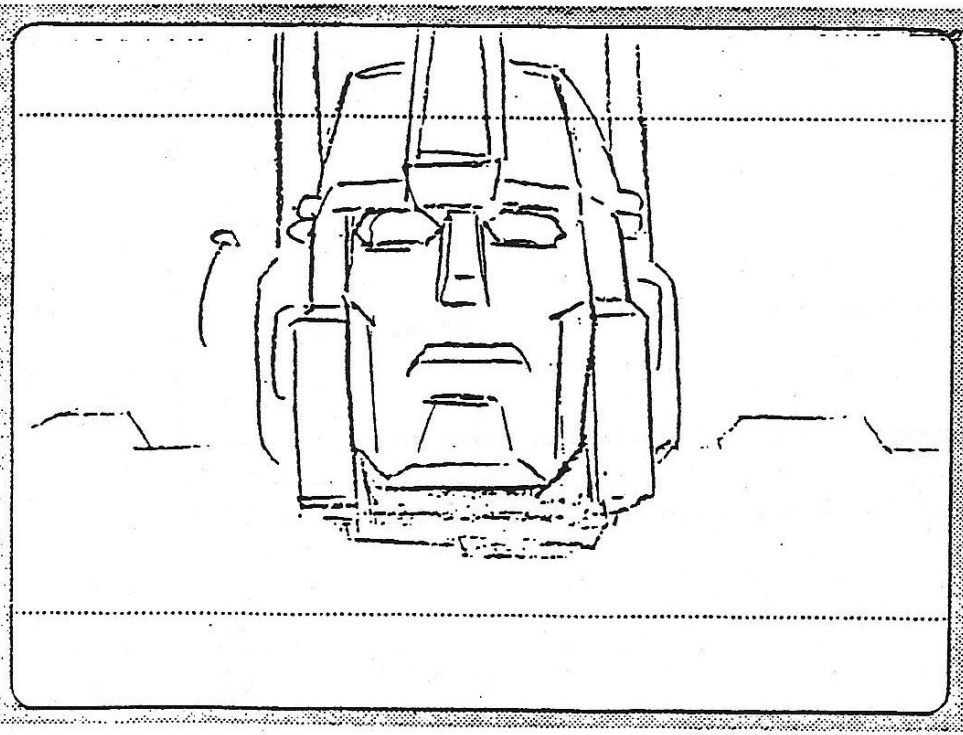
MUSIC/SFX

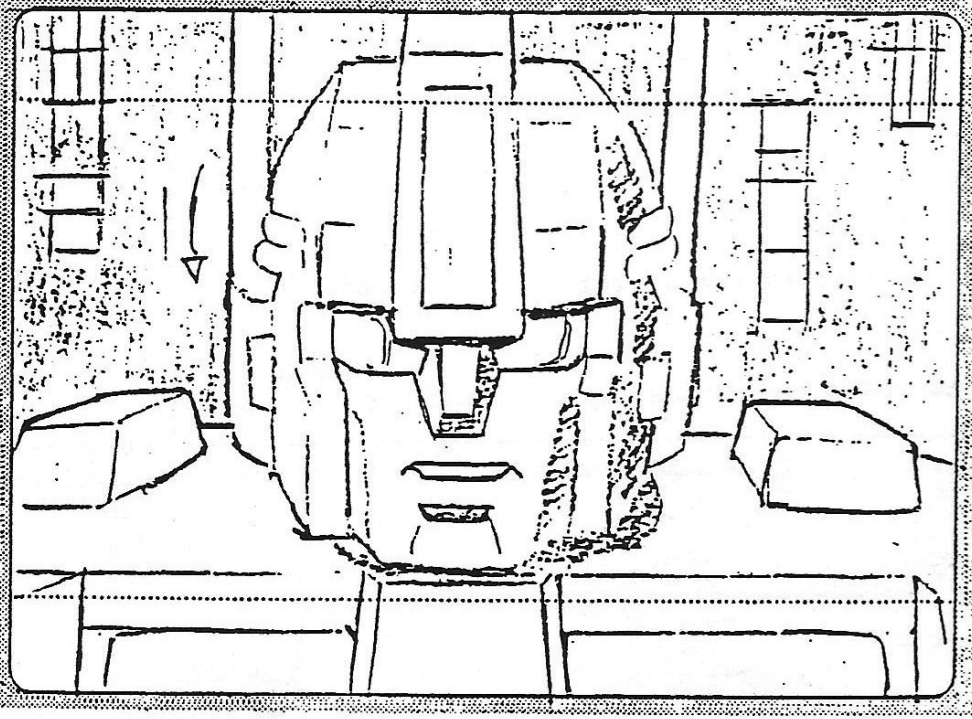
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-64

SC. CONT

SEQ. 16 Page 50





ACTION C.U. ULTRA MAGNUS. HE RAISES HIS HEAD.

DIAL

MUSIC/SFX

CAMERA

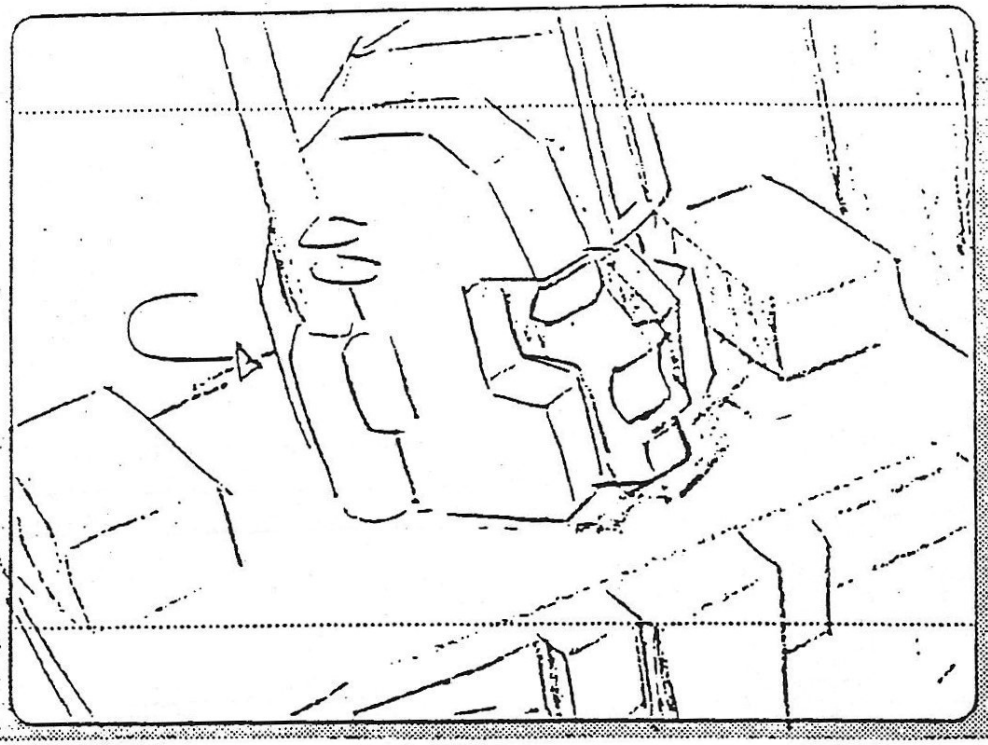
ACTION ...THEN BRINGS IT DOWN.

DIAL ULTRA MAGNUS (CRYPTIC) Then that's exactly what they're gonna see.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

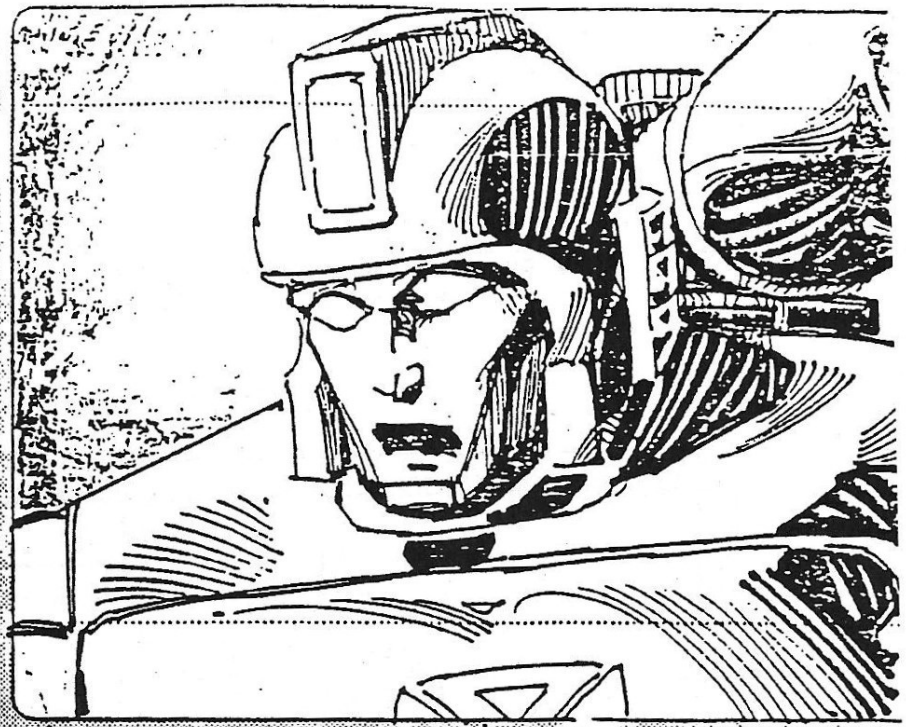


ACTION ...THEN HE TURNS TO SPRINGER AND GIVES A COMMAND.

DIAL ULTRA MAGNUS Prepare for emergency separation.

MUSIC/SFX

CAMERA



ACTION M.C.U. PERCEPTOR. HE IS CONCERNED AND SPEAKS TO ULTRA MAGNUS.

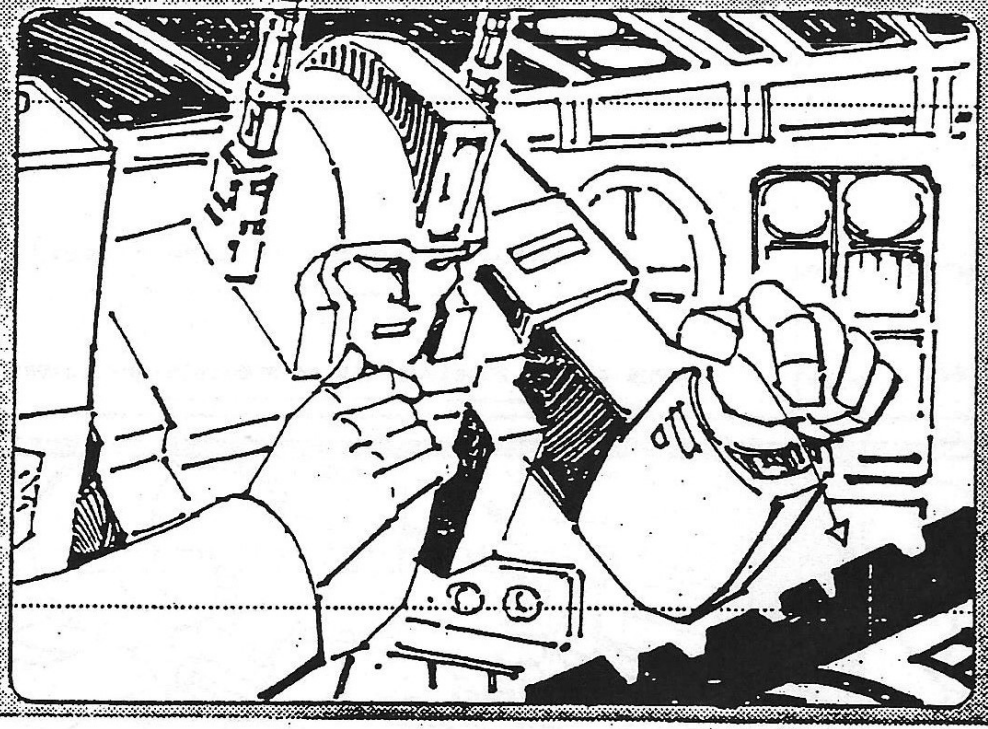
DIAL PERCEPTOR That's too dangerous.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-65A



ACTION M.S. ULTRA MAGNUS. HE REACHES OUT TO THE CONTROL PANEL.

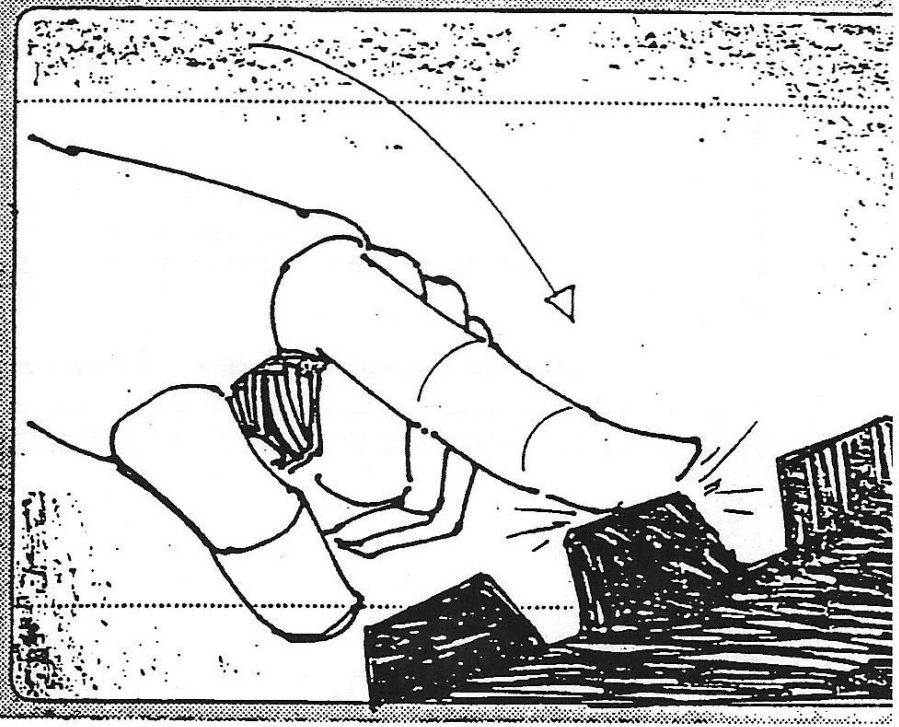
DIAL ULTRA MAGNUS What choice do we have? (PICK UP LINE)

MUSIC/SFX

CAMERA

SC. 16-65B

Page 51A



ACTION X.C.U. ULTRA MAGNUS EXTENDS HIS FINGER AND PRESSES ONE OF BUTTONS ON THE PANEL.

DIAL

MUSIC/SFX

CAMERA

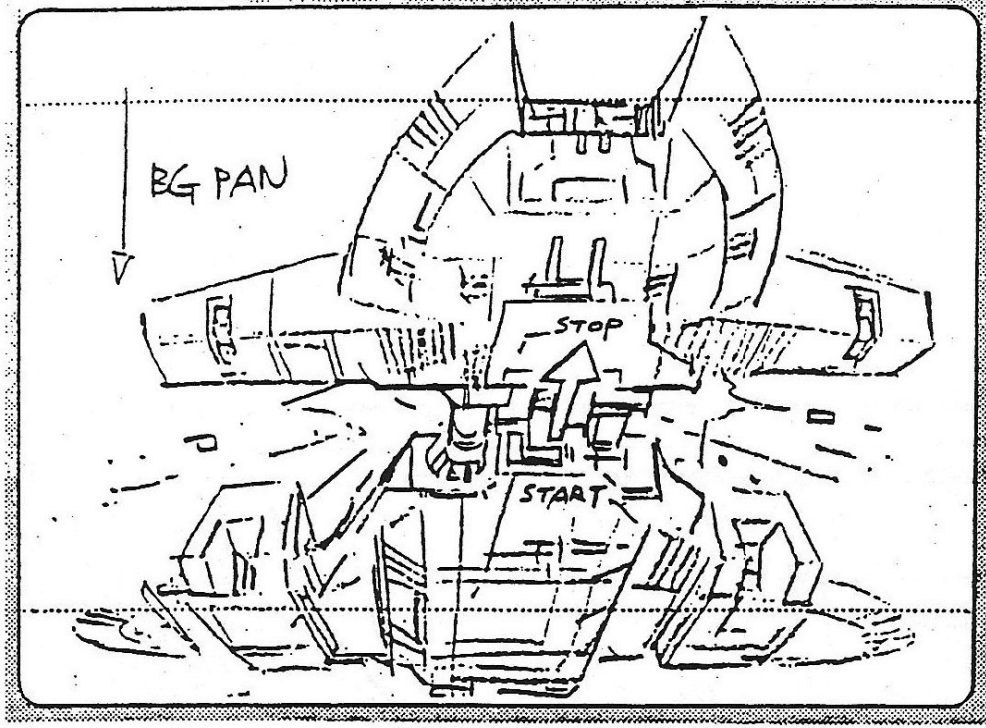
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

MPL-40

SC. 16-65C

SC.

Page 51B



NEXT PAGE 52

:TION M.L. UP SHOT THE AUTOBOT SHUTTLE. A FEW SMALL CHARGES GO OFF PARTIALLY SEPARATING THE SHUTTLE. THE TWO SECTIONS DO NOT COMPLETELY DISCONNECT.

AL

JSIC/SFX

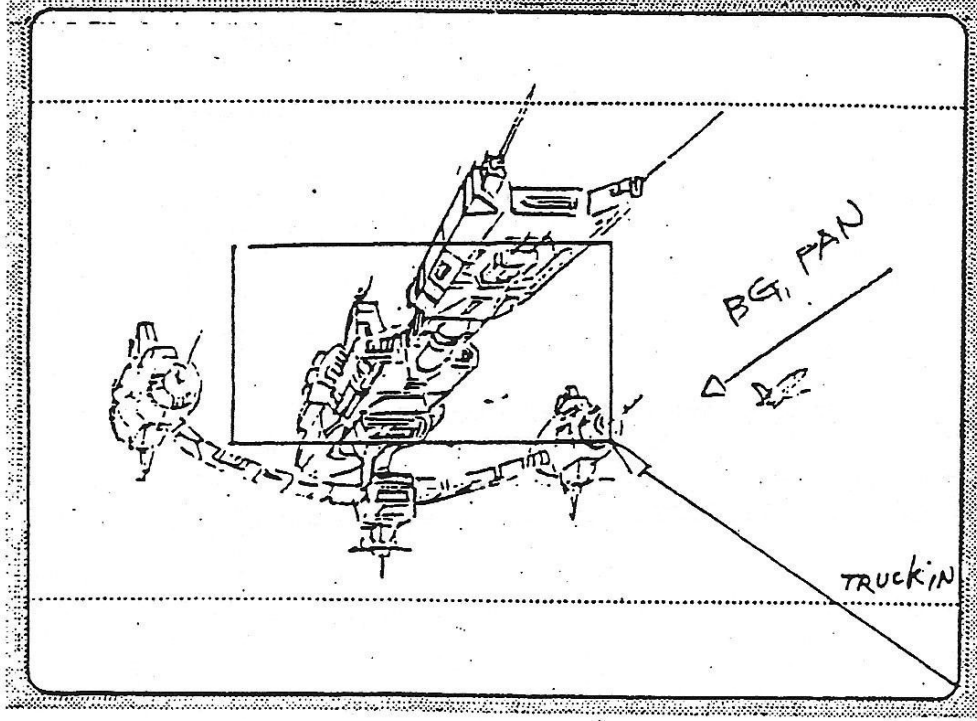
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-66



:TION X.L.S. THE DECEPTICON SPACE SHIP. WITH CYCLONUS WE TRUCK IN ON THE SHIP.

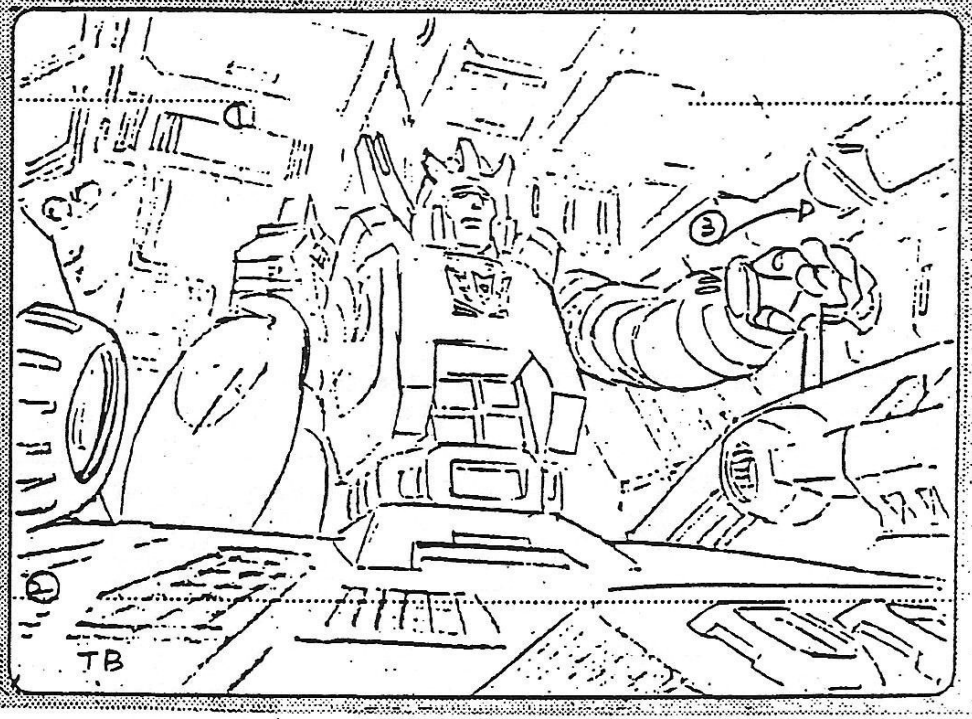
AL

:SIC:SFX

:AMERA

SC.. 16-67

SEQ. 16 Page 52



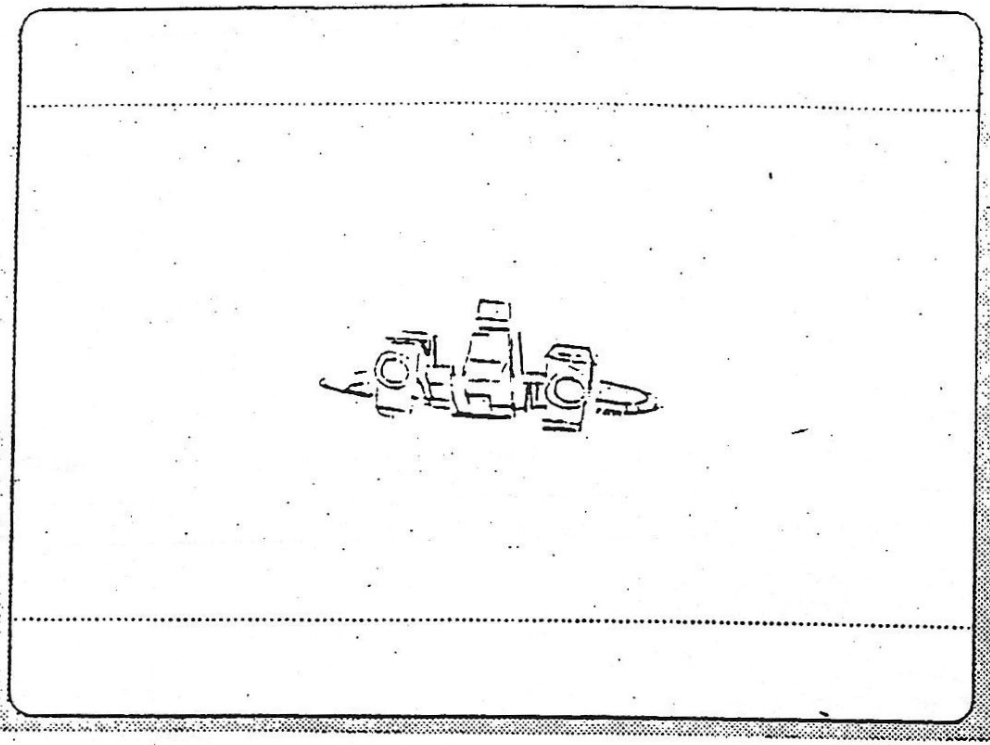
ACTION M.S—GALVATRON AT THE CONTROLS. WE TRUCK OUT. HE REACHES FORWARD TO FIRE SOME MISSILES.

DIAL

MUSIC/SFX

CAMERA

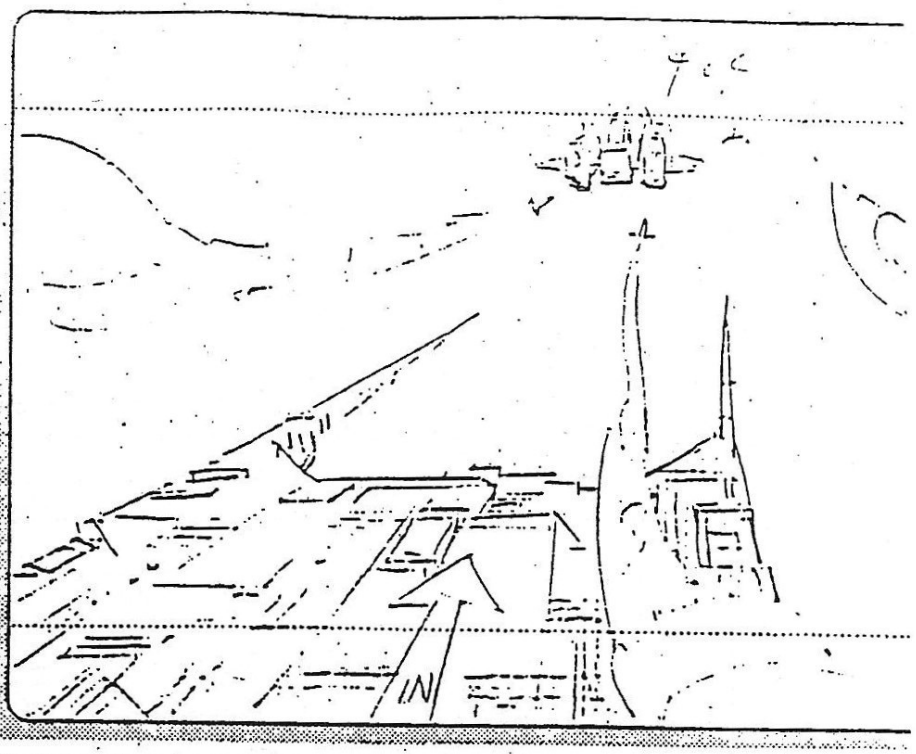
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



ACTION L.S. ULTRA MAGNUS' SHUTTLE. IT GAINS AS WE TRAVEL WITH IT AS THE DECEPTICON MISSILES ENTER THE SCENE.

DIAL

MUSIC/SFX



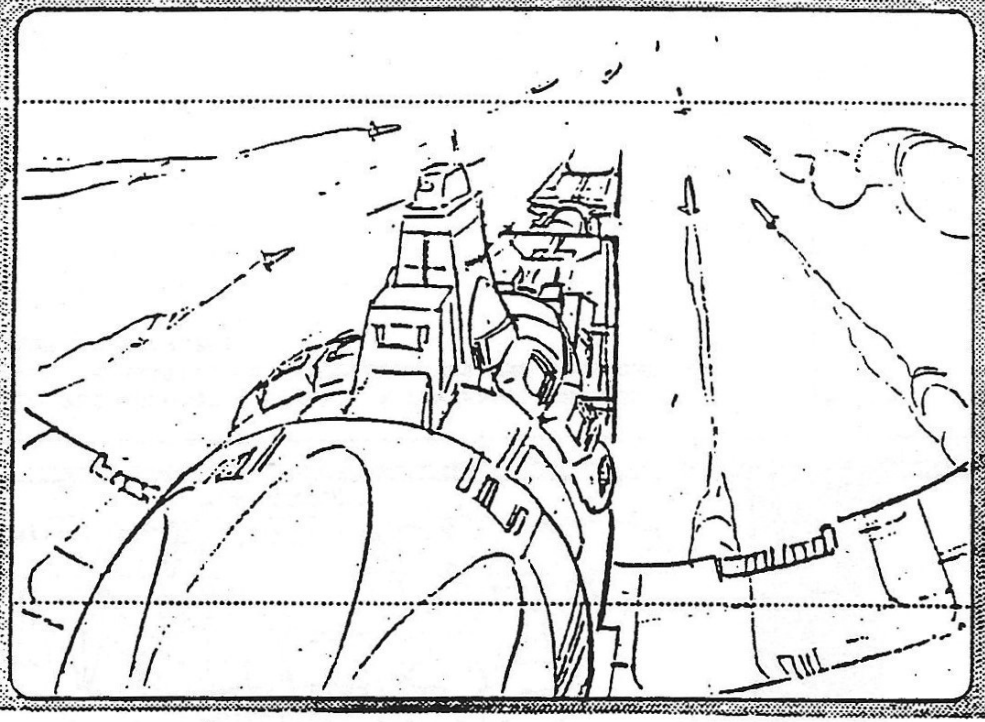
ACTION ...THEY ARE HEADING FOR THE AUTOBOT SHUTTLE, WHICH MOVES O.S AS THE NOSE OF THE DECEPTICON SHUTTLE ENTERS FROM BELOW...

DIAL

MUSIC/SFX

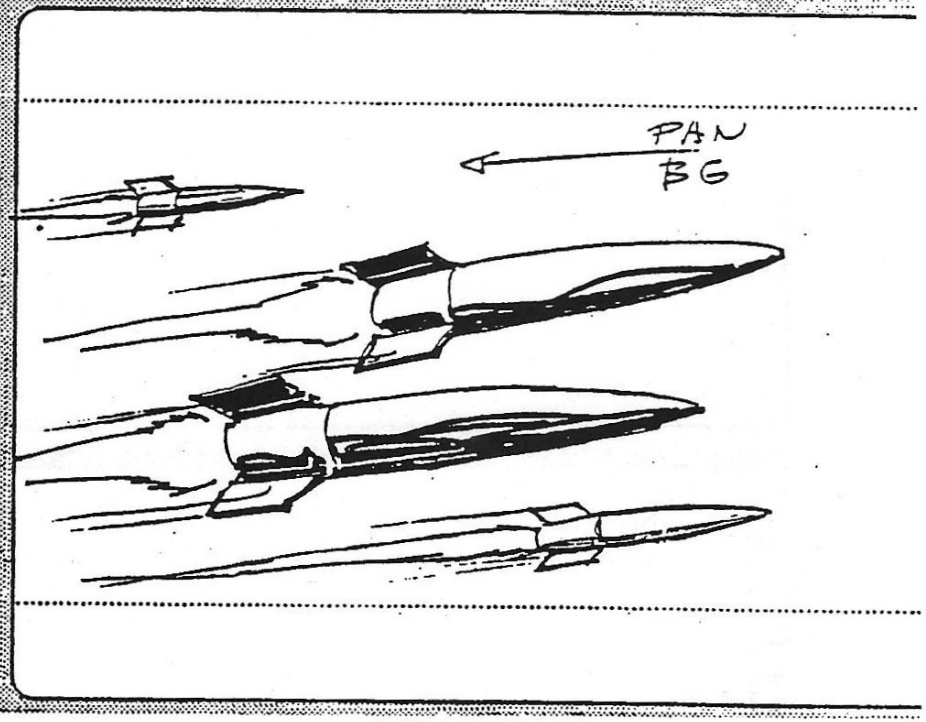
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-68



SC. 16-68A

SEQ 16 Page 54



ACTION ...AND MOVES INTO THE SCENE, FIRING ANOTHER ROUND OF MISSILES.

DIAL

MUSIC/SFX

CAMERA

ACTION

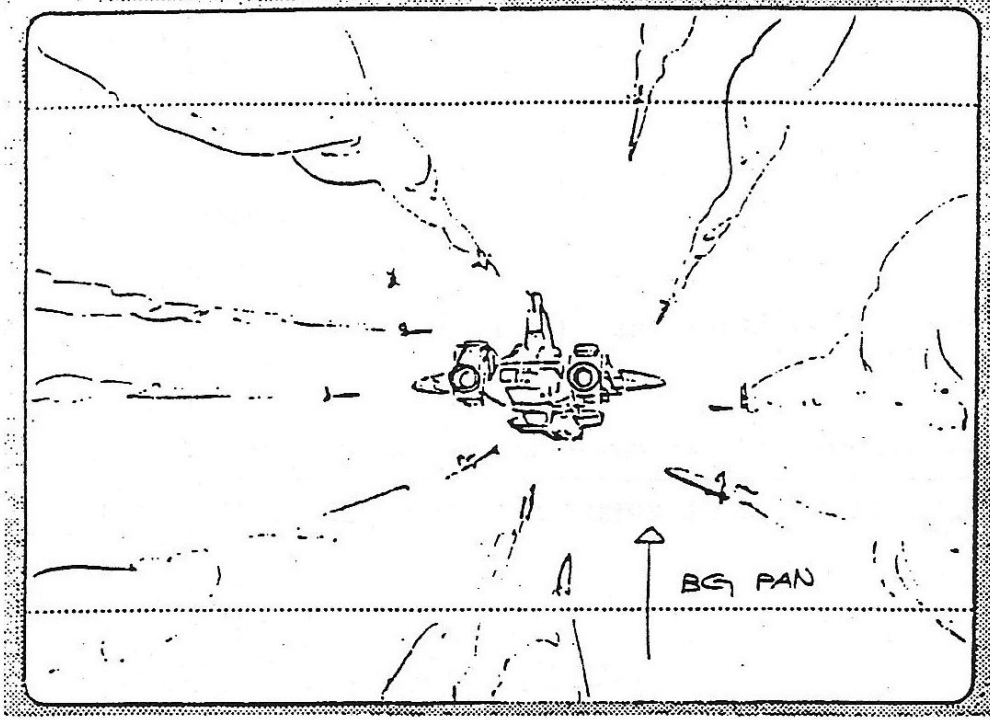
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-69 SC. SEQ 16 Page 54A



NEXT PAGE 55

CTION X.L.S. THE AUTOBOT SHUTTLE RACES THROUGH SPACE. THE DECEPTICON MISSILES CLOSE IN ON IT.

IAL

USIC/SFX

ACTION

DIAL

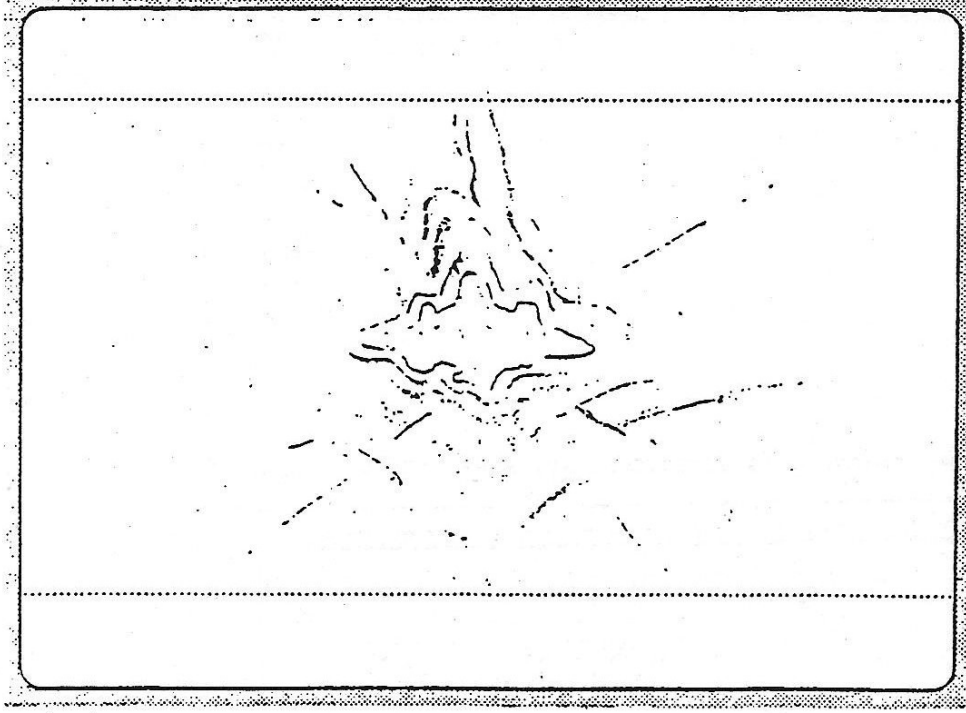
MUSIC/SFX

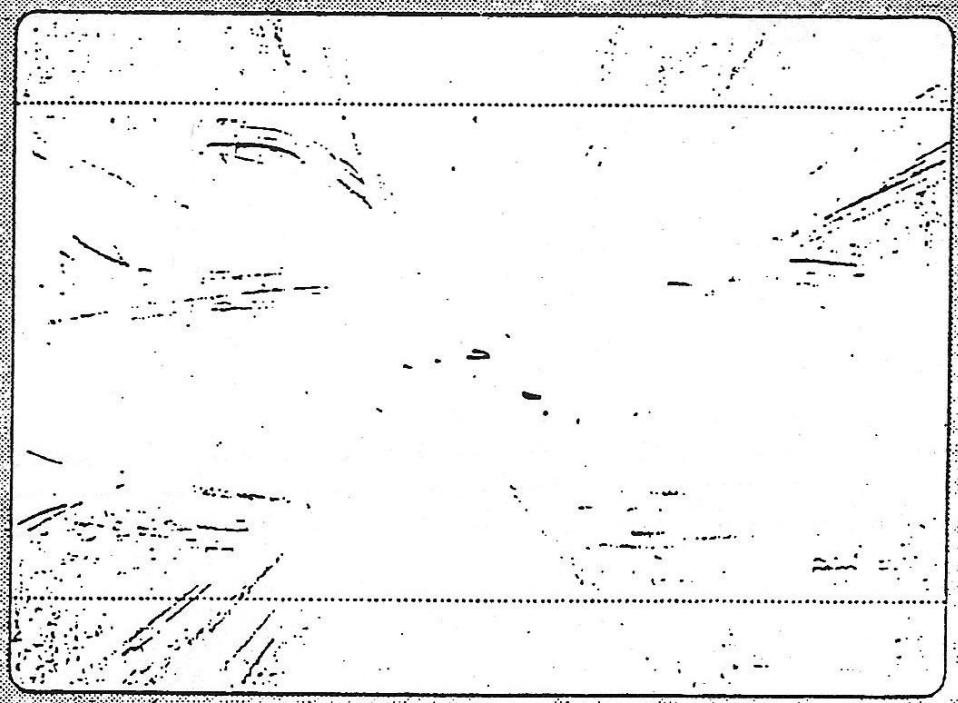
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-69

SC. CONT

SEQ. 16 Page 55





:TION ...AND UPON HITTING IT, EXPLODES...

AL

:SIC/SFX

MERA

ACTION ...INTO A BLINDING FLASH OF LIGHT...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SEQ.

ACTION ...DEBRIS FROM THE SHUTTLE IS SENT FLYING IN ALL DIRECTIONS...

DIAL

MUSIC/SFX

CAMERA

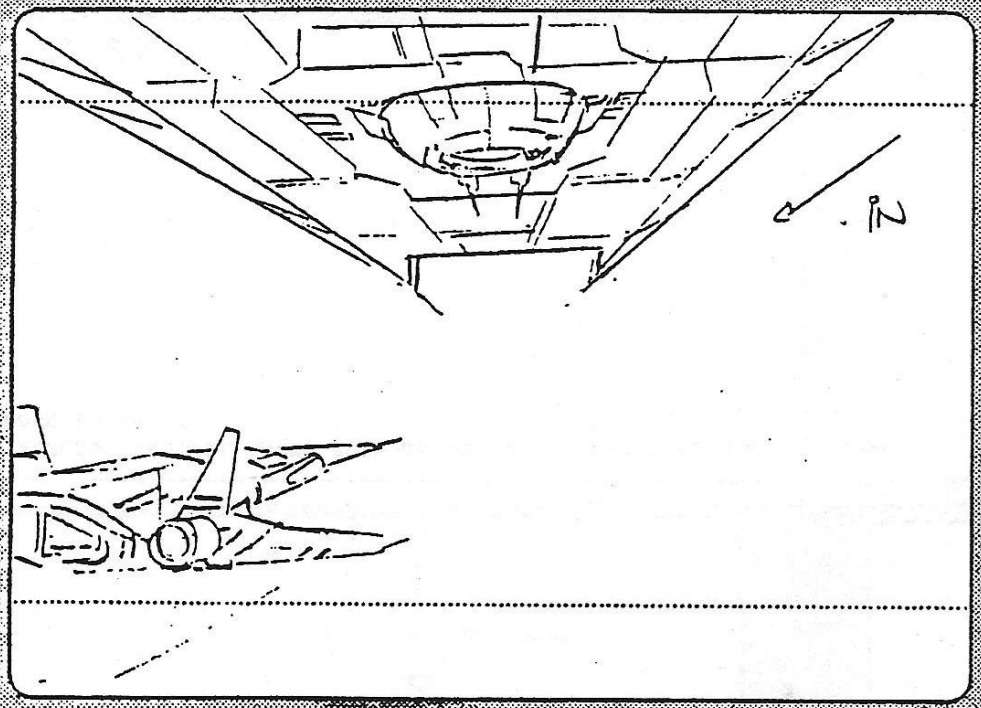
ACTION ...AS THE SPACE CLEARS, NO TRACE OF THE SHUTTLE REMAINS.

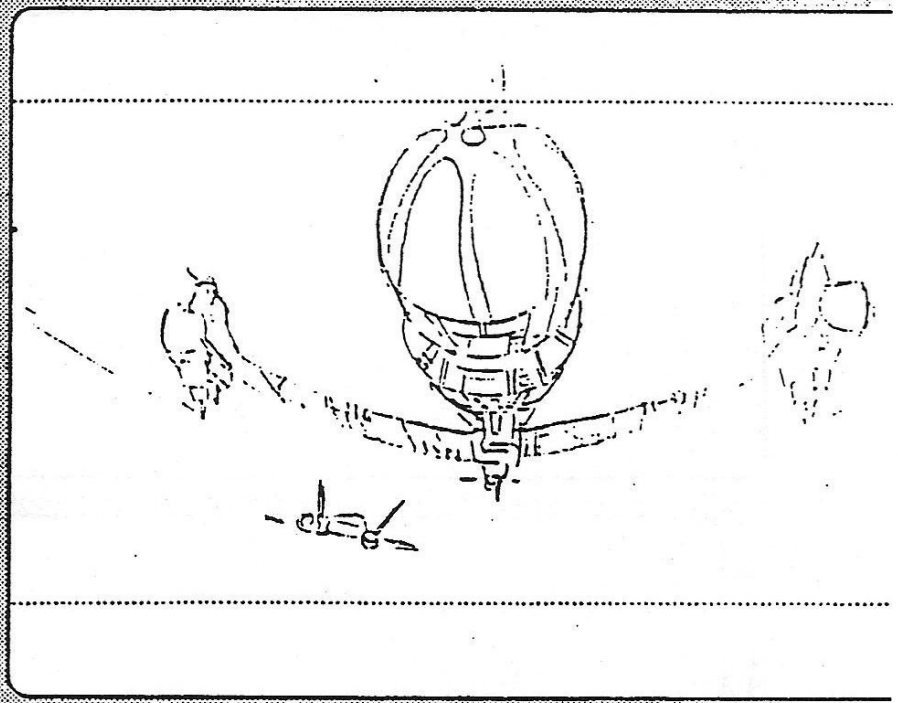
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION CYCLONUS AND THE DECEPTICON SHIP ENTER THE SCENE...

DIAL CYCLONUS (V.O.) The Autobots have been terminated!

MUSIC/SFX

CAMERA

ACTION ...AND FLY TOWARD THE SITE OF THE EXPLOSION.

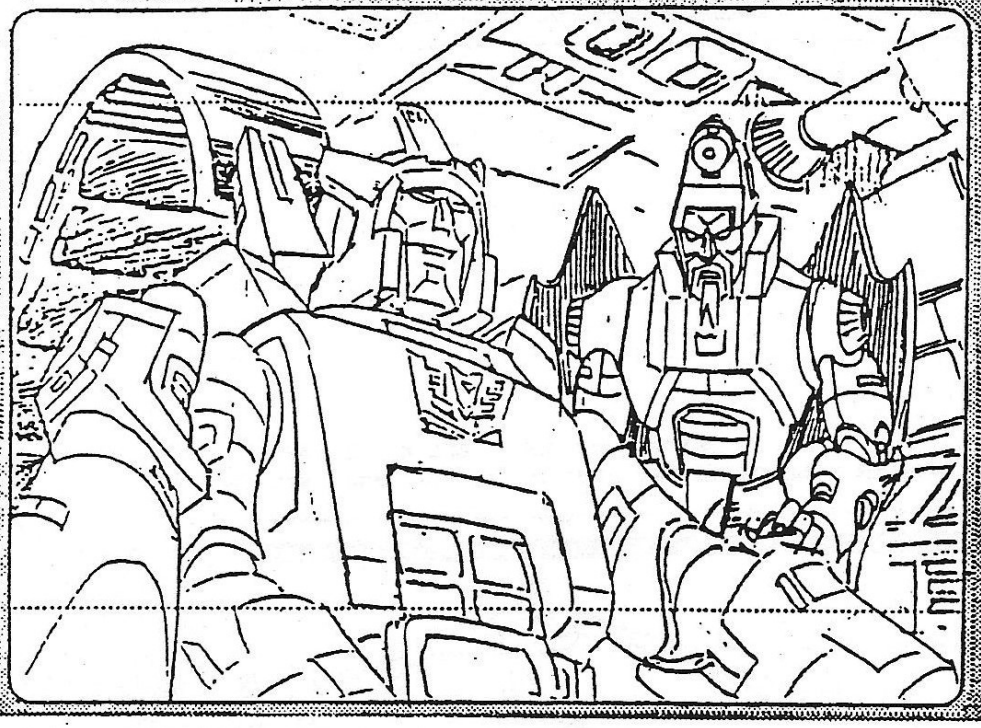
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-70



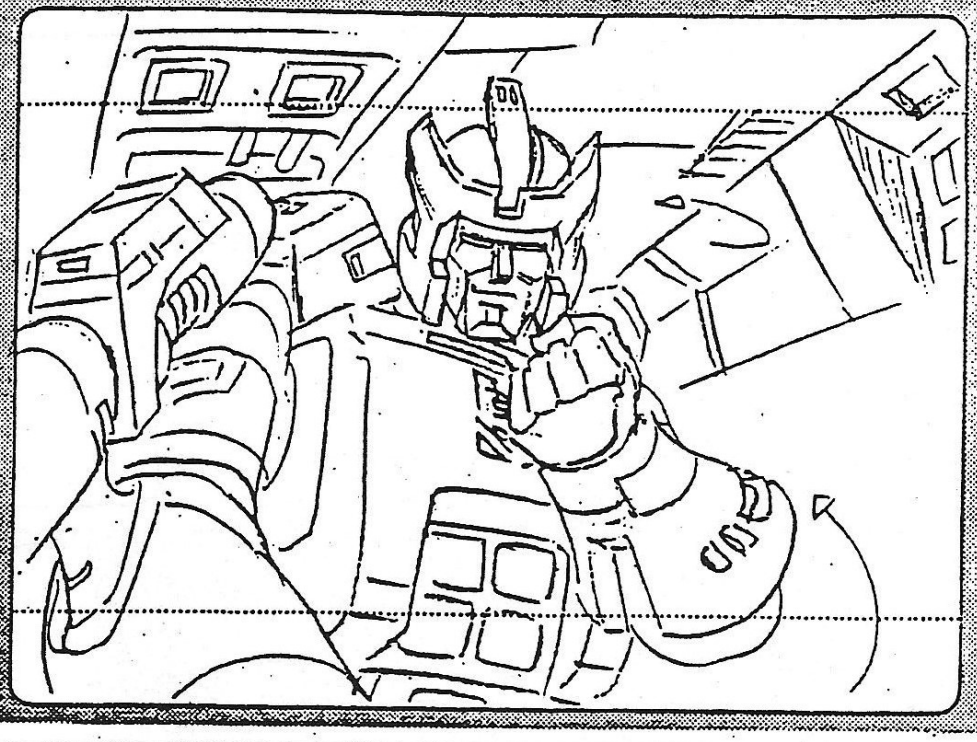
ACTION

DIAL GALVATRON Excellent.

MUSIC/SFX

CAMERA

SC. 16-70A SEQ. 16 Page 68



ACTION ...HE CLENCHES HIS FIST WITH POWER.

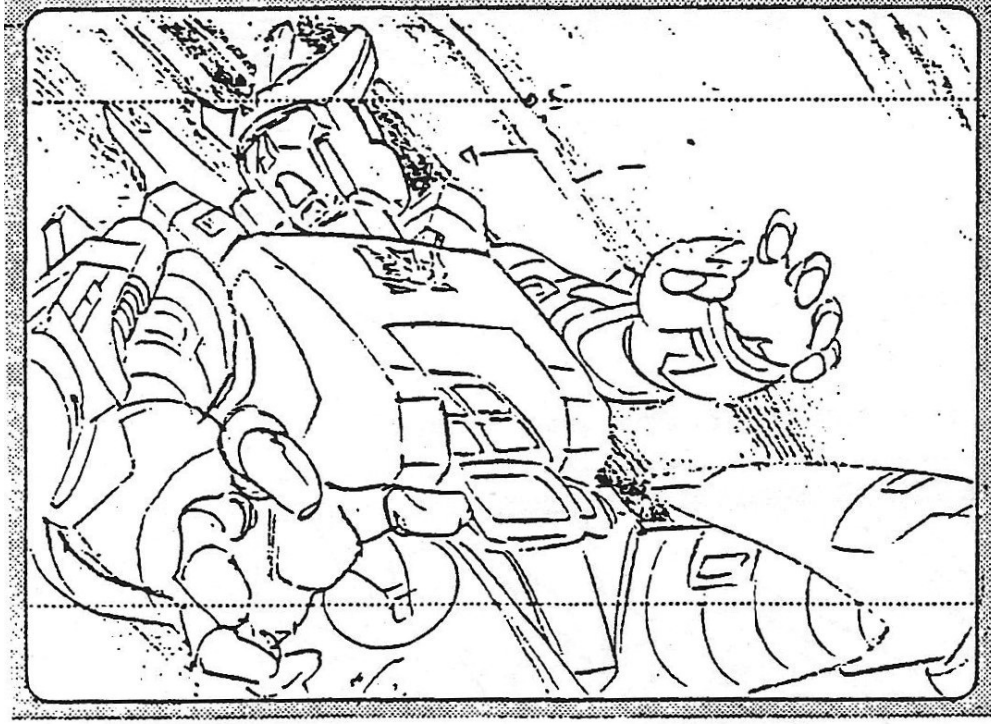
DIAL GALVATRON And the Matrix with them.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-70



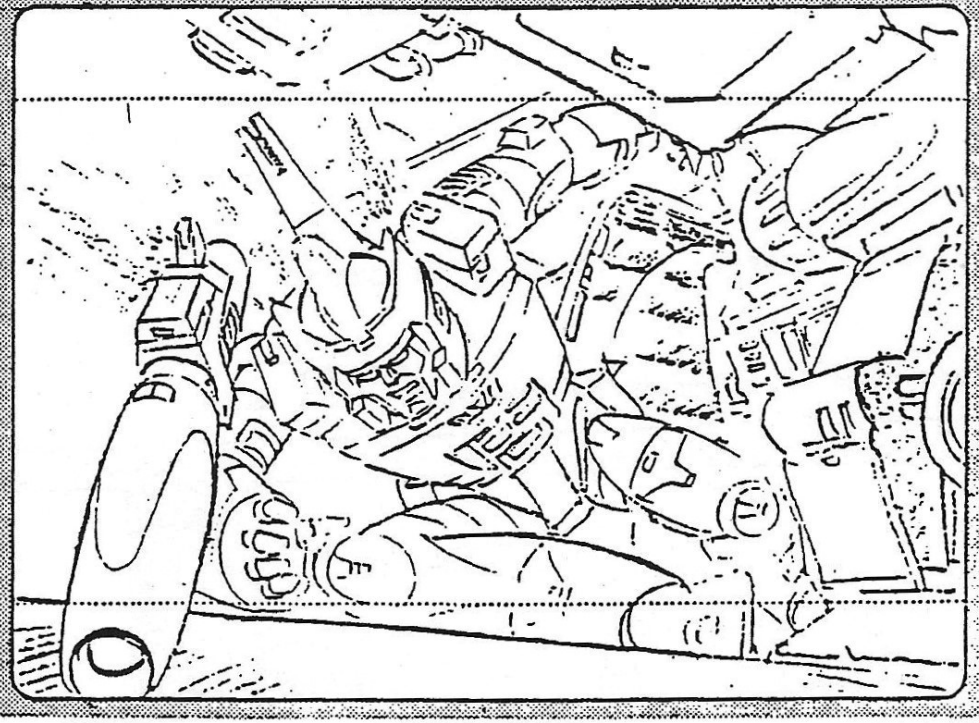
:TION SUDDENLY HE IS THROWN BACK OUT OF HIS CHAIR.

AL GALVATRON (CONT) Aaaaah!

ISIC/SFX

MERA

SC. 16-71 SEQ. 16 Page 59



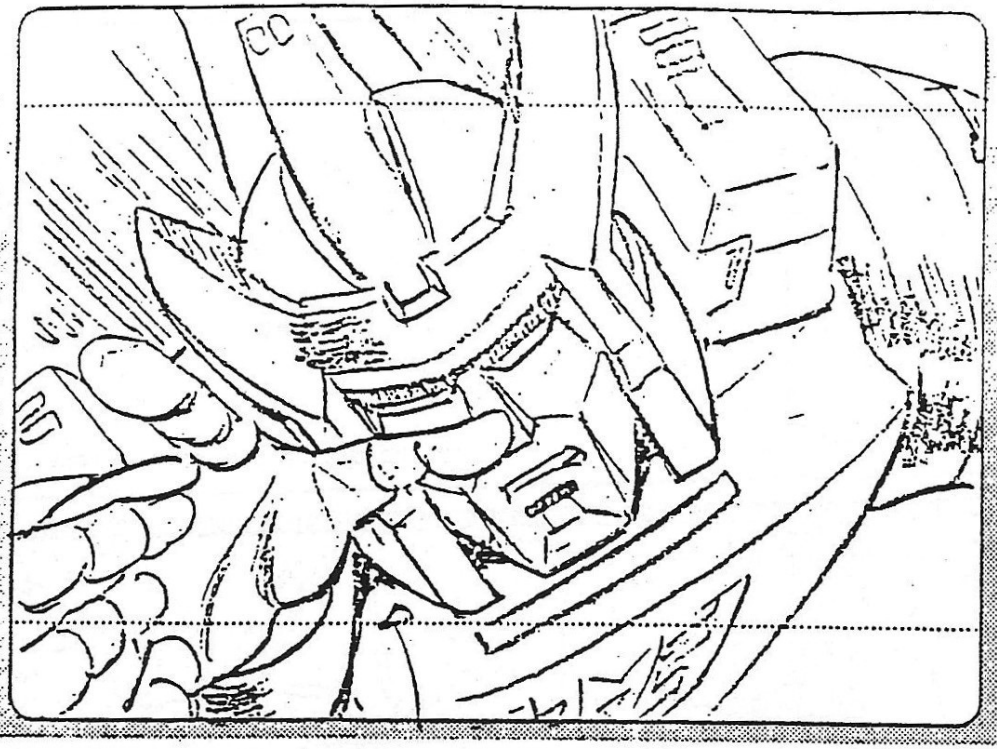
ACTION M.L.S. GALVATRON AS HE FALLS TO THE FLOOR OF THE SHIP.

DIAL GALVATRON (CONT) ... Take me ...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



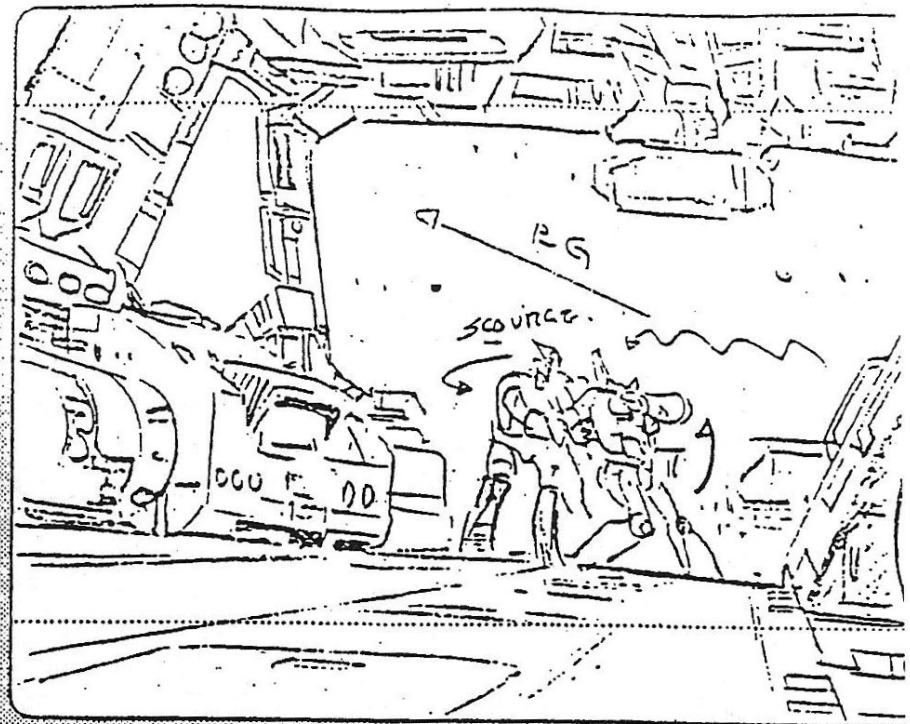
ACTION ...AND INTO A TIGHT CLOSE UP. HE IS IN MUCH PAIN.

DIAL GALVATRON (CONT) ... to Unicron...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

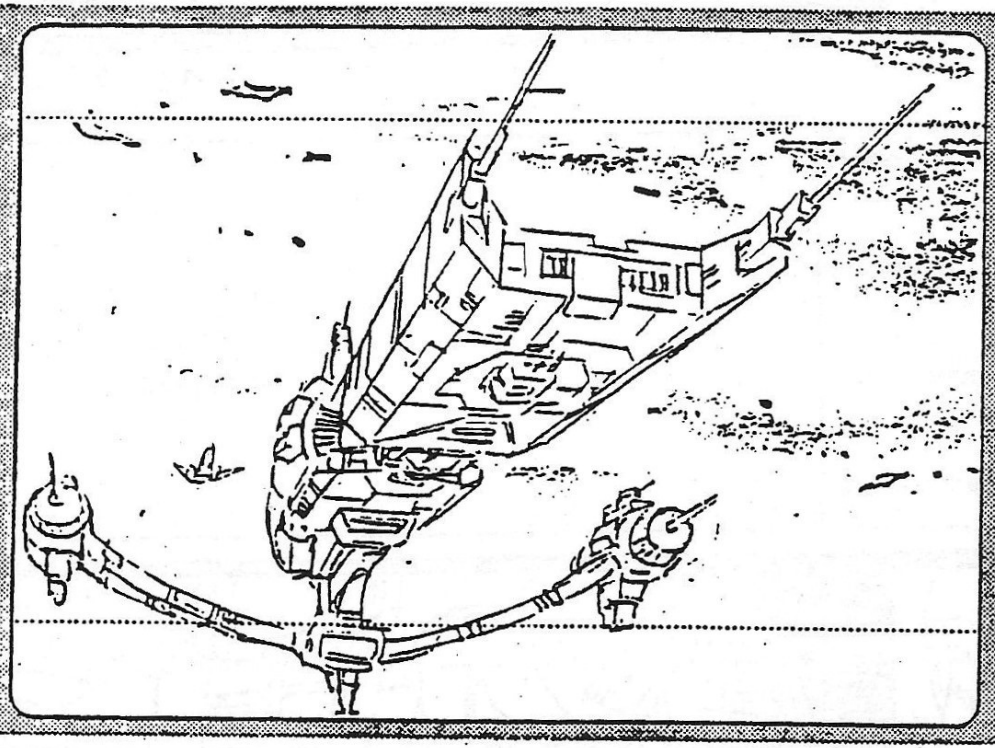
SEQ.

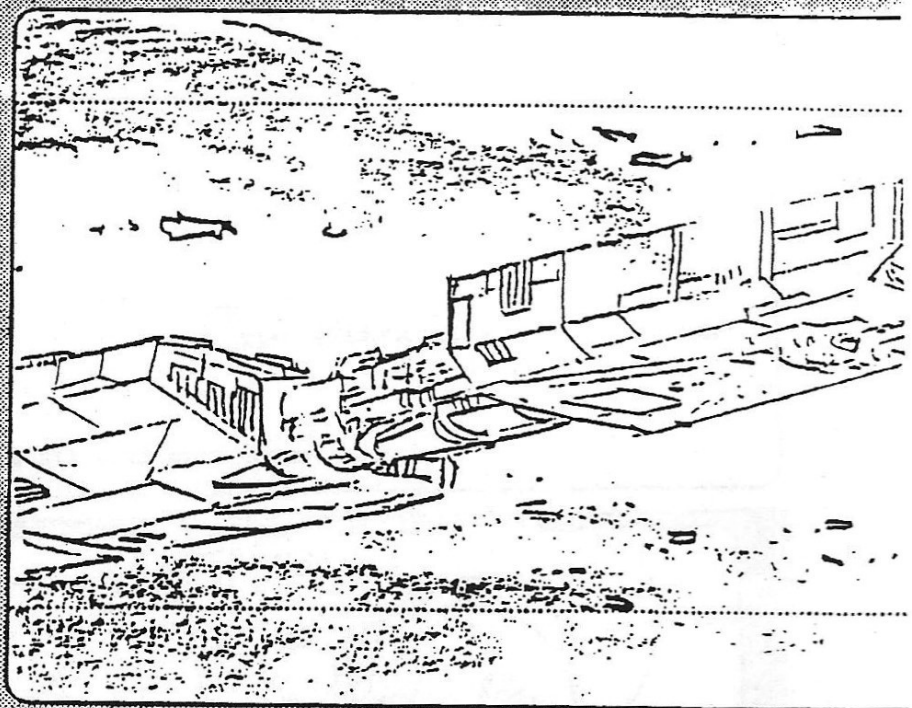


ACTION X.L.S. GALVATRON. HE MANAGES TO GET UP TO HIS FEET. HE H
HIS HEAD.

DIAL GALVATRON (CONT) ... Aaah!

MUSIC/SFX





ACTION L.S. THE DECEPTICON SHIP AND CYCLONUS. WE PAN WITH THEM AS THEY ENTER THE CLOUD OF DEBRIS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...FLY PAST THROUGH THE SMOKE DUST AND SCATTERED PIECES OF SHUTTLE...

DIAL

MUSIC/SFX

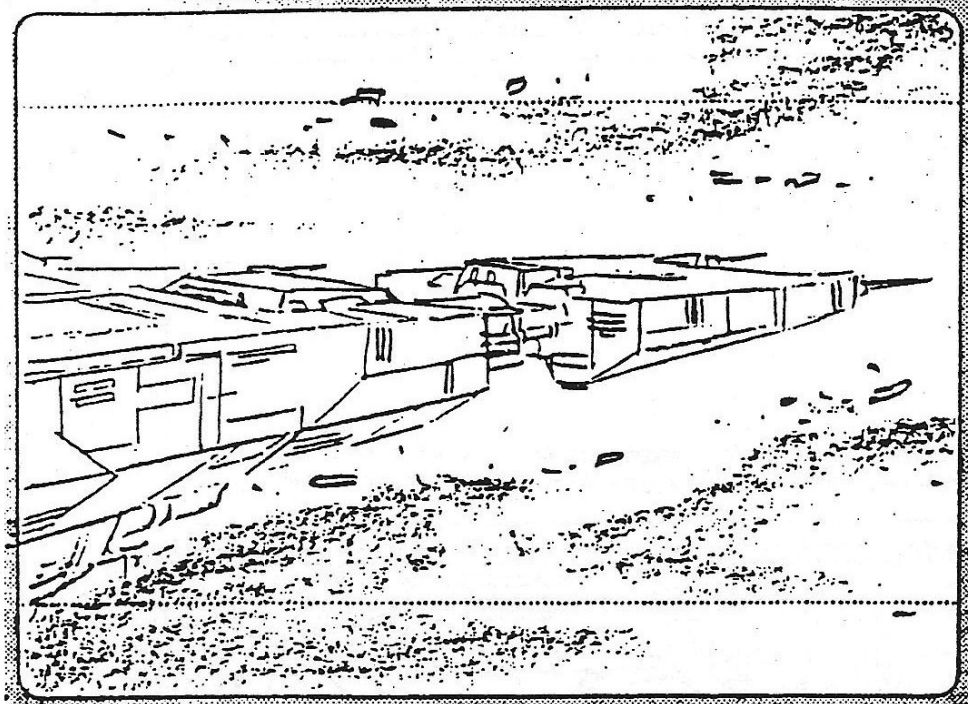
CAMERA

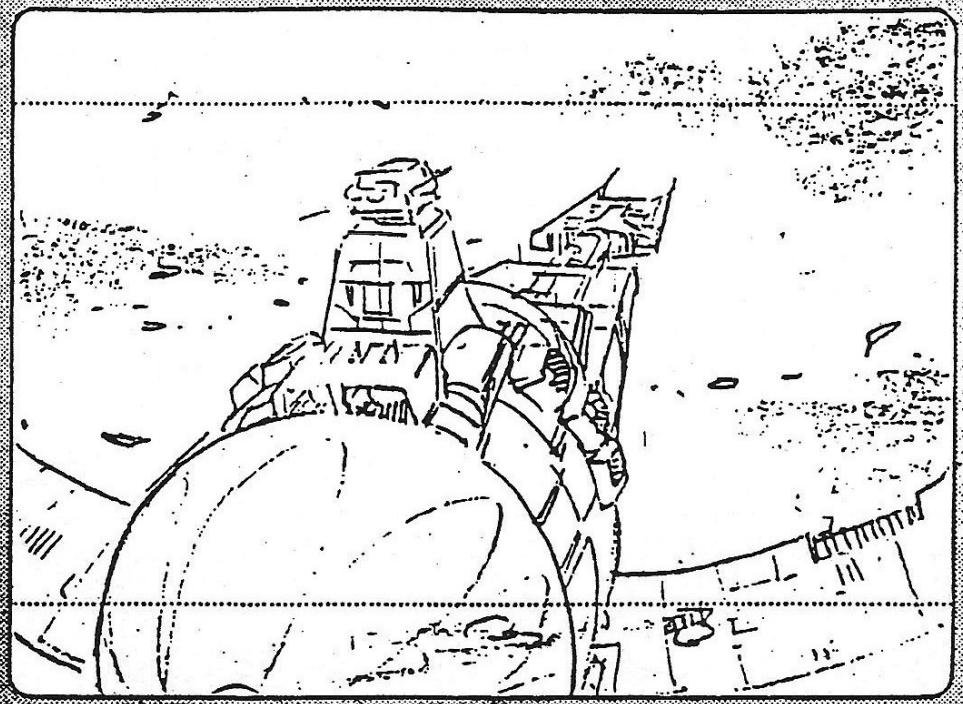
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-73

SC. CONT

SEQ. 16 Page 62





:TIOI ...AND MOVES ON THROUGH THE CLOUD OF DEBRIS...

AL

JSIC/SFX

AMERA

ACTION ...AND OUT BEYOND IT...

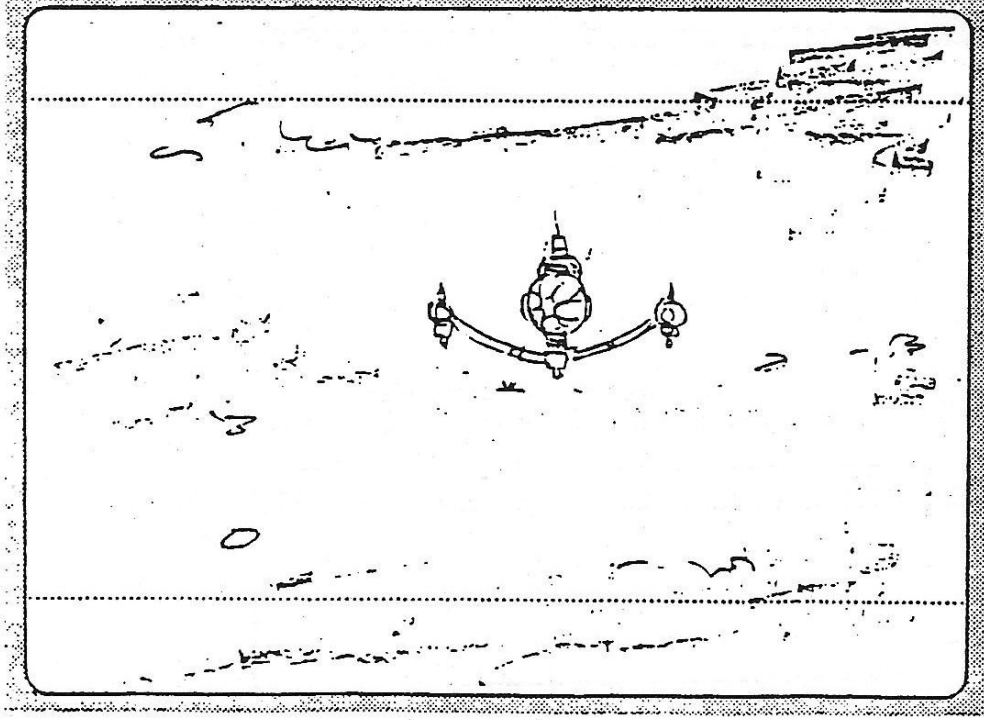
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 16-73



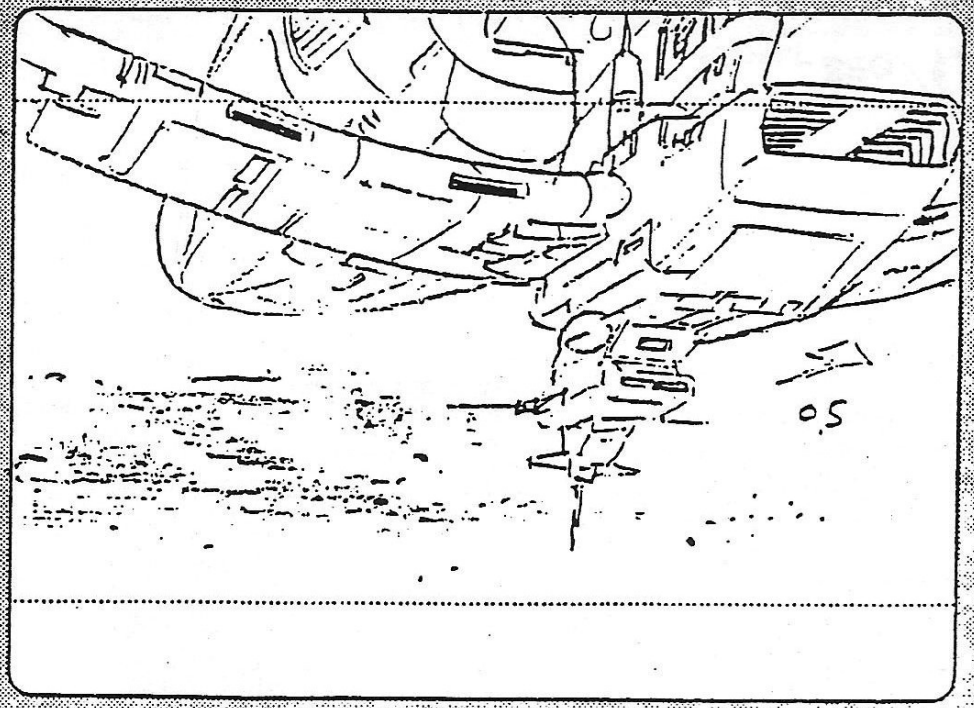
CTION ...INTO DEEP SPACE.

IAL

USIC/SFX

AMERA

SC. 16-74 SEQ. 16 Page 63



ACTION M.S. THE DECEPTICON SHIP AS IT TRAVELS O.S. IN THE DISTANCE CAN BE SEEN THE CLOUD OF DEBRIS.

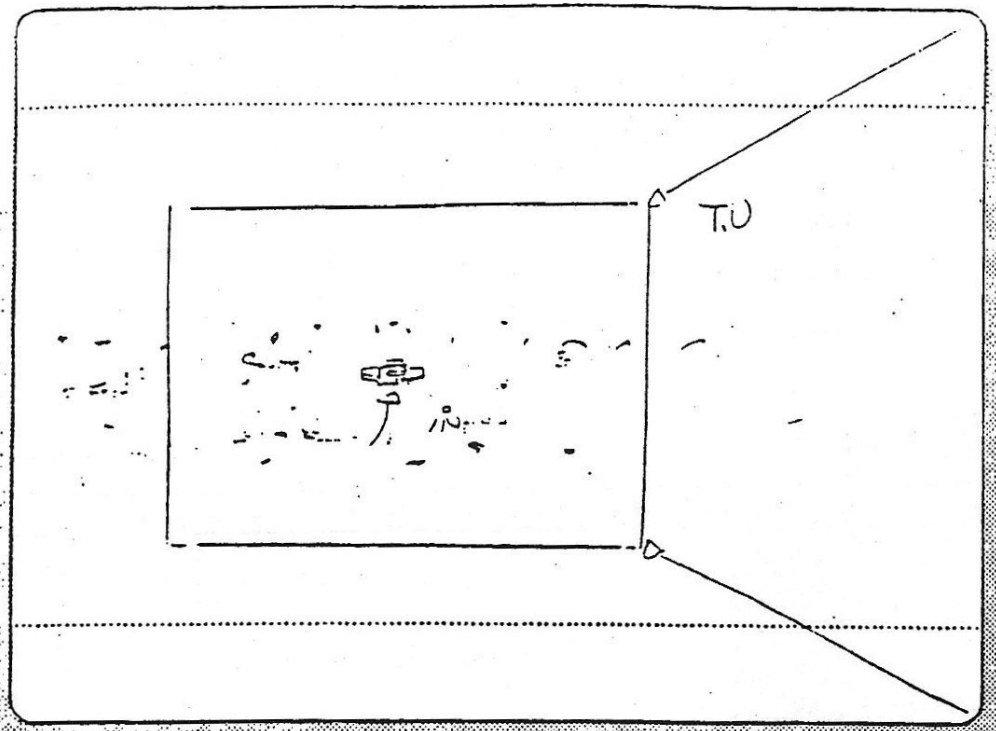
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. TRUCKING



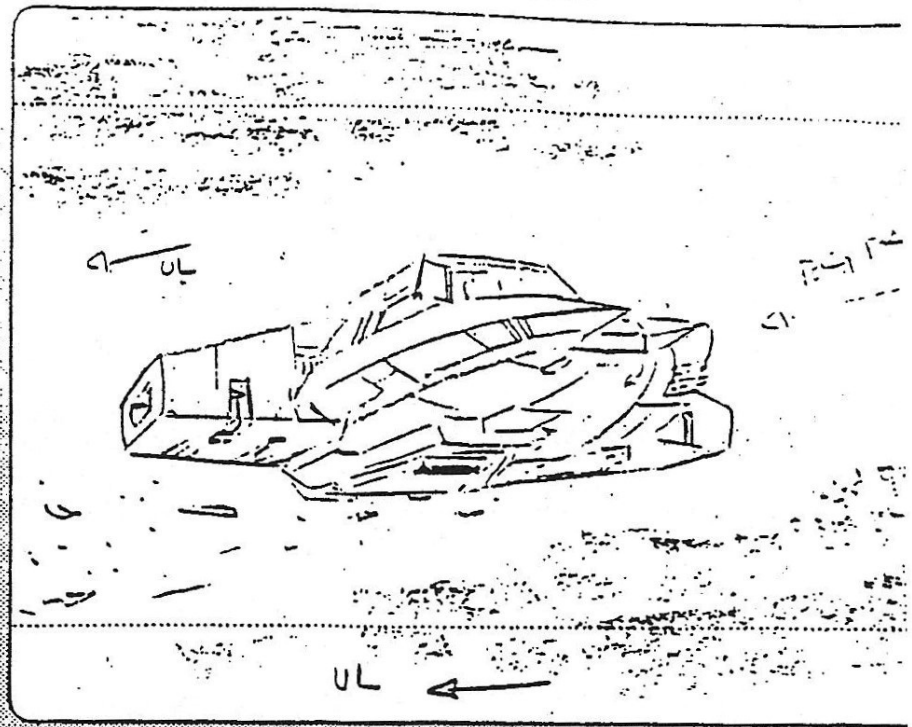
ACTION FLYING INTO VIEW FROM OUT OF THE CLOUD IS THE FRONT SECTION OF ULTRA MAGNUS' SHUTTLE.

DIAL

MUSIC/SFX

SC. CON

SEQ.



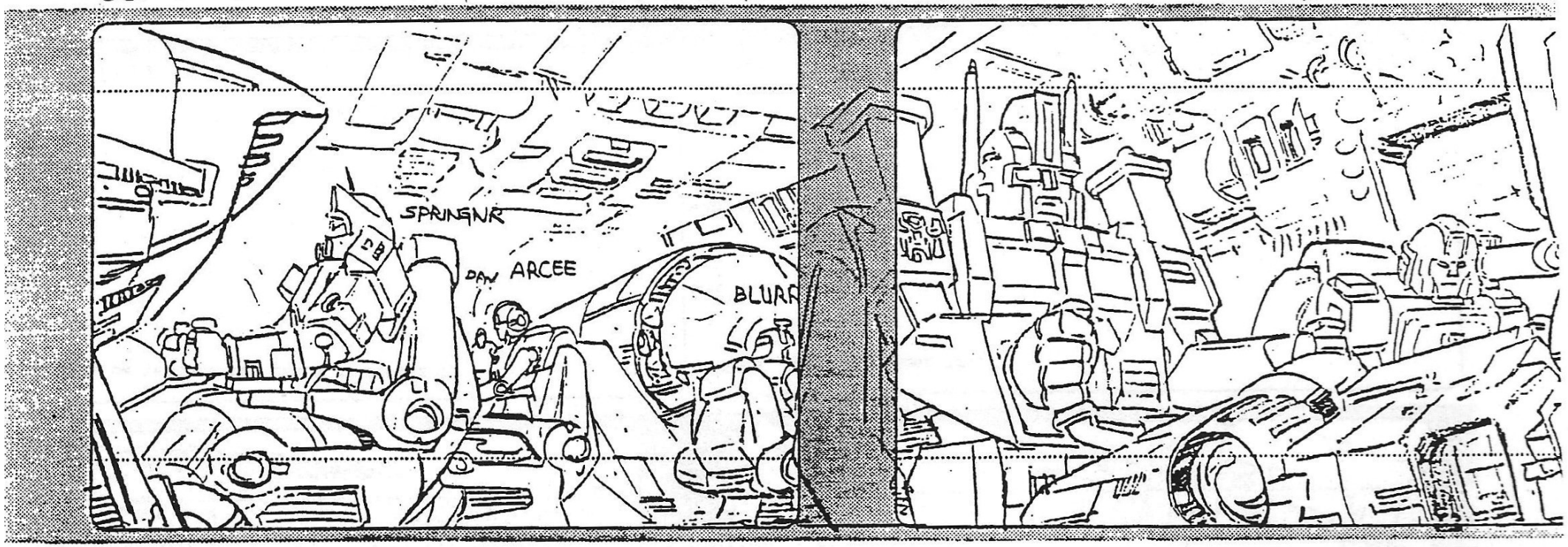
ACTION M.L.S. ULTRA MAGNUS' SHUTTLE. WE TRAVEL ALONG WITH IT AS I CLEARS THE DEBRIS CLOUDS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 16-75 STOP ← PAN START SEQ. 16 Page 65



ACTION M.S. ULTRA MAGNUS AND PERCEPTOR AT THE CONTROLS OF THE SHIP. WE PAN BACK TO SEE SPRINGER, ARCEE WITH DANIEL AND BLURR ALL SAFE.

DIAL

MUSIC/SFX

CAMERA

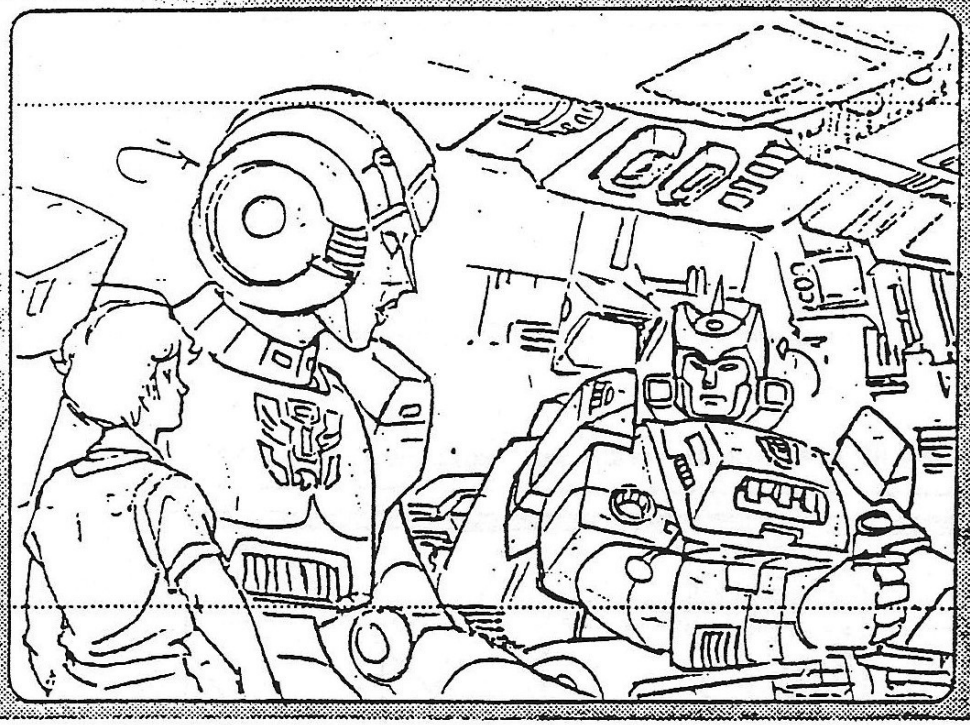
ACTION

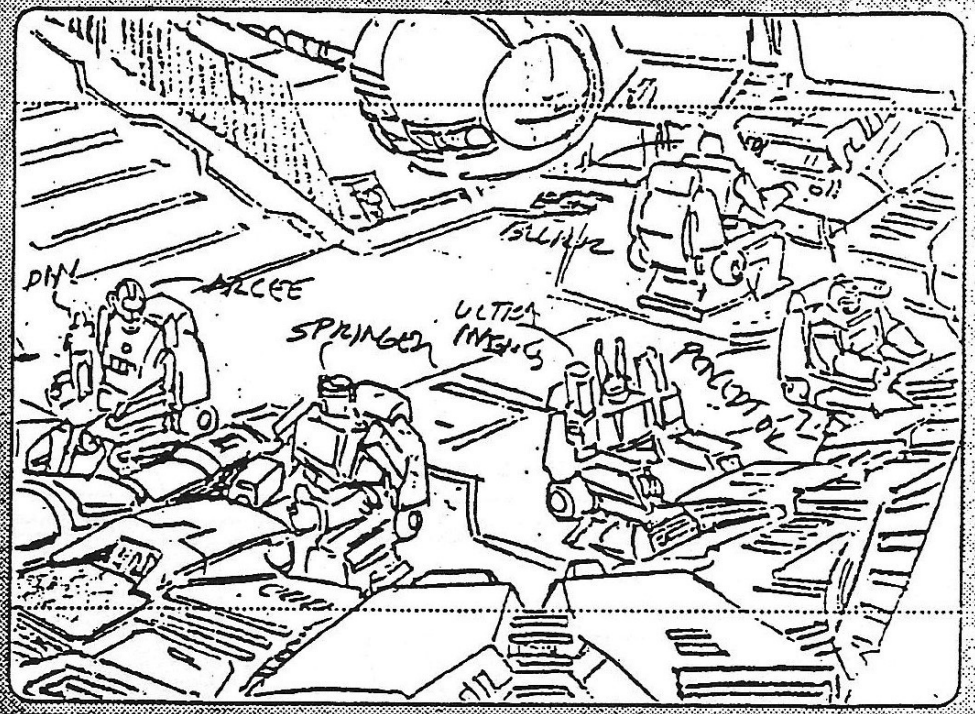
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ARCEE, DANIEL, AND SPRINGER. ARCEE SPEAKS TO SPRINGER WHO TURNS TO HER.

DIAL ARCEE Did we have to let 'em detonate three quarters of the ship?! (PICK UP LINE)

MUSIC/SFX

SPRINGER Seeing how they would have detonated four quarters

ACTION L.S. DANIEL, ARCEE, SPRINGER, ULTRA MAGNUS, PERCEPTOR, AND BLURR INSIDE THE SHUTTLE.

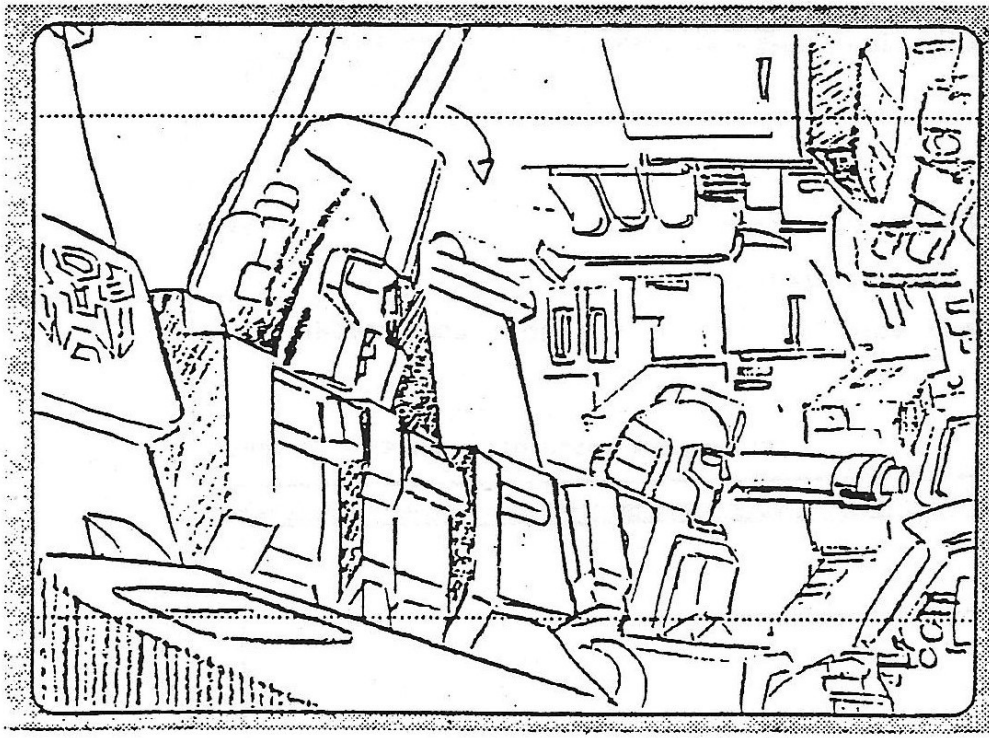
DIAL SPRINGER (CONT) ... I think it was a good choice.

ARCEE But now, how're we gonna make it to Moon Base 2.

MUSIC/SFX

TF KAM Transformers Generation 1 to Beast Hunters and Beyond

SC. 16-78



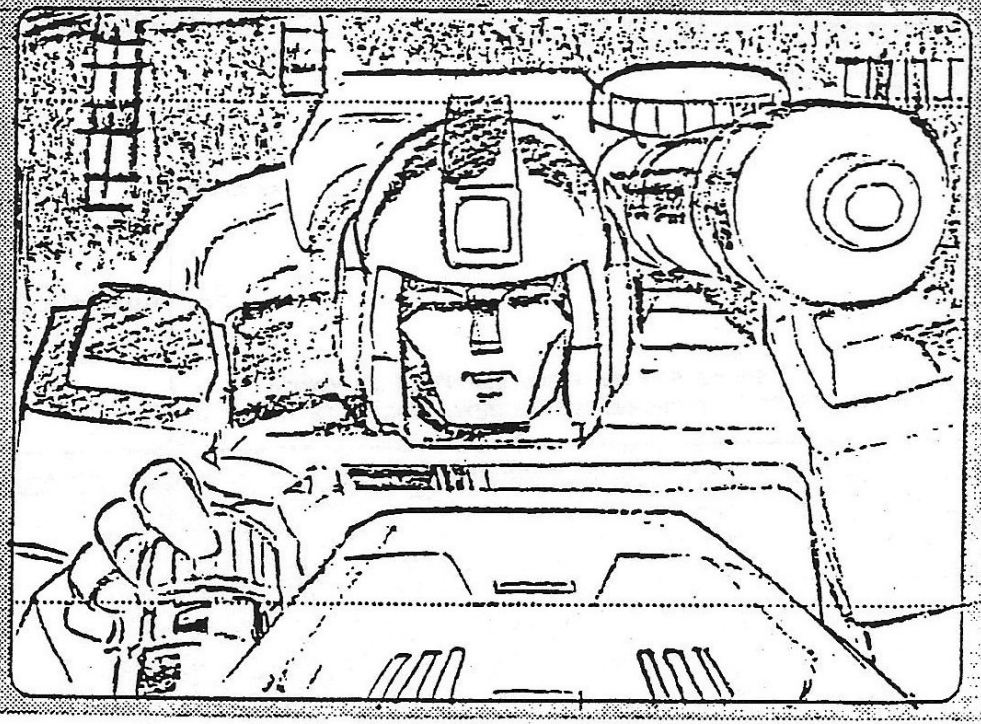
ACTION M.S. ULTRA MAGNUS AND PERCEPTOR AT THE CONTROLS TO THE SHIP.

DIAL ULTRA MAGNUS Perceptor, can you locate a place to set down for repairs.

MUSIC/SFX

CAMERA

SC. 16-79 SEQ. 16 Page 6T



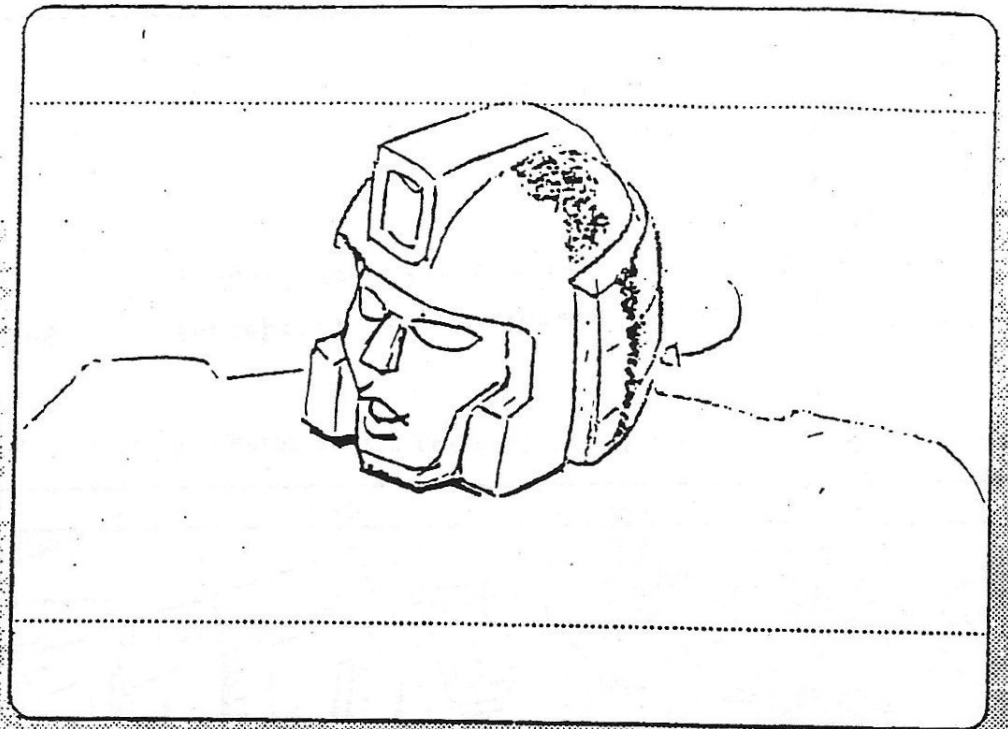
ACTION M.C.U. PERCEPTOR. HE ADJUSTS A CONTROL ON HIS EQUIPMENT...

DIAL PERCEPTOR Gamma waves in this sector of space...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...THEN TURNS TO ULTRA MAGNUS O.S.

DIAL PERCEPTOR (CONT) ... create marginal navigation probabilities, however.... (LOOKS AT MAGNUS)

MUSIC/SFX

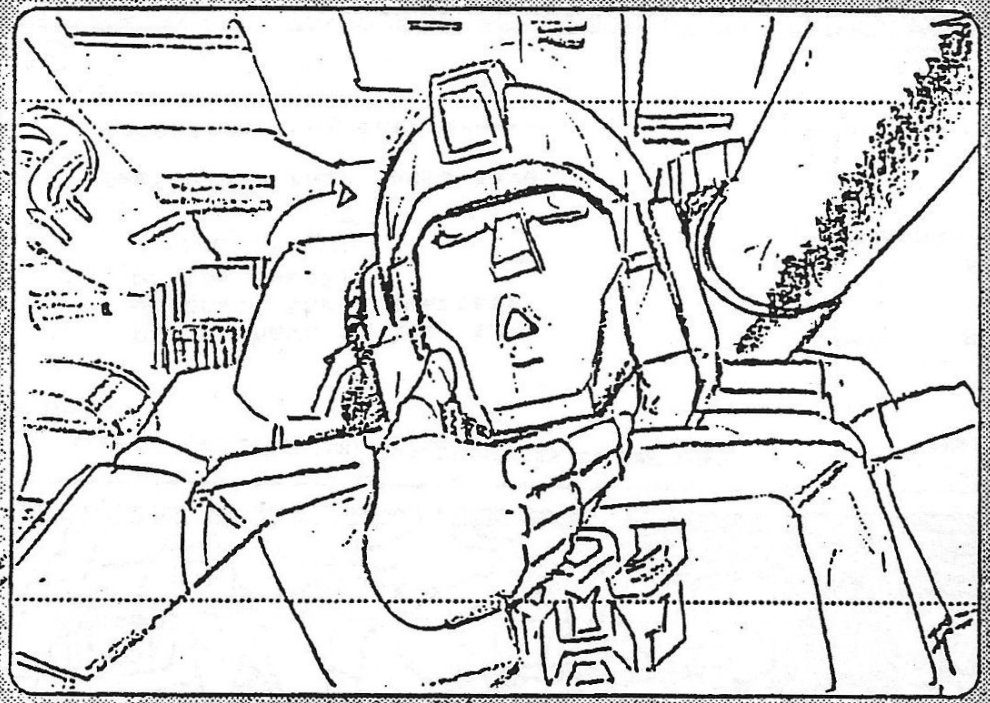
ACTION M.S. ULTRA MAGNUS AND SPRINGER. ULTRA MAGNUS LEANS ON THE CONSOLE EITH HIS HEAD IN HIS HANDS.

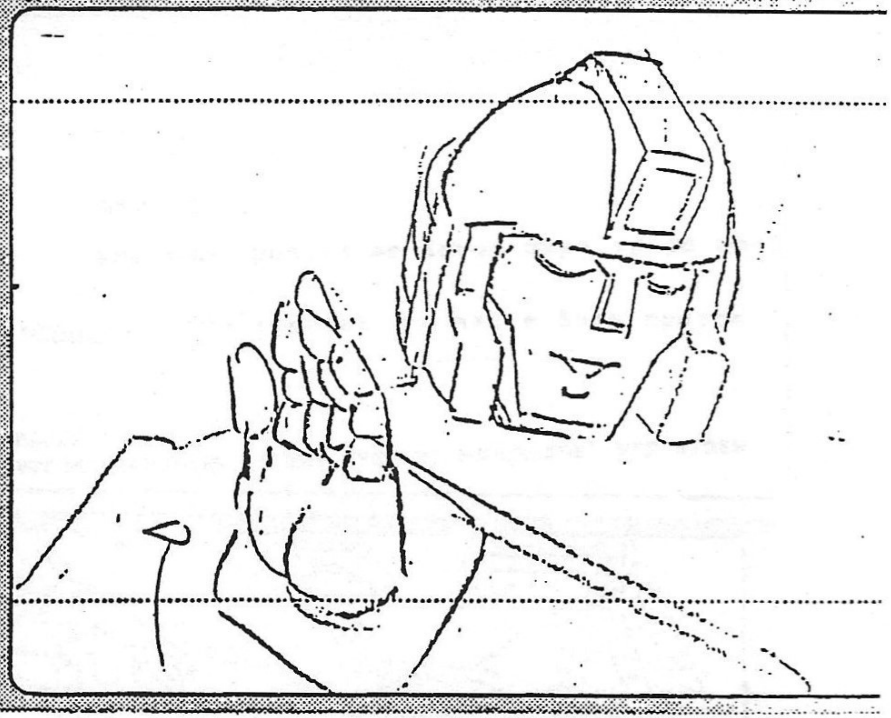
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-81 SC. CONT SEQ. 16 Page 6





ACTION M.C.U. PERCEPTOR. HE SCRATCHES HIS CHIN IN THOUGHT.

DIAL PERCEPTOR (CONT) Ahem....

MUSIC/SFX

CAMERA

ACTION ...THEN MOTIONS TO ULTRA MAGNUS O.S.

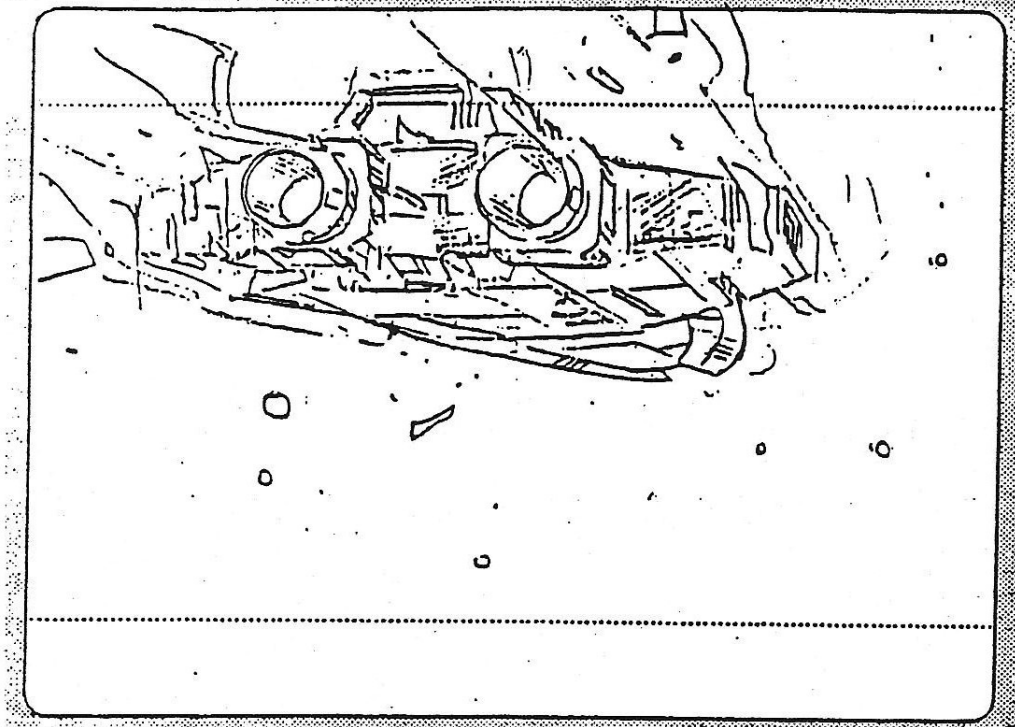
DIAL PERCEPTOR (CONT) ...Yes, I believe I can.

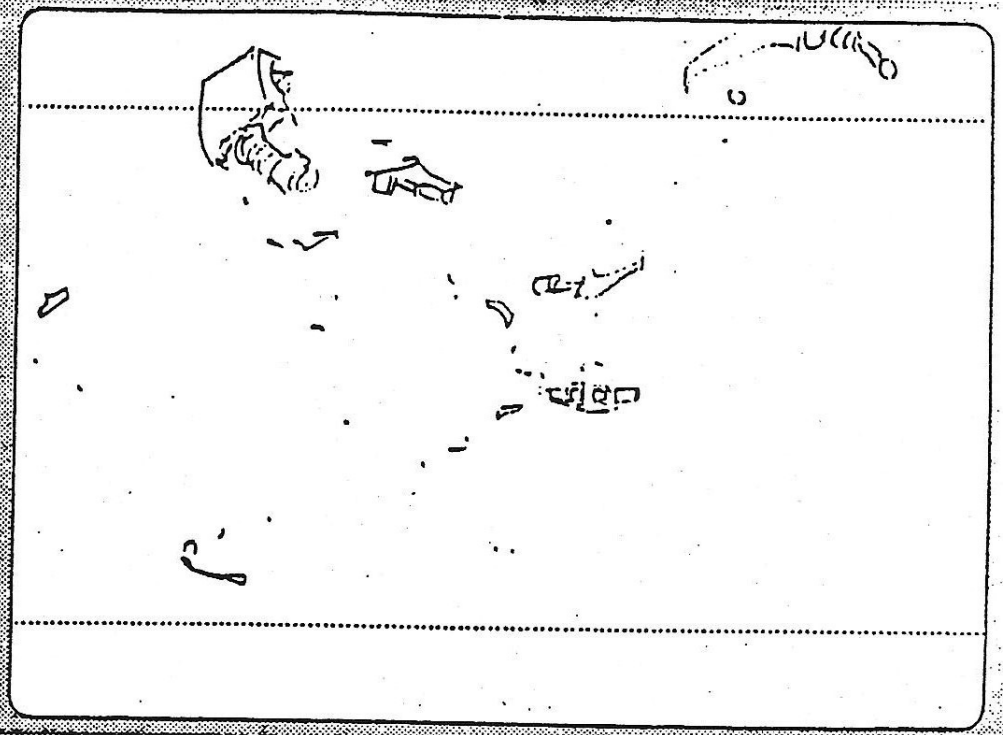
MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

SC. 16-82 SC. CONT SEQ. 16 Page 70





CTION L.S. ULTRA MAGNUS SHUTTLE STREAKS FORWARD...

AL ULTRA MAGNUS (V.O.) Then let's go for it!

USIC/SFX

AMERA

ACTION ...INTO THE DISTANCE, LEAVING A TRAIL OF DEBRIS BEHIND IT.

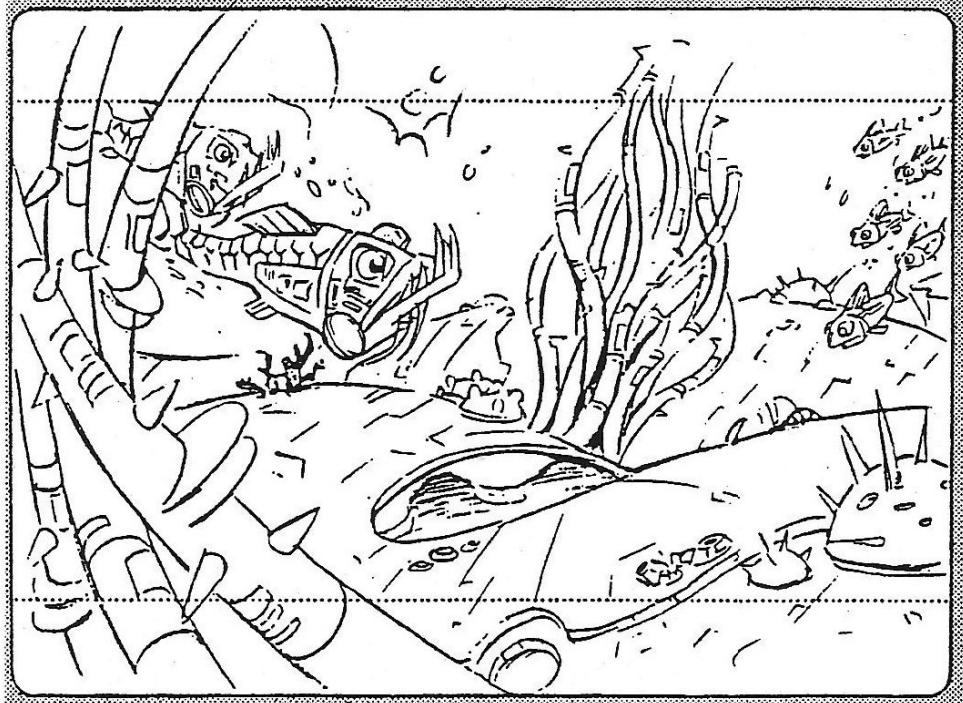
DIAL

MUSIC/SFX

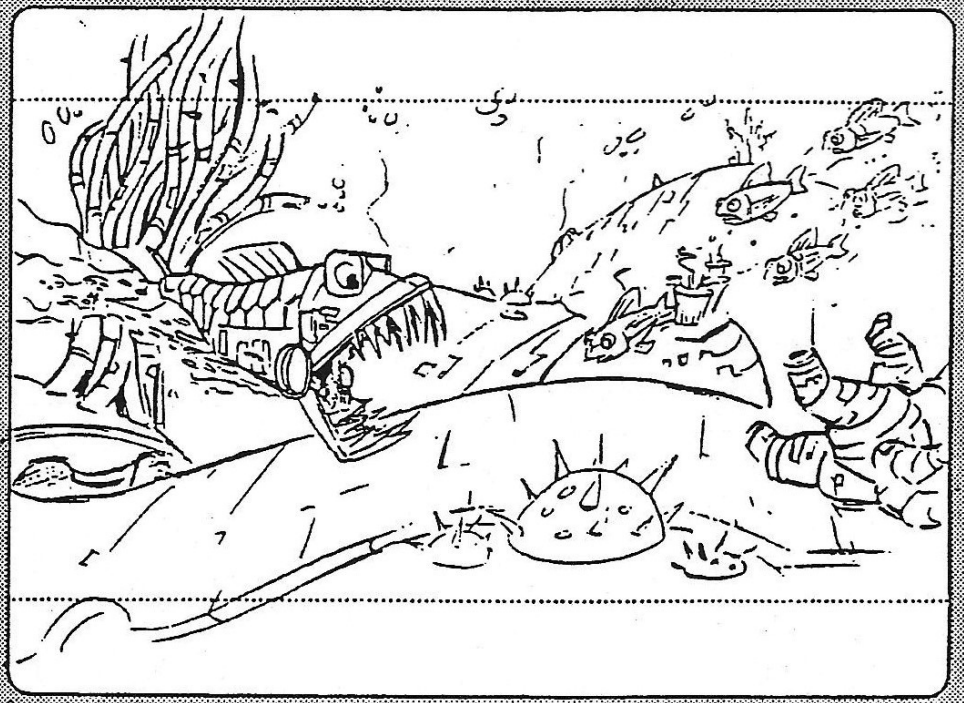
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-1 ← PAN



SC. CONT. ← PAN SEQ. 17 Page 1



TION L.S. UNDER THE QUINTESSON ENERGY SEA. SOME EVIL FISH SWIM IN FROM STAGE LEFT. WE PAN WITH THEM AS...

AL

SIC/SFX

MERA

ACTION ...A SMALL SCHOOL OF FISH ENTERS FROM UPPER STAGE RIGHT ON A COURSE THAT WILL CROSS THE PATH OF THE LEAD EVIL FISH.

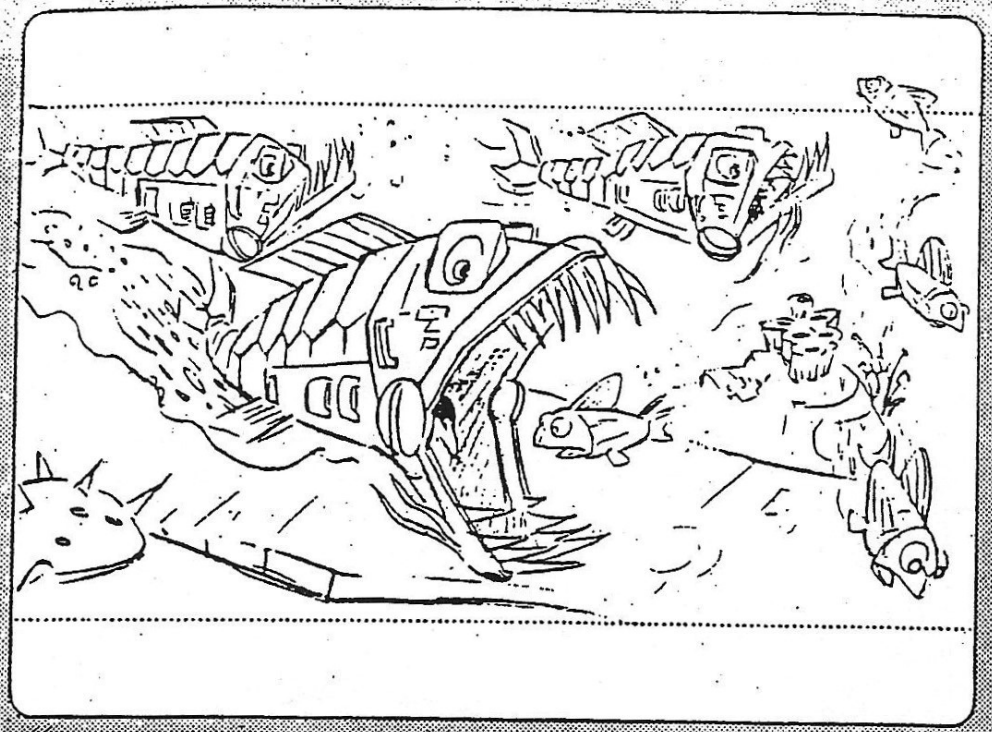
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT ← PAN



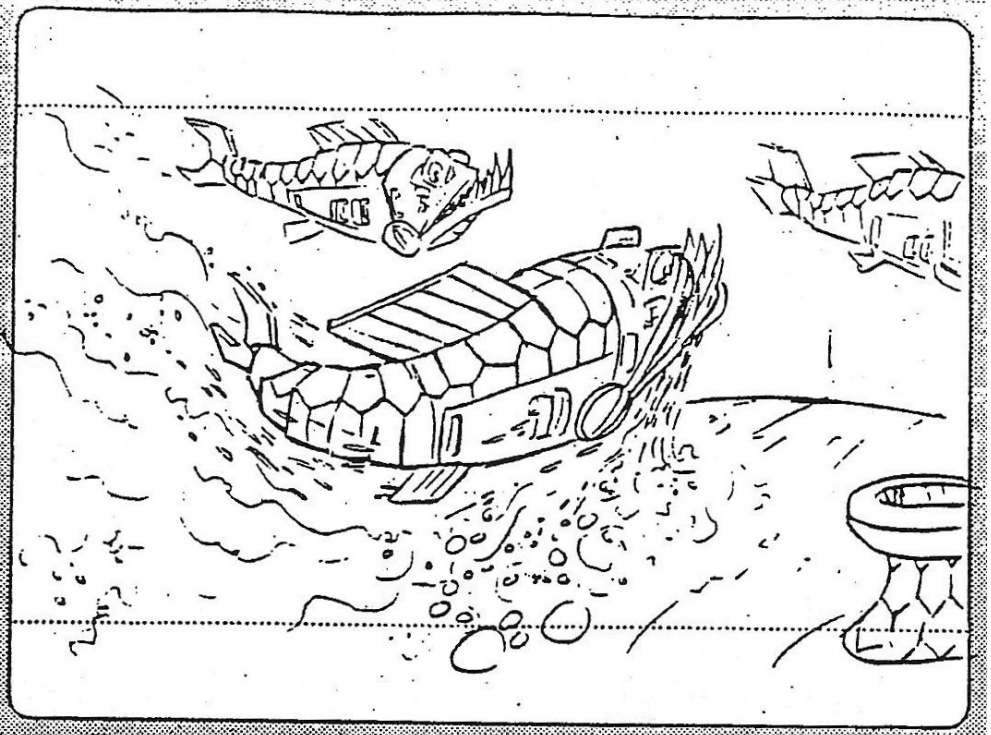
ACTION THE SMALL SCHOOL OF FISH SCATTERS O.S...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT ← PAN SEQ. 17 Page 2

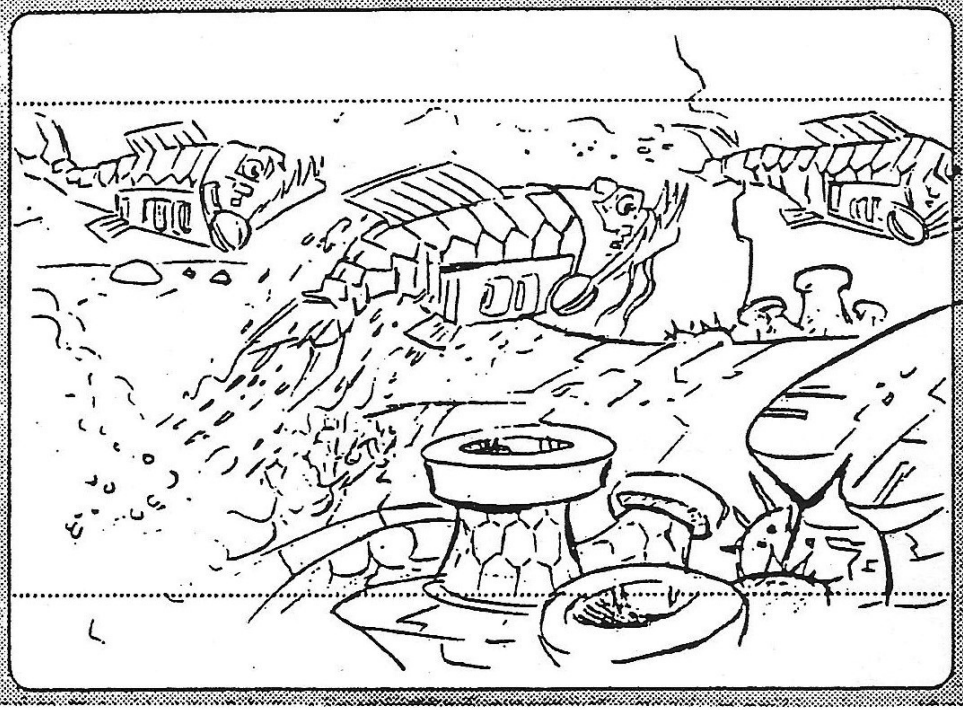


ACTION EXCEPT FOR THE FIRST ONE WHO GET SNATCHED UP BY THE LARGER FISH...

DIAL

MUSIC/SFX

SC. CONT 17-1 ← PAN



ACTION WHO THEN SWIMS UNSUSPECTINGLY OVER A BOTTOM DWELLING CREATURE...

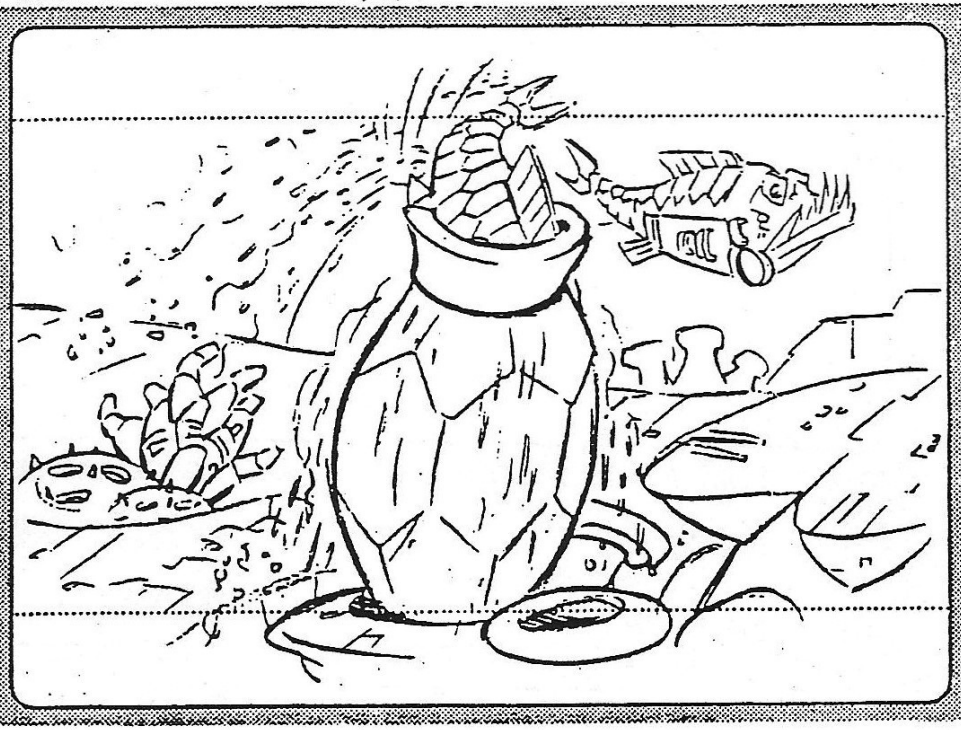
DIAL

MUSIC/SFX

CAMERA

SC. CONT ← PAN

SEQ. 17 Page 3



ACTION ...THAT SNATCHES THE EVIL FISH

DIAL

MUSIC/SFX

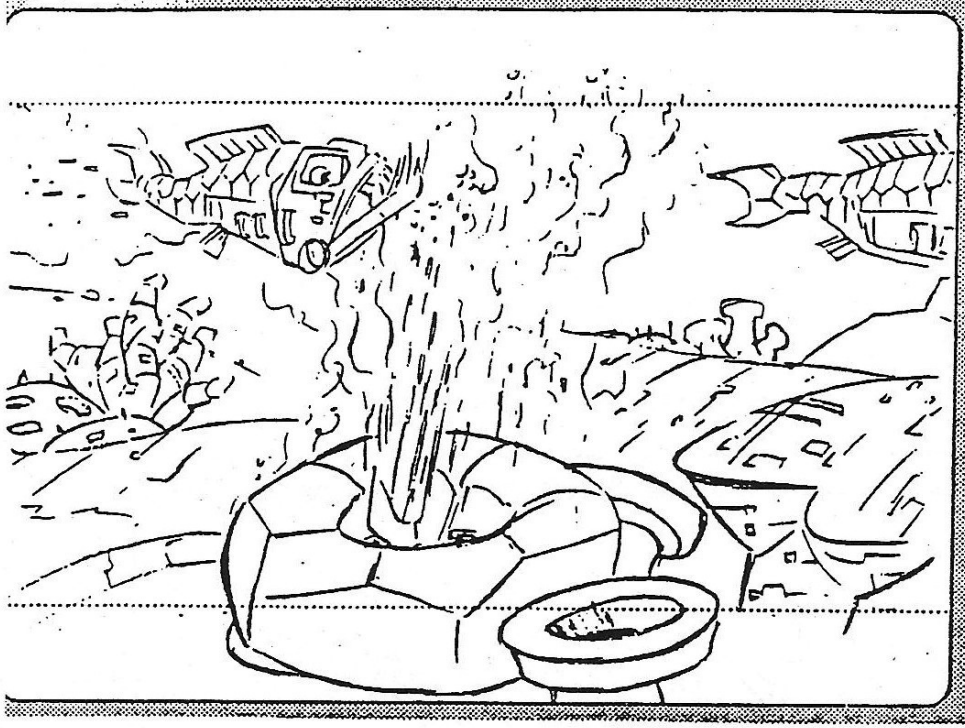
CAMERA

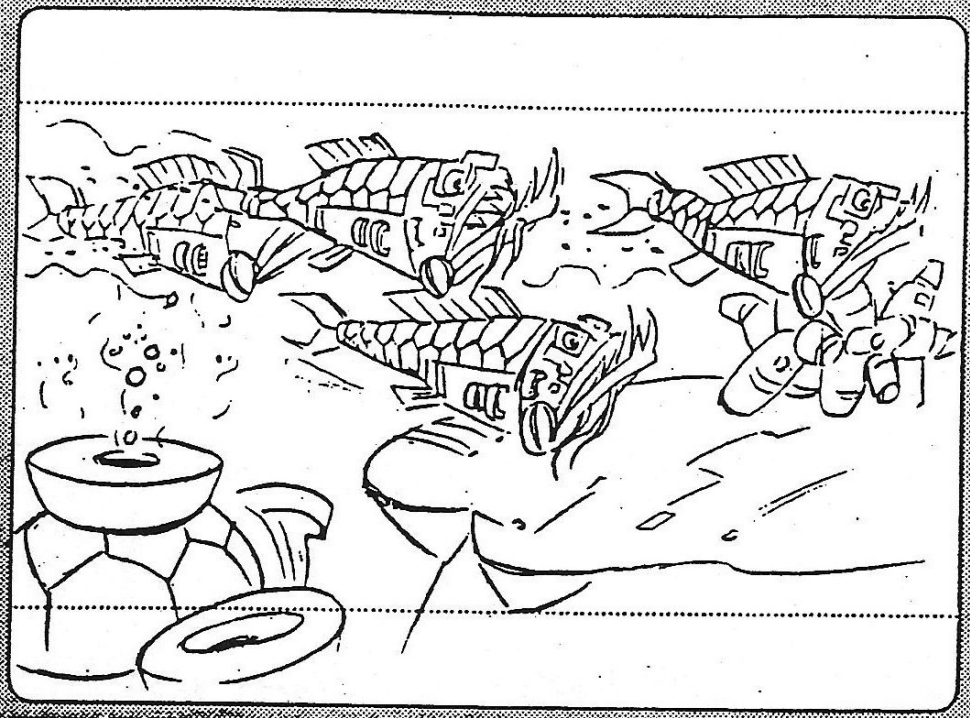
TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 17-1 ← PAN

SC. CONT ← PAN

SEQ. 17 Page 4





ON SWALLOWING HIM WHOLE WHILE MORE FISH GAIN THROUGH SC. UNAFFECTED BY THE ACTION.

ACTION

DIAL

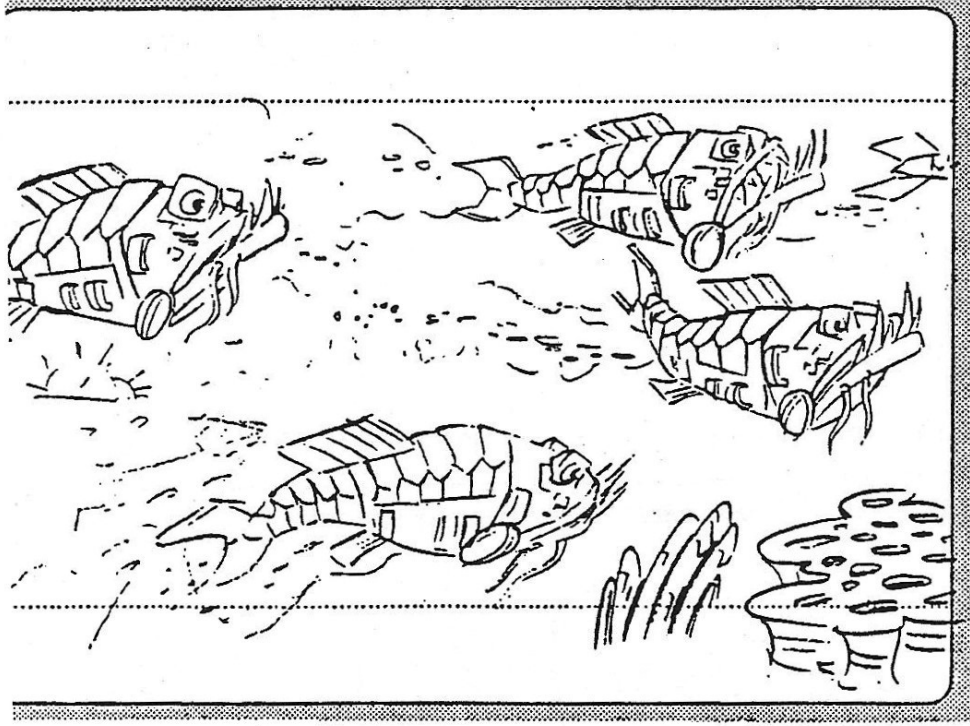
C/SFX

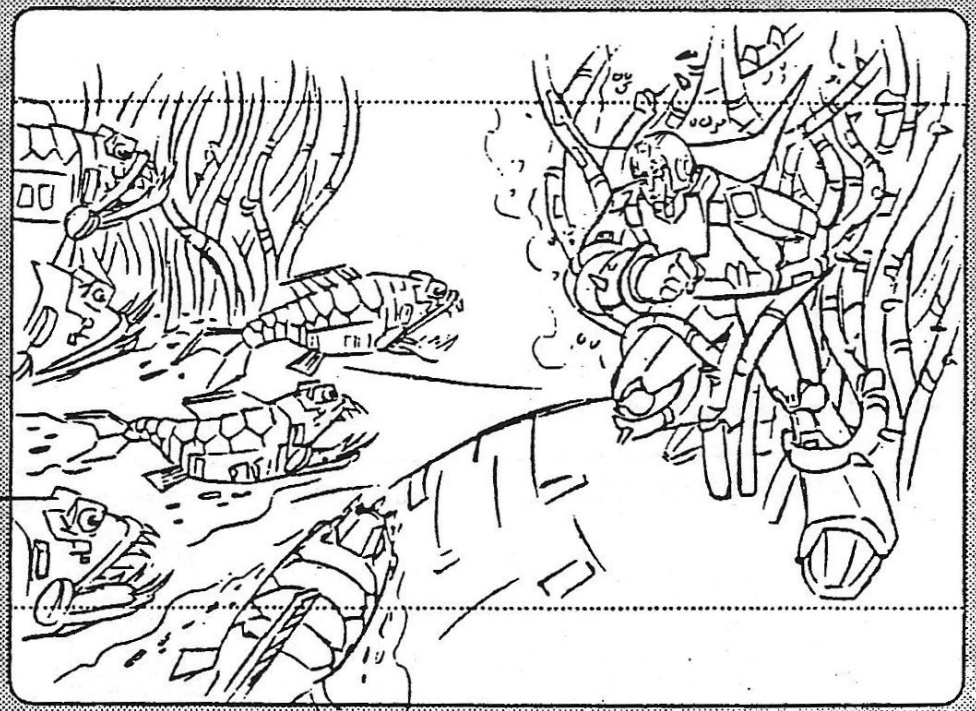
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 17-1 ← PAN

SC. CONT STOP PAN





ON THEY SPEED UP. SEEING SOMETHING O.S. RIGHT AS CAMERA GAINS OVER...

:/SFX

RA

ACTION ...TO HOT ROD ENTANGLED IN SOME METALLIC SEA WEED.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC 17-2

ACTION CLOSE UP OF HOT ROD SPOTTING THE INCOMING FISH.

DIAL

MUSIC/SFX

SC. 17-3

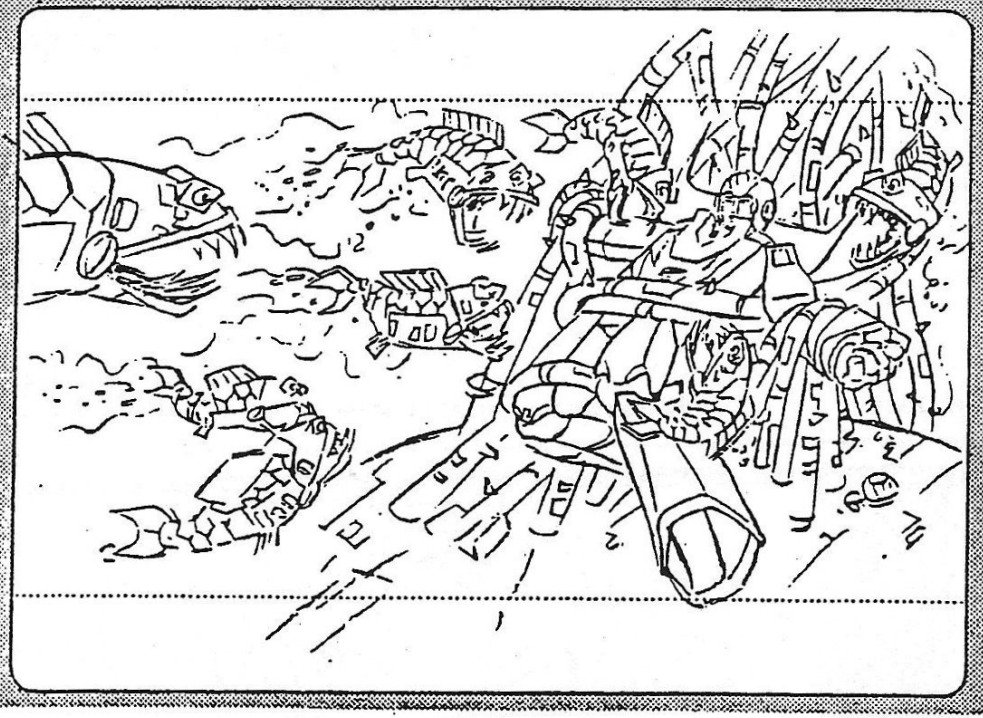
SEQ. 17 Page 6

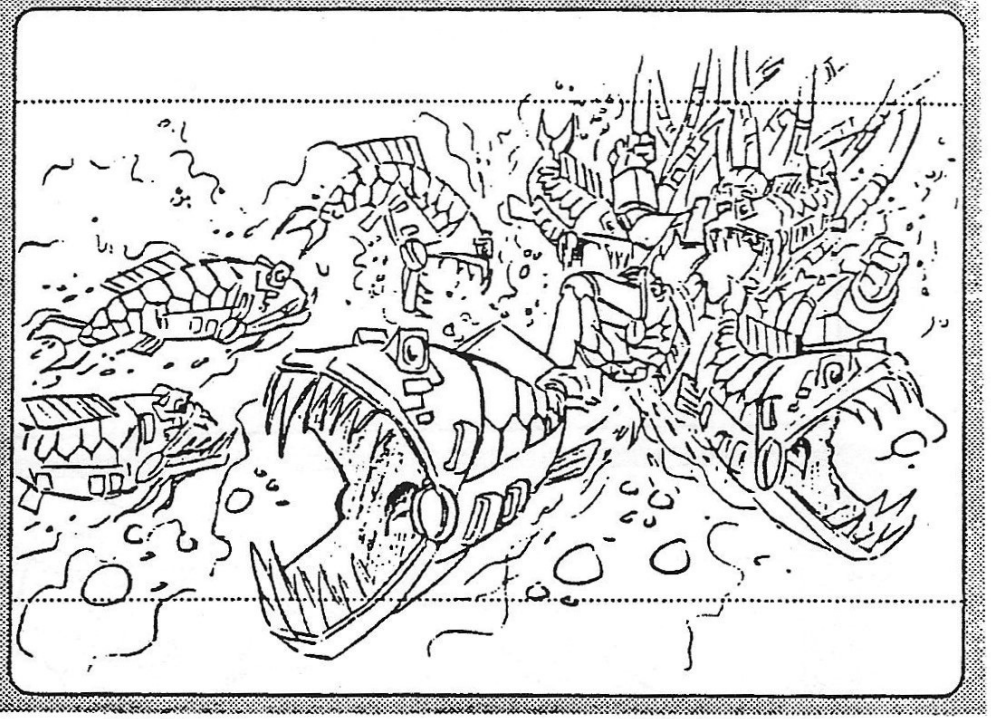
ACTION INCOMING FISH THAT ARE ABOUT TO MAKE A MEAL OF HOT ROD.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THE EVIL FISH BEGIN TO WORK THEMSELVES...

DIAL

MUSIC/SFX

CAMERA

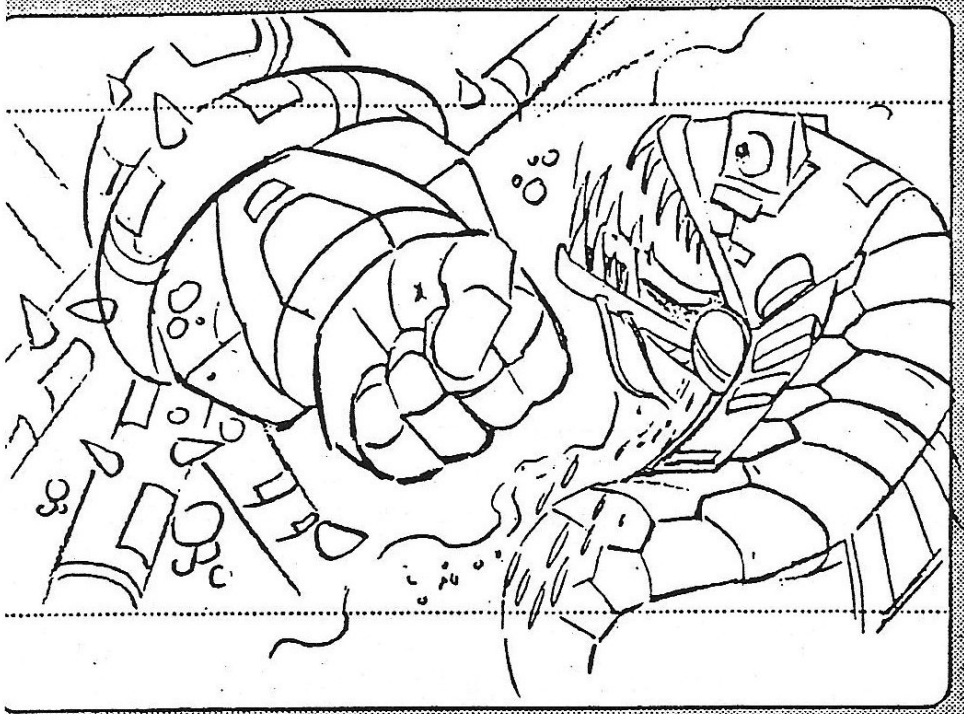
ACTION ...INTO A FEEDING FRENZY AS HOT ROD STRUGGLES TO FREE HIMSELF TO NO AVAIL.

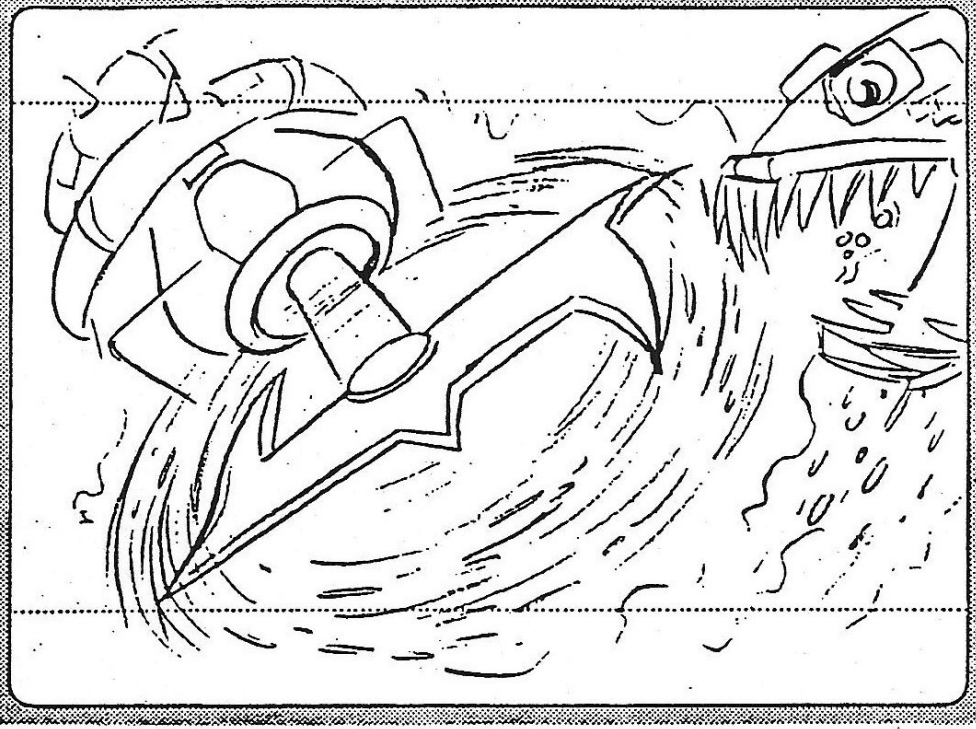
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!





ON HOT ROD'S HAND TRANSFORMS INTO A WHIRRING DEADLY DEVICE.

C/SFX

ERA

ACTION

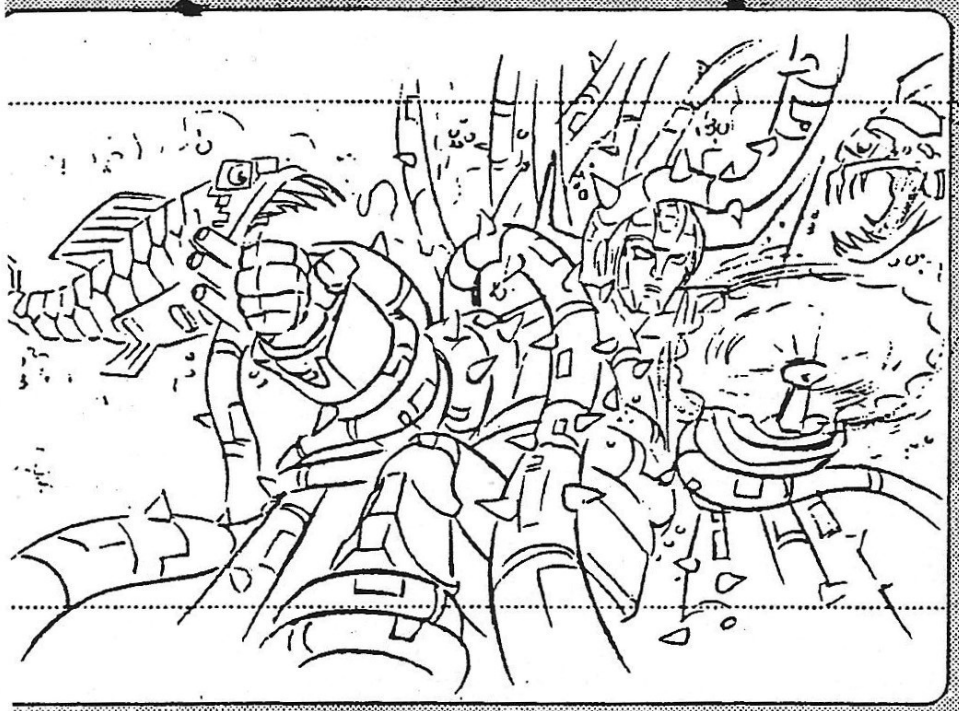
DIAL

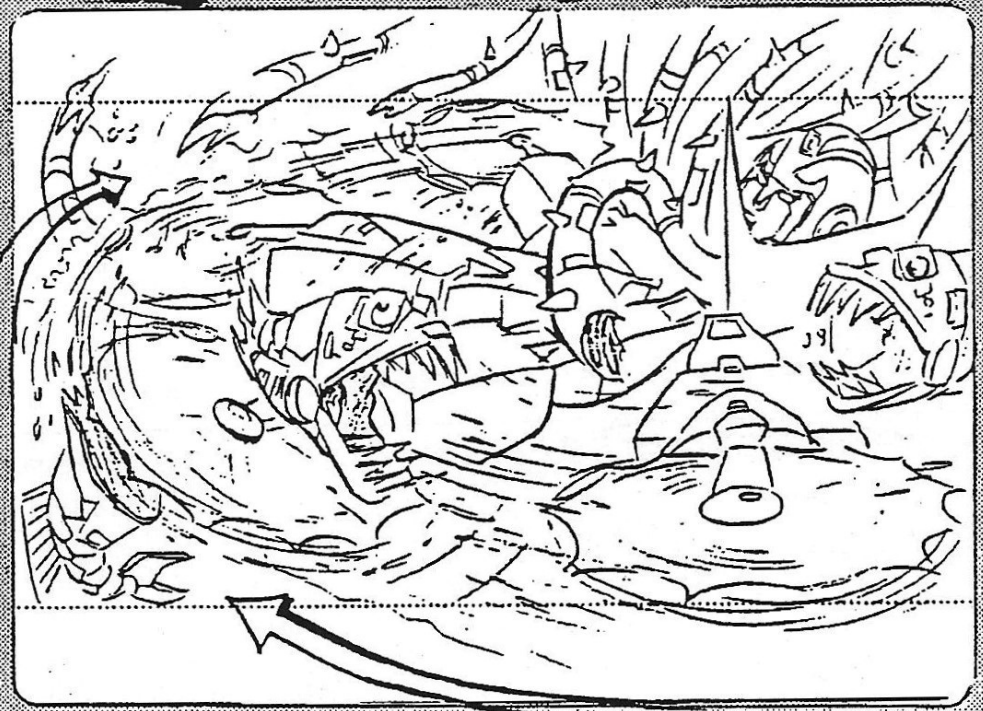
MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-6 SC. CONT SEQ. 17 Page 9





ON M.S. HOT ROD. HE THEN BEGINS TO PUT THE BLADE INTO ACTION.

/SFX

RA

ACTION

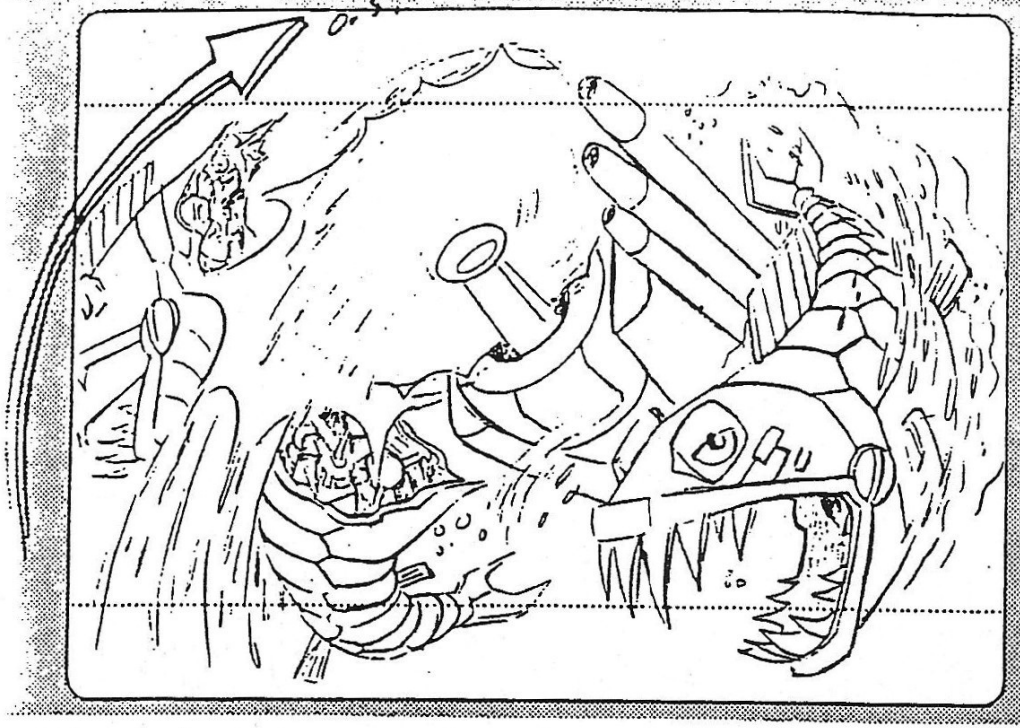
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-7



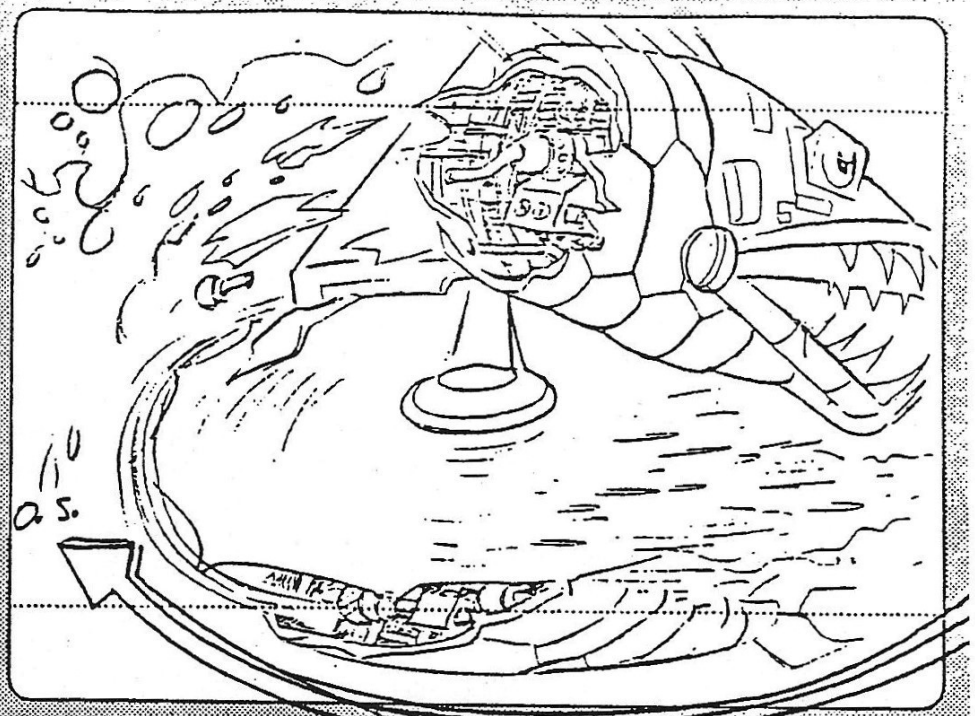
ACTION C.U. THE BLADE SLICING THROUGH SC. AND FISH FROM STAGE LEFT TO O.S. FROM TOP OF SCREEN

DIAL

MUSIC/SFX

SC. 17-8

SEQ. 17 Page 10



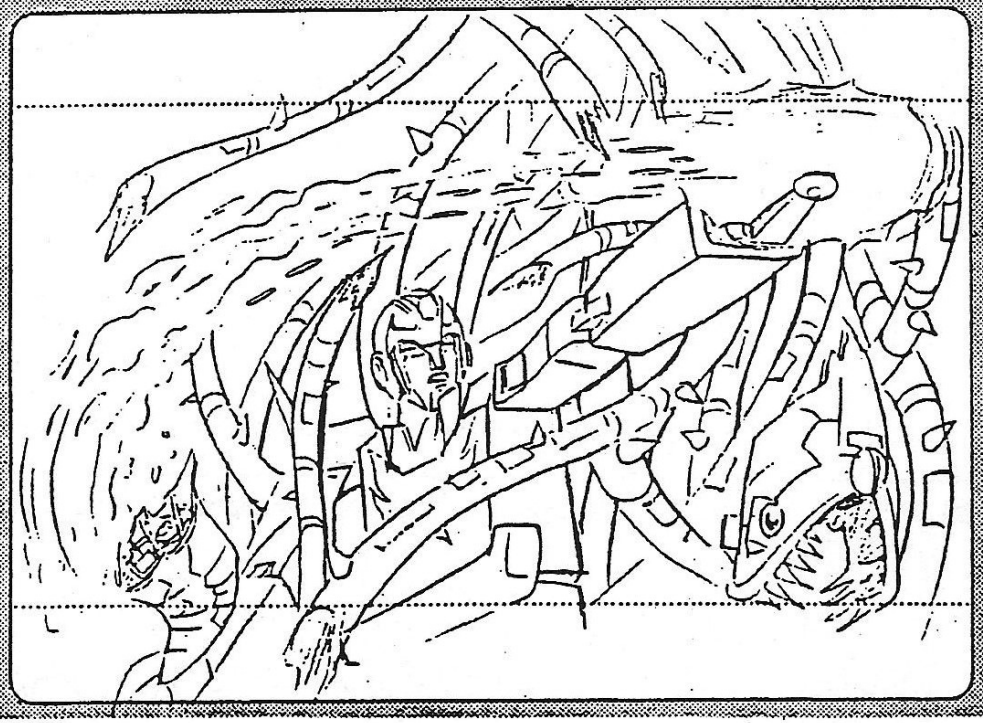
ACTION AND AGAIN FROM STAGE RIGHT TO O.S. LEFT

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-9



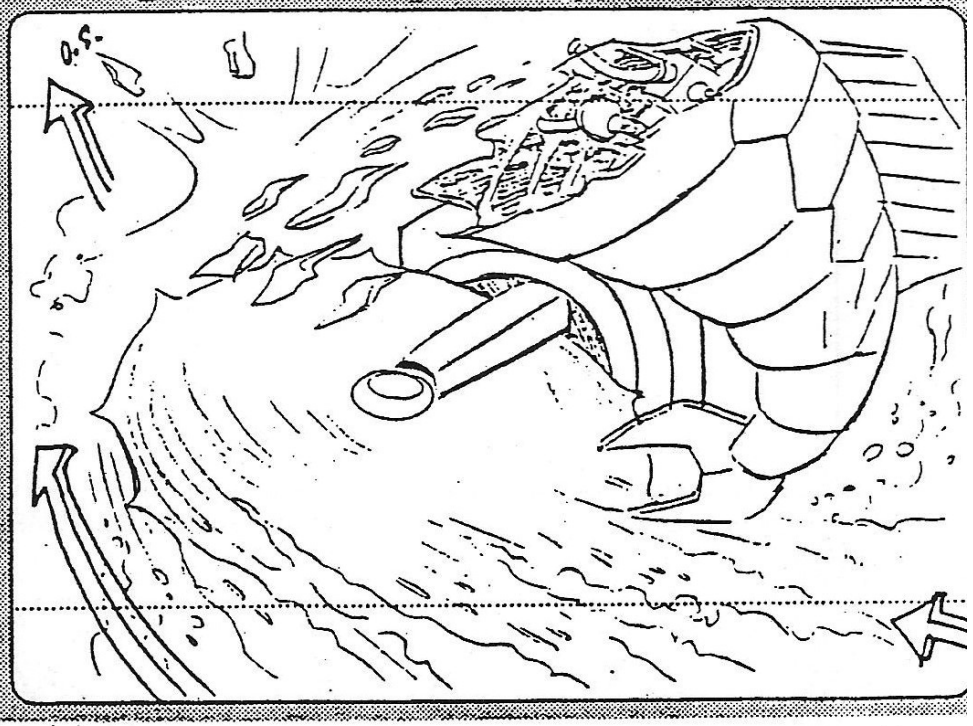
ACTION AND ARCING BACK TO STAGE RIGHT.

DIAL

MUSIC/SFX

CAMERA

SC. 17-10 SEQ. 17 Page 11



ACTION C.U. OF BLADE COMING BACK THRU SC.

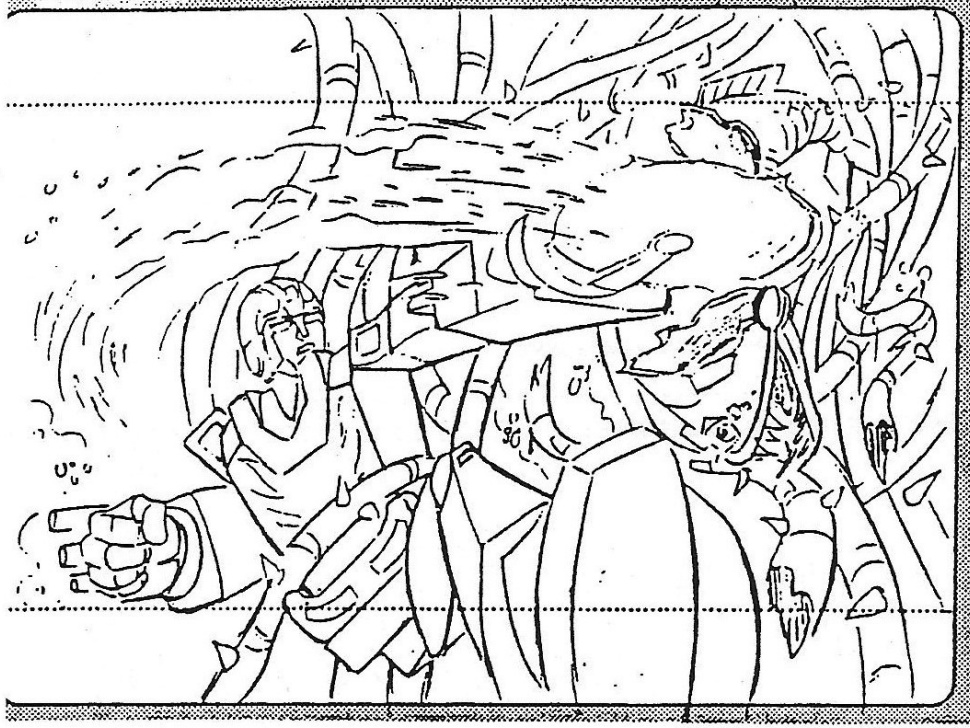
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-11 SC. CONT SEQ. 17 Page 12



ON M.S. HOT ROD. HE FINISHES OFF THE LAST FISH . . .

ACTION THEN STOPS TO SURVEY THE SITUATION.

DIAL HOT ROD (BUBBLING FILTERED VOICE)
Kup...Grimlock?

C/SFX

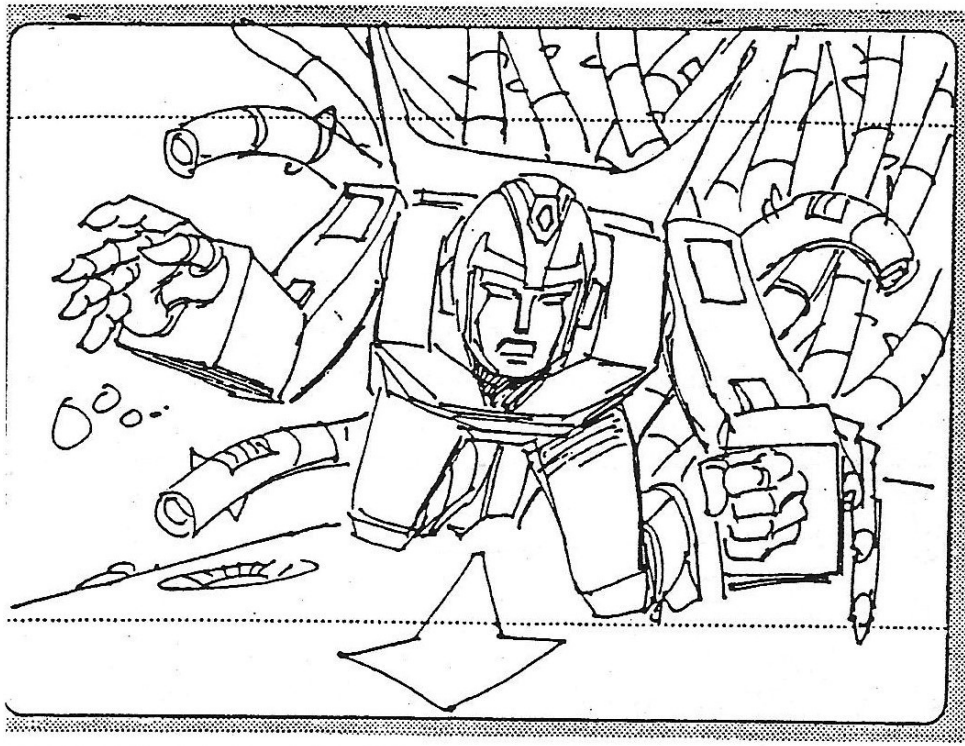
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 17-11

SC.

SEQ. 17 Page 13



IC...HIS HAND FINISHES TRANSFORMING. HE PUSHES OFF AND SWIMS FORWARD TOWARD US.

HOT ROD (CONT) Slag!

IC/SFX

ERA

ACTION

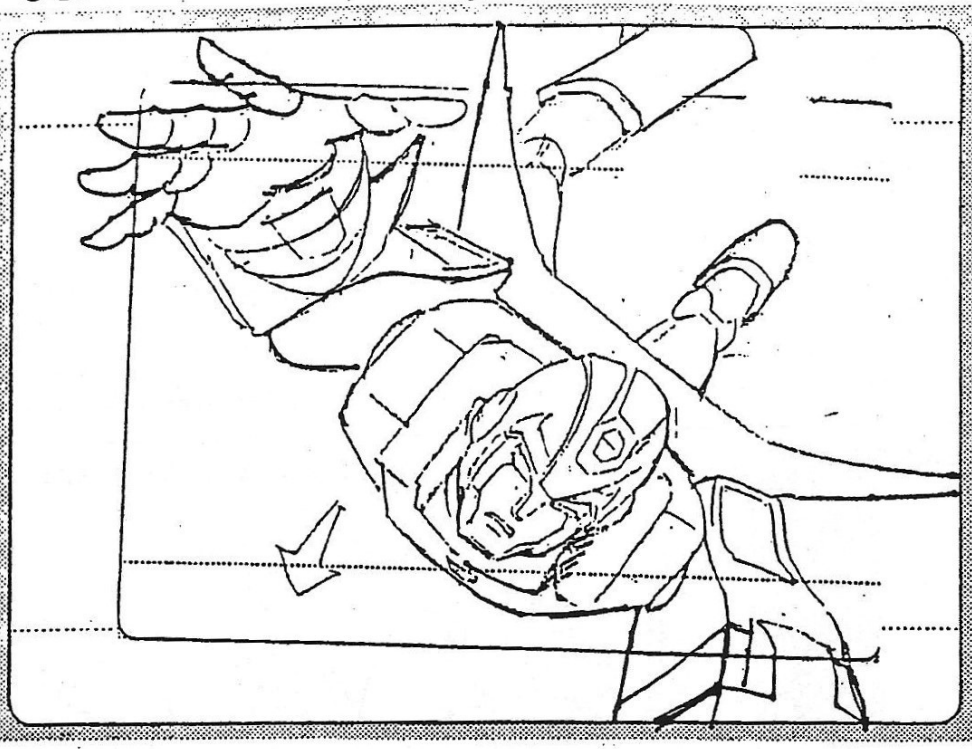
DIAL

MUSIC/SFX

CAMERA

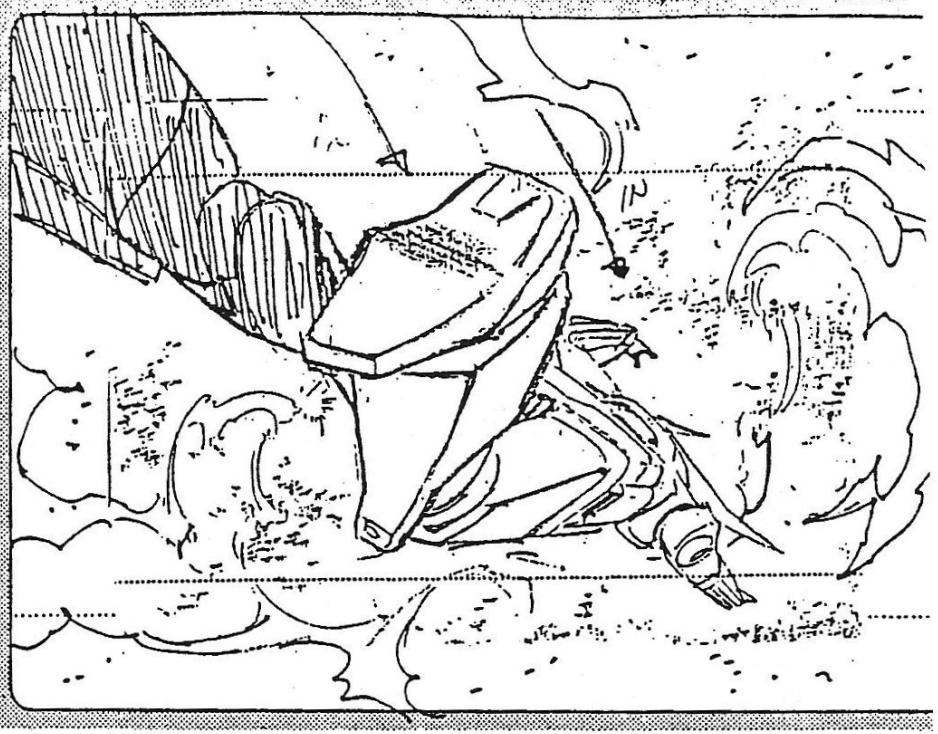
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 17-11 PAN 36



SC. CONT 17-11

SEQ. 17 Page 13A



ACTION HOT ROD DIVES IN FROM UPPER STAGE RIGHT. WE PAN WITH HIM. . .

(BUBBLING, FILTERED VOICE)

DIAL HOT ROD (CONT) Anybody?

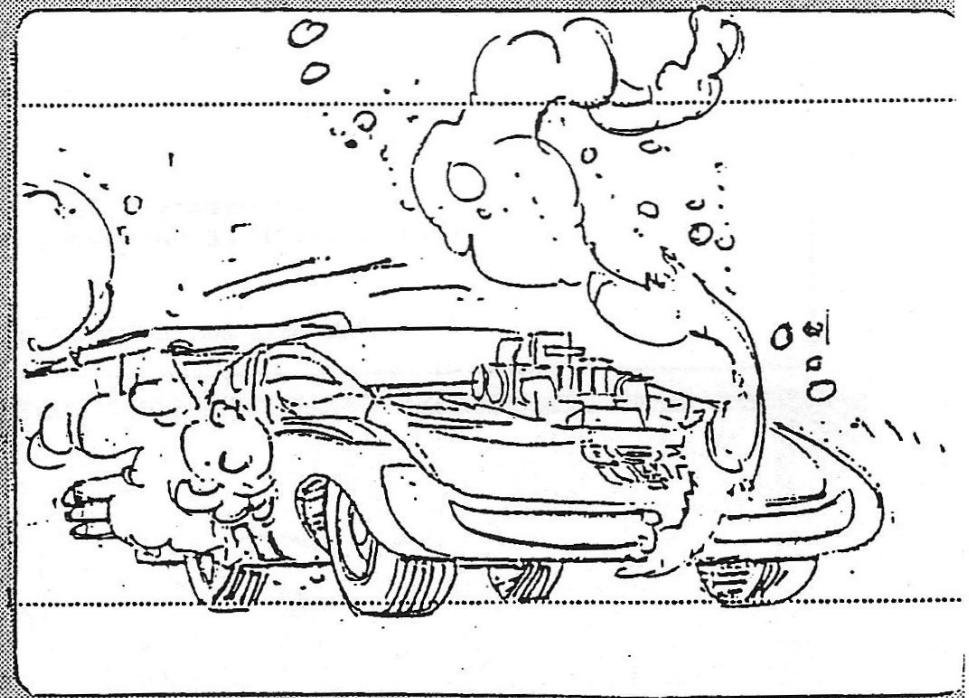
MUSIC/SFX

ACTION AND SWIMS DOWN LOWER STAGE RIGHT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. HOT ROD. TRANSFORMS AS HE NEARS THE SEA BOTTOM . . .

DIAL

MUSIC/SFX

CAMERA

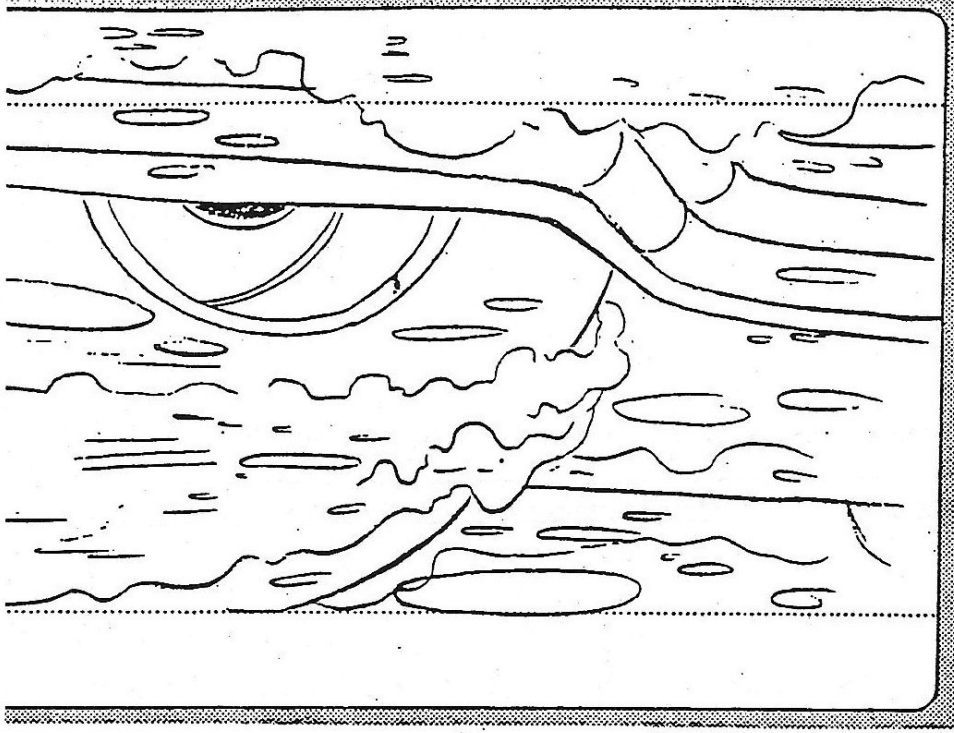
ACTION WE PAN WITH HOT ROD FULLY TRANSFORMED AS HE RACES ALONG TOWARDS THE CAMERA . . .

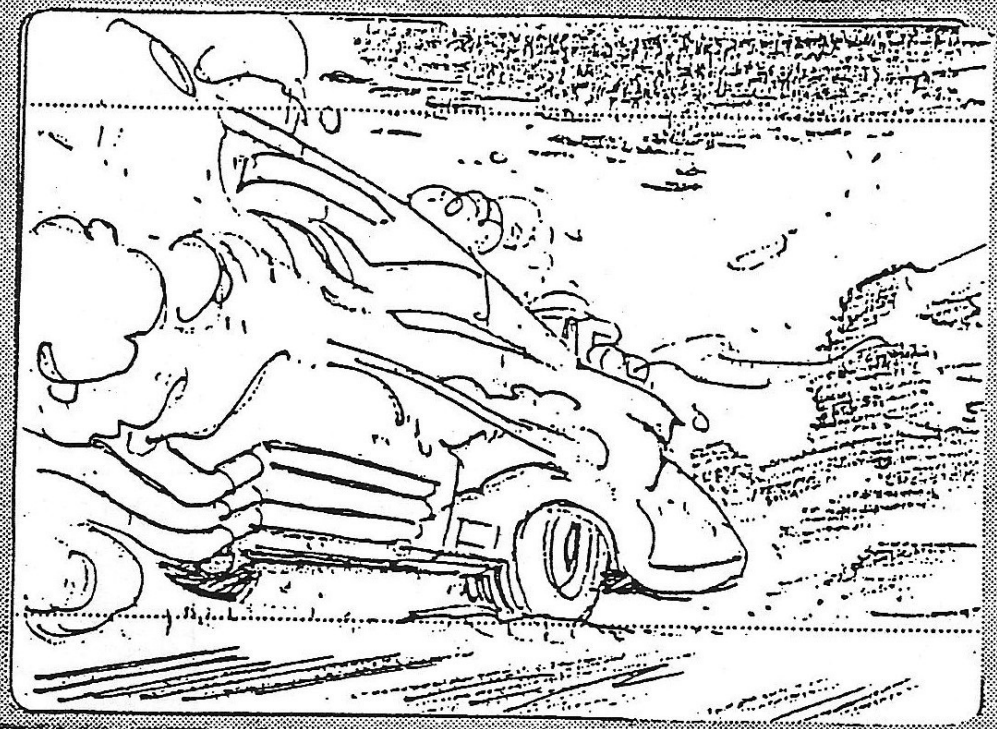
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...PASSES CLOSE BY...

SFX

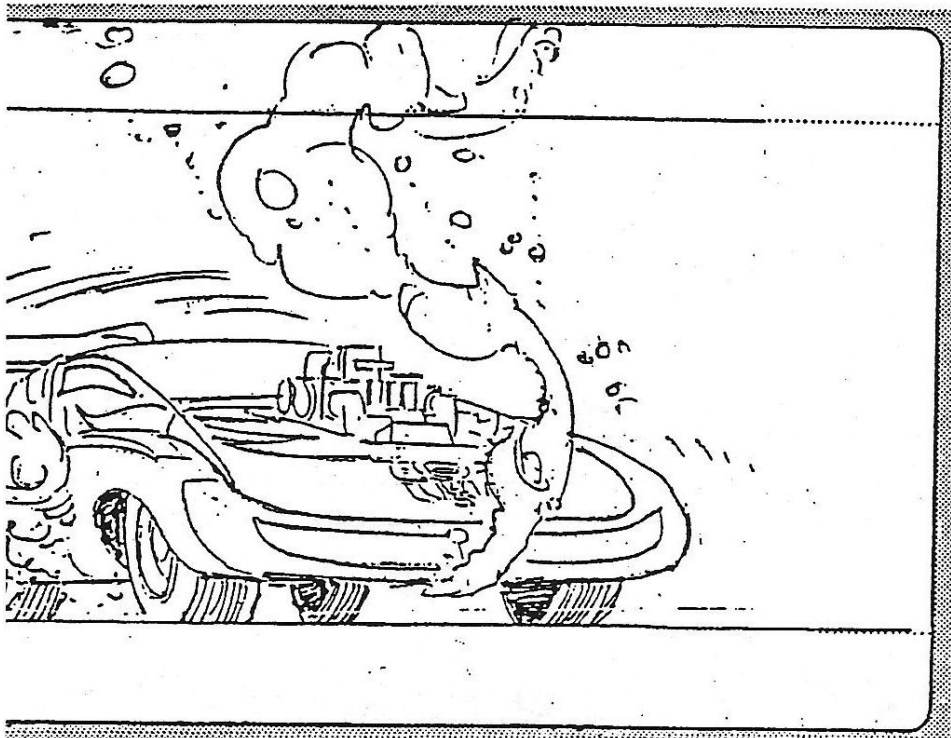
ACTION

AND THEN GAINS O.S. RIGHT.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



NO SCENE 17-14

M.S. HOT ROD. HE TRANSFORMS

FX

ACTION BACK INTO ROBOT MODE AS HE RUNS FORWARD . .

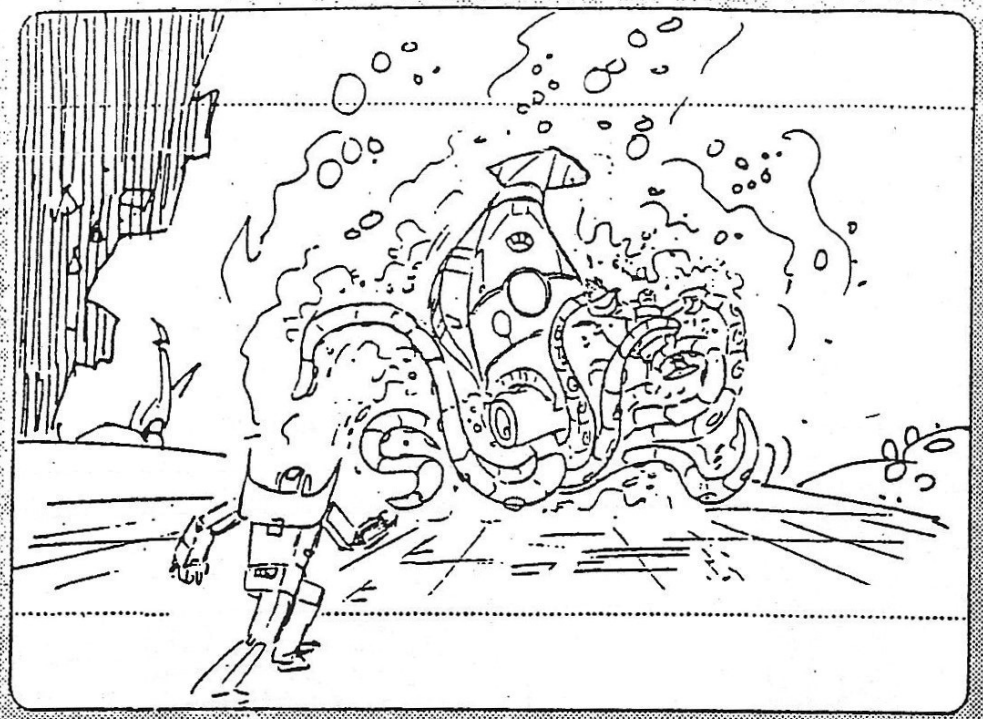
DIAL HOT ROD Kup!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-15

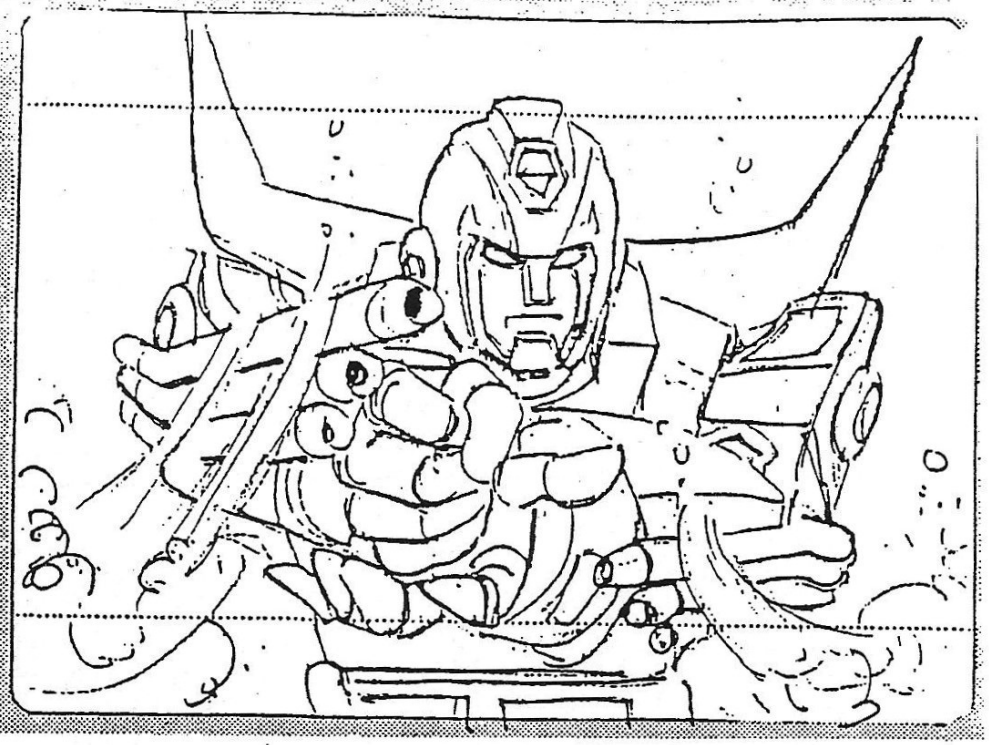


ACTION L.S. HOT ROD. ENTERS IN FROM O.S. LEFT IN TIME TO SEE KUP BEING TORN APART BY A GIANT SQUID.

DIAL

MUSIC/SFX

SC. 17-16 SEQ. 17 Page 17



ACTION ... AND TAKES AIM AT THE SQUID.

DIAL

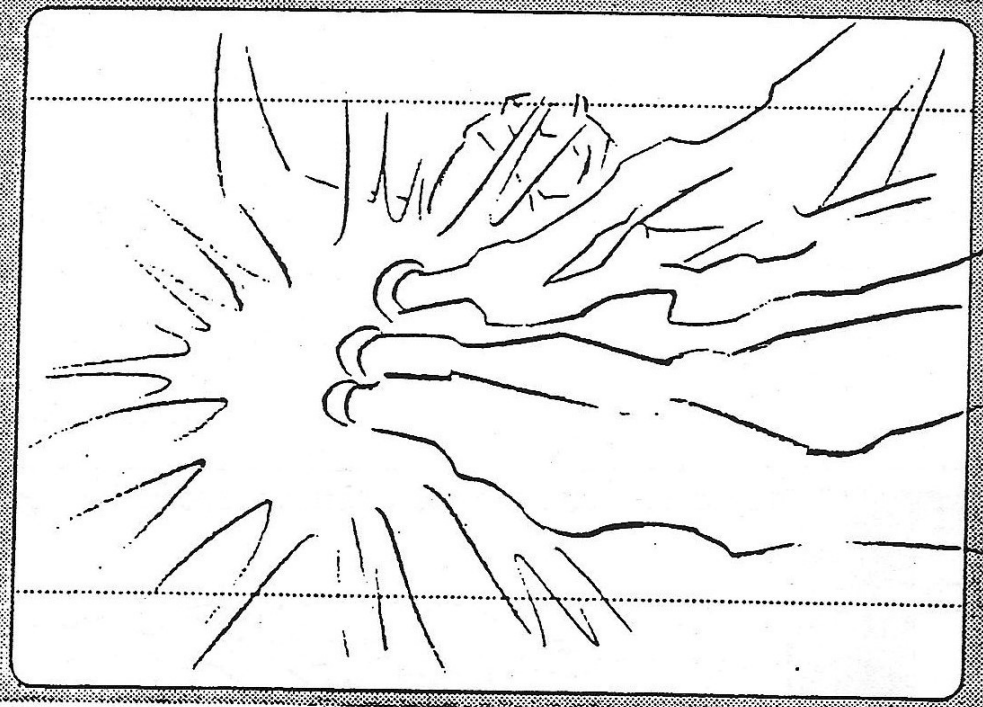
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-16 CONT

SC.

SEQ. 17 Page 18



ACTION HE THEN BLASTS OFF A ROUND OF ELECTRICAL CHARGE.

DIAL

MUSIC/SFX

CAMERA

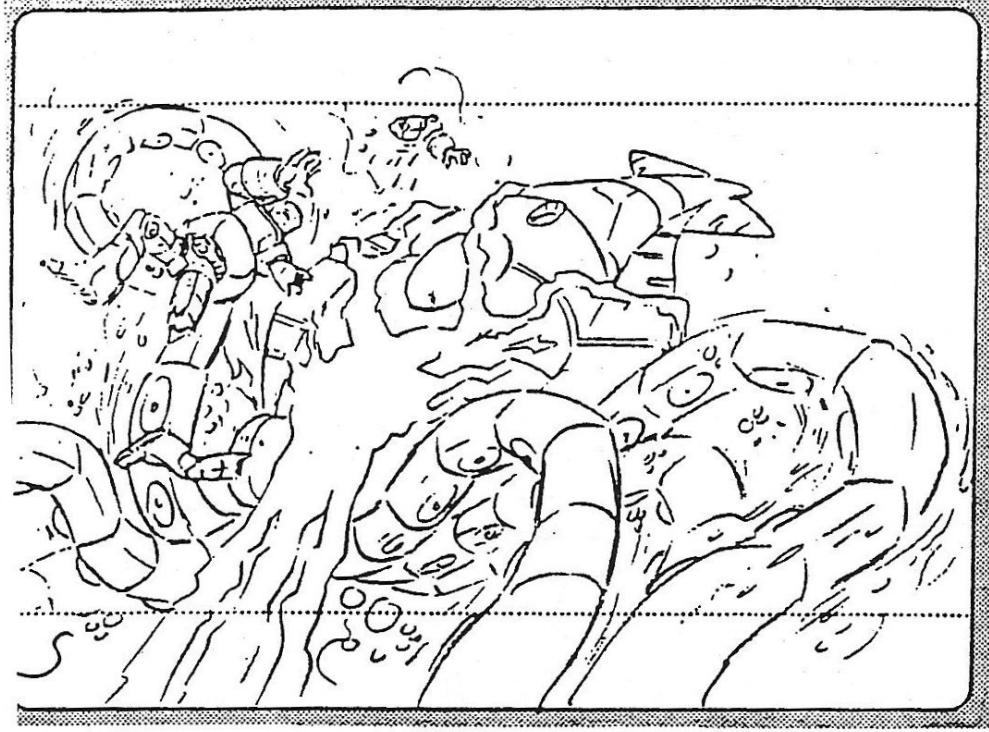
ACTION

DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Wars and Beyond!!!!



ON L.S. THE SQUID. THE CHARGES HIT THE SQUID AND SURROUND HIM.

:/SFX

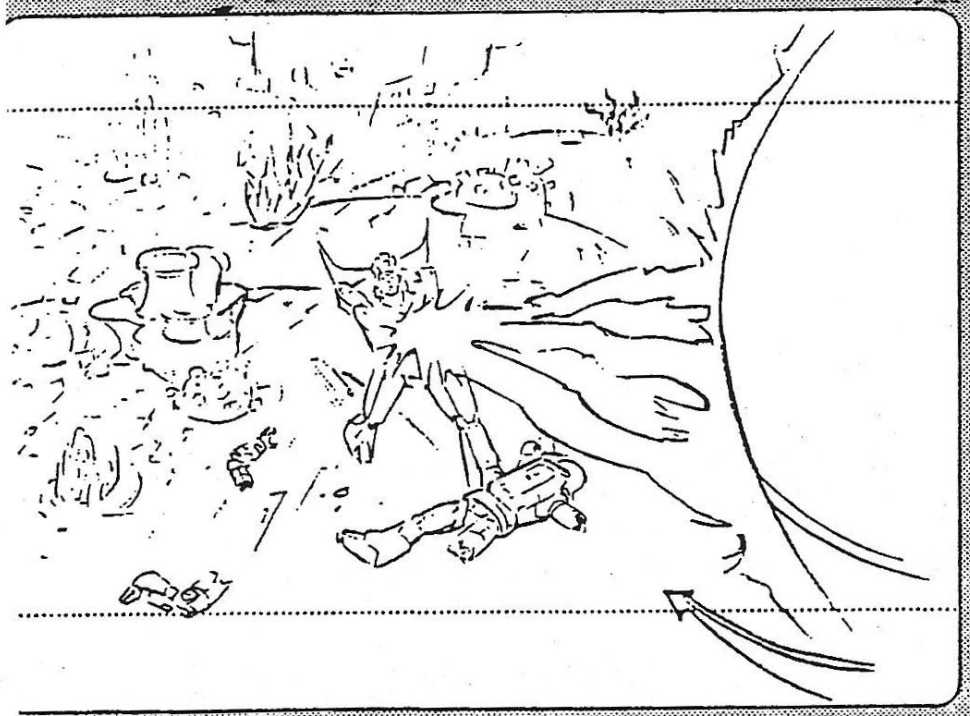
ACTION THE SQUID THEN DROPS KUP AND SHAKES IN PAIN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-18 SC. CONT SEQ 17 Page 20



DIAL L.S. HOT ROD BLASTS AGAIN AT THE INCOMING SQUID AS IT ATTACKS HIM.

MUSIC/SFX

CAMERA

ACTION HOT ROD CONTINUES TO BLAST AT THE BEAST AS HE MOVES CLOSER.

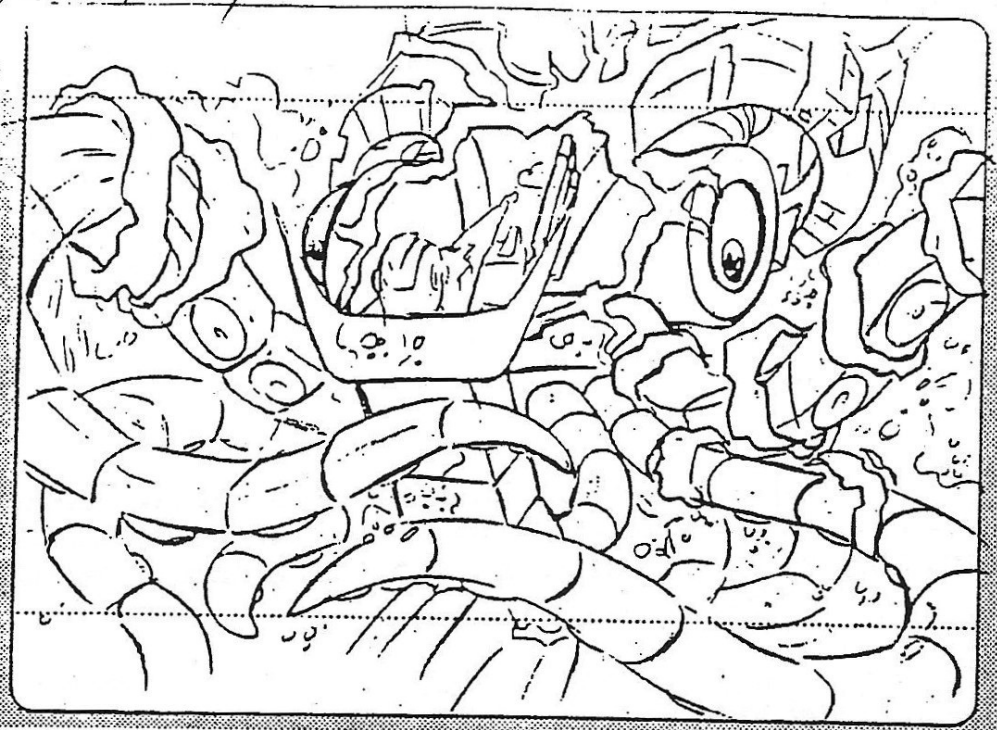
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-19



ACTION M.S. HOT ROD AND THE SQUID. THE SQUID GETS CLOSE ENOUGH. AND STARTS TO WIND HIS TENTACLES AROUND HOT ROD.

DIAL

MUSIC/SFX

CAMERA

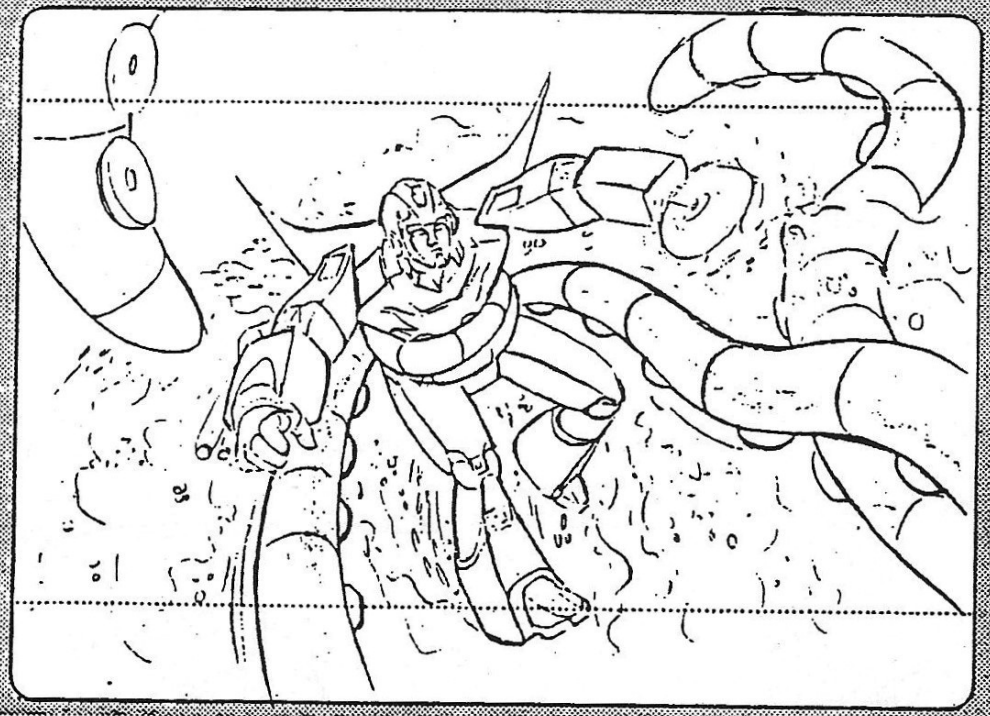
ACTION

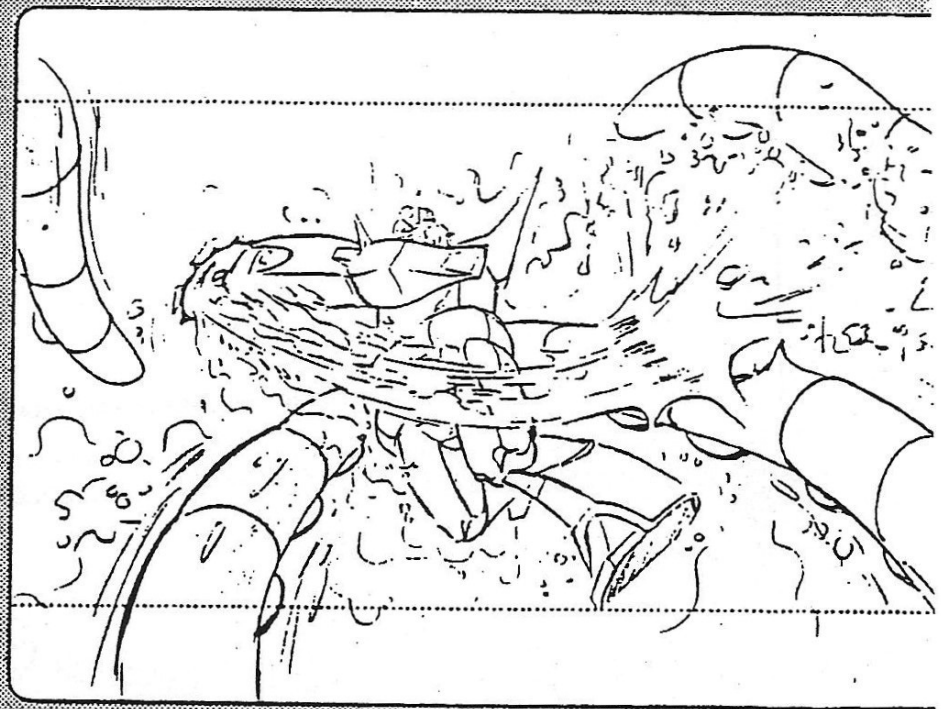
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. HOT ROD. THE SQUID GRABS HOT ROD AND LIFTS HIM UP AS HE TRANSFORMS HIS HAND BACK INTO BUZZ SAW ...

DIAL

MUSIC/SFX

CAMERA

ACTION ... USING IT TO CHOP AT THE TENTACLE OF THE SQUID.

DIAL

MUSIC/SFX

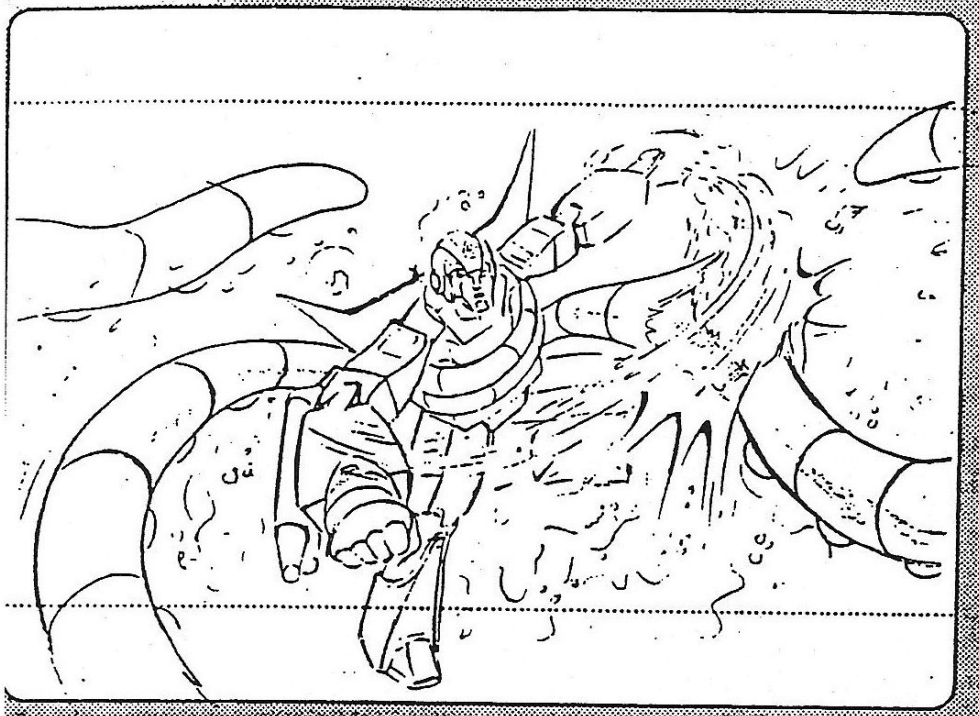
CAMERA

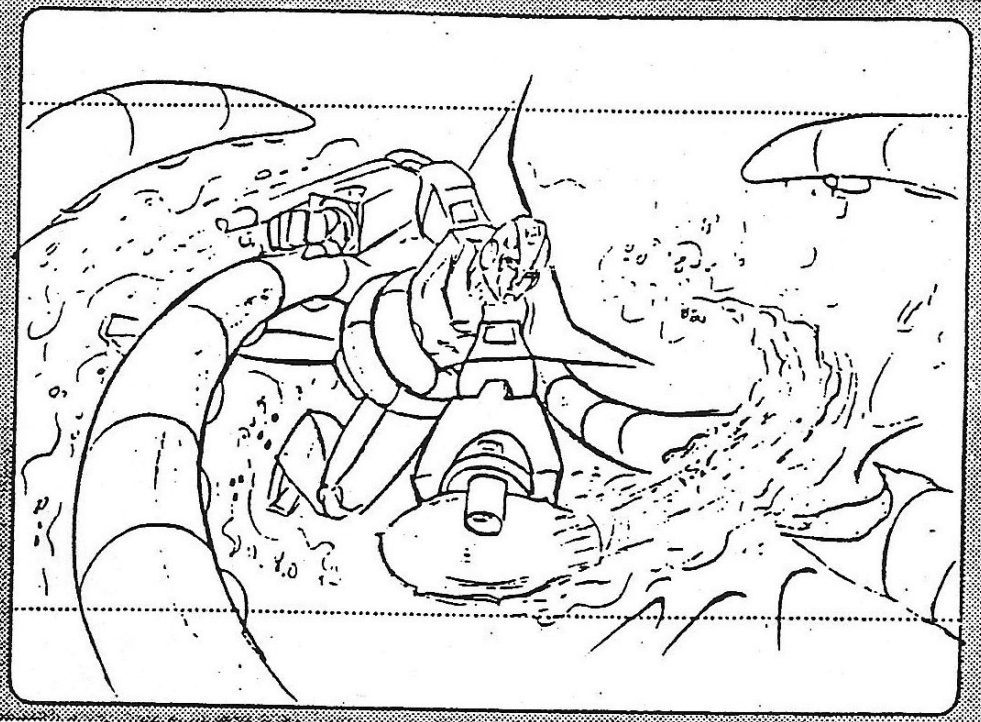
TF RAW
From generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 17-20

SC. CONT

SEQ. 17 Page 23





ION HOT ROD TAKES ANOTHER SWING...

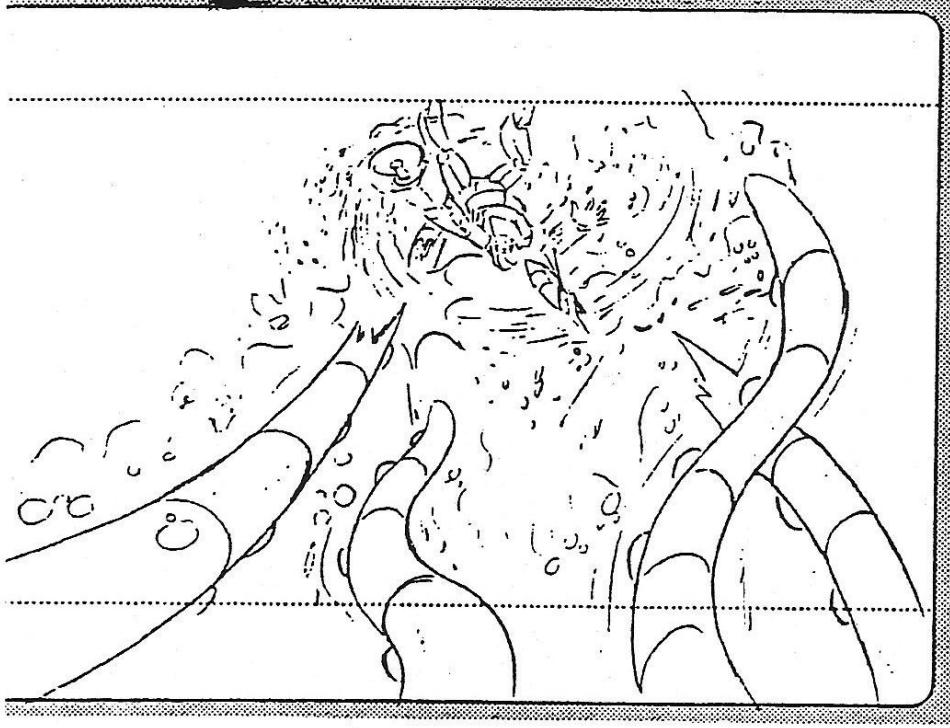
IC/SFX

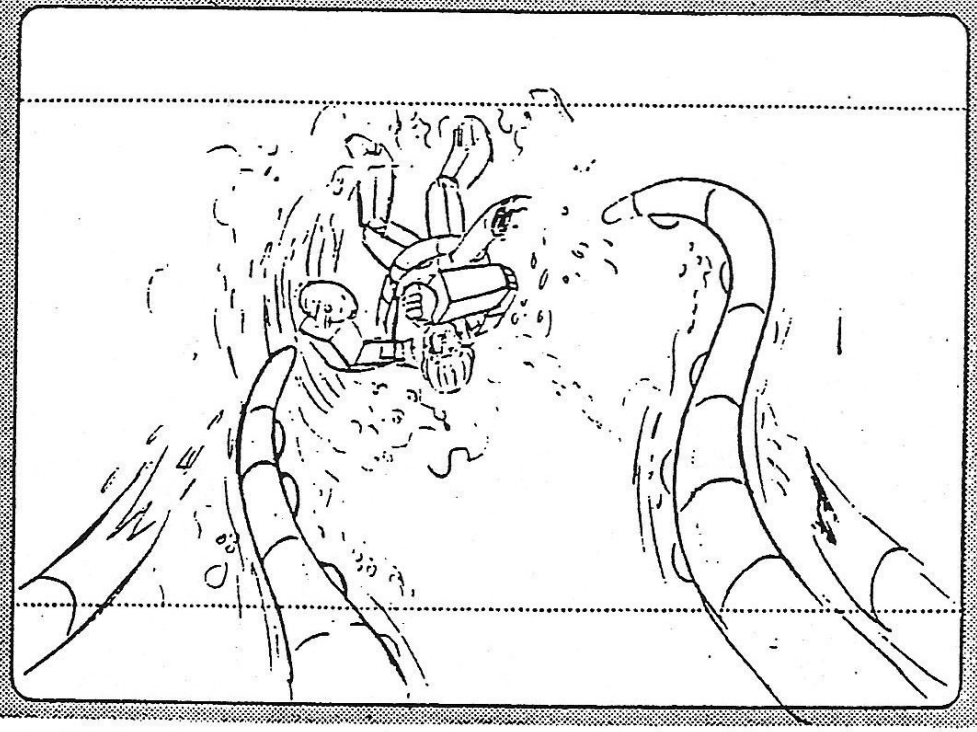
ACTION ...AND ON THE THIRD ATTEMPT SLICES THRU, SEVERING THE TENTACLE

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON FOLLOWING THRU AND CUTTING THE SECOND TENTACLE.

/SFX

RA

ACTION FREE OF THE SQUID'S GRIP HOT ROD BEGINS TO FALL AS TWO MORE TENTACLES COME IN . . .

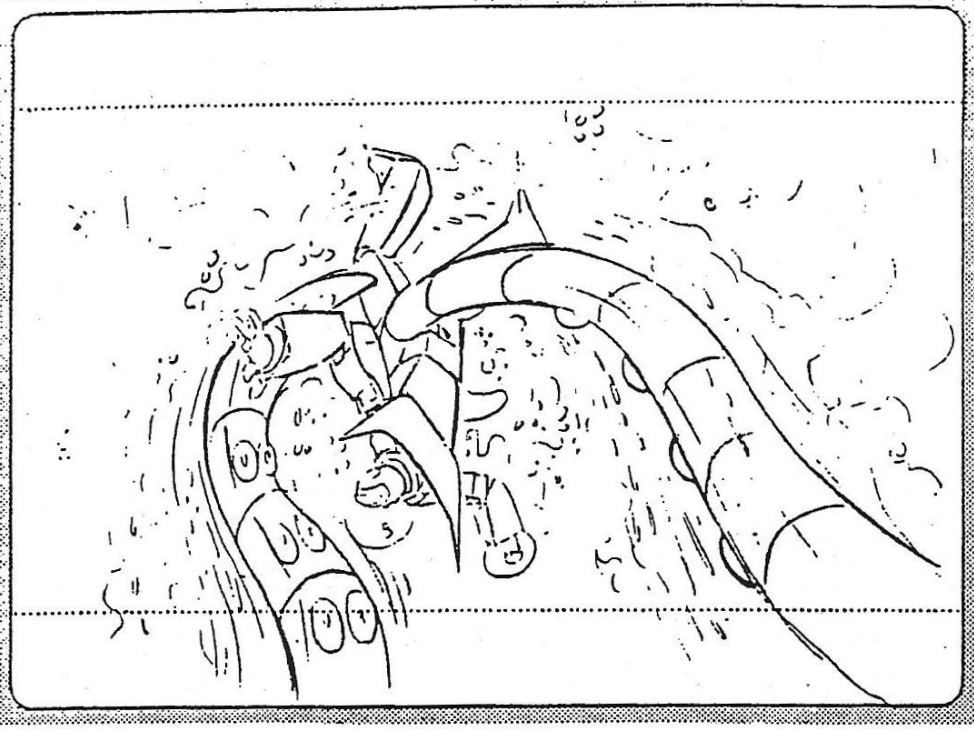
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 17-20



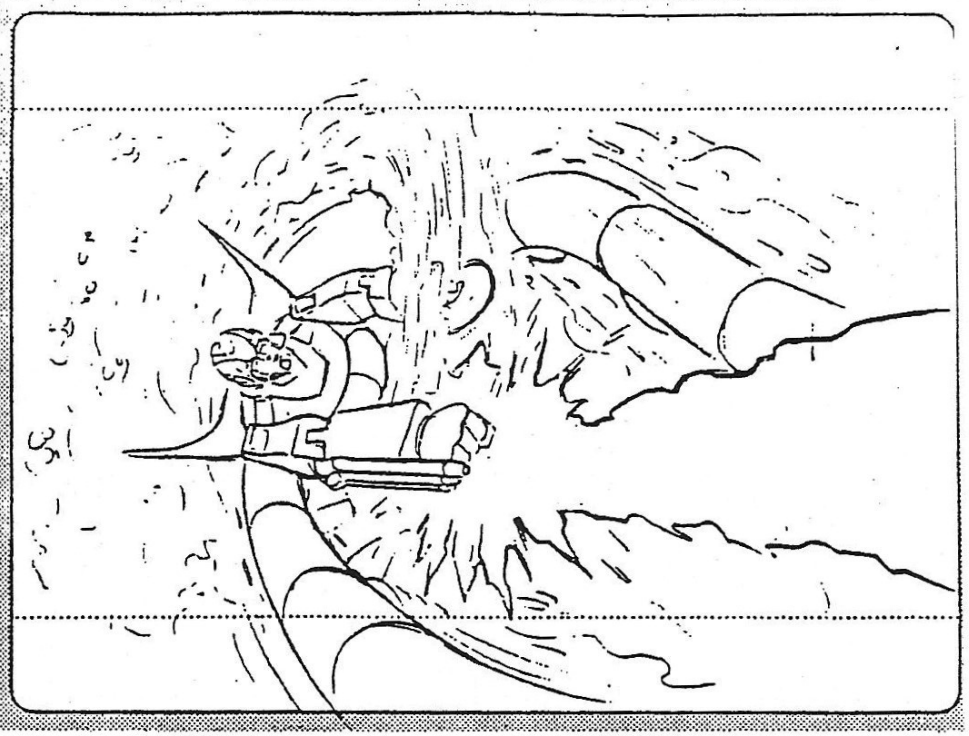
ACTION SNATCHING HIM UP BEFORE HE GETS AWAY.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT



ACTION HOT ROD SPINS AROUND IN THE SQUID'S GRIP AND FIRES OFF ANOTHER BLAST.

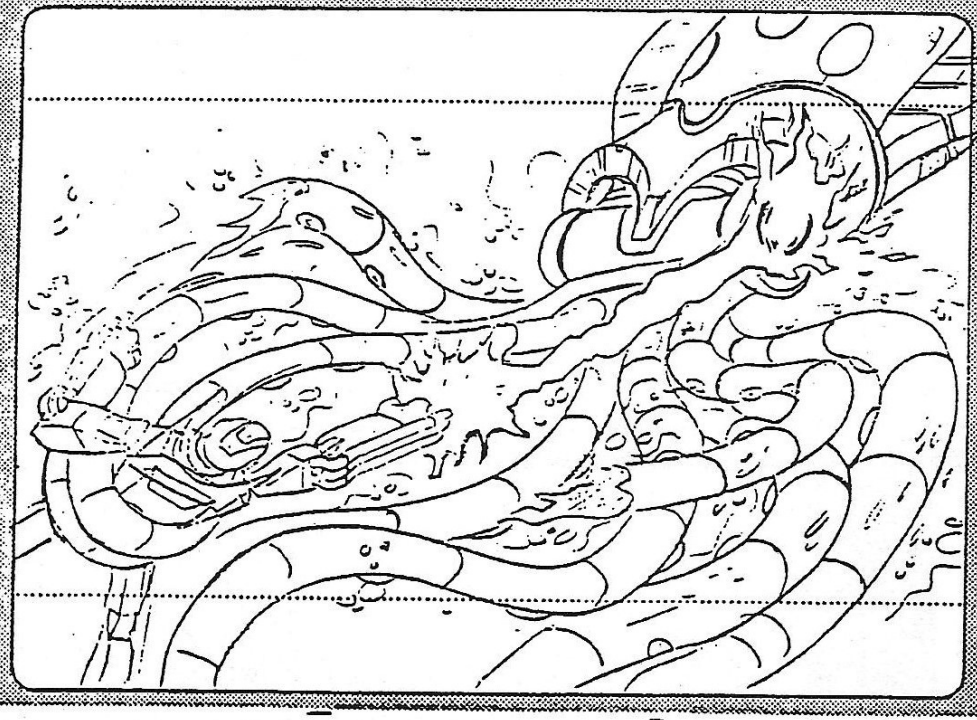
DIAL

MUSIC/SFX

SC. 17-21

SC.

SFD./7 Page 26



ACTION L.S. HOT ROD AND THE SQUID. HOT ROD'S BLAST HITS THE SQUID DIRECTLY IN THE EYE.

DIAL

MUSIC/SFX

CAMERA

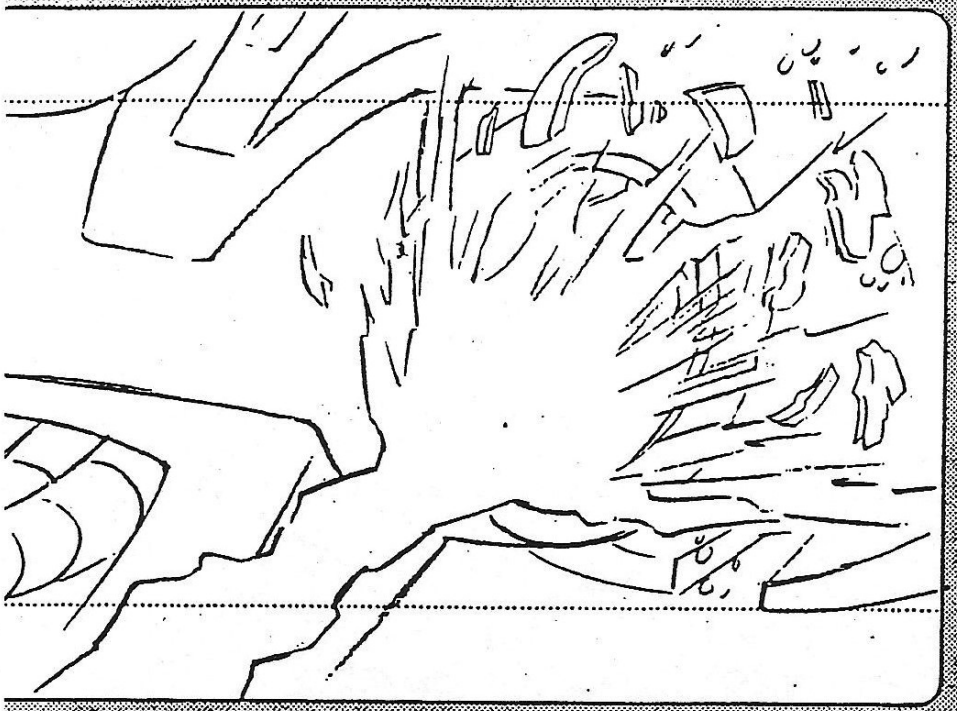
ACTION

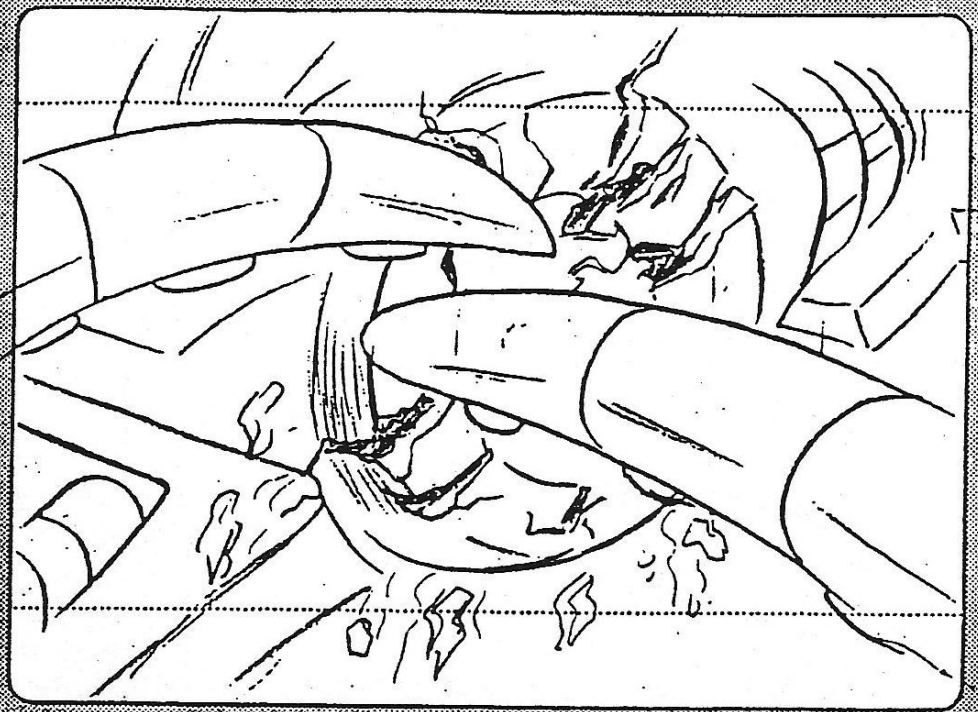
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!





ON X.C.U. THE SQUID'S EYE. THE BLAST RIPS UP THE ENTIRE EYE AREA.

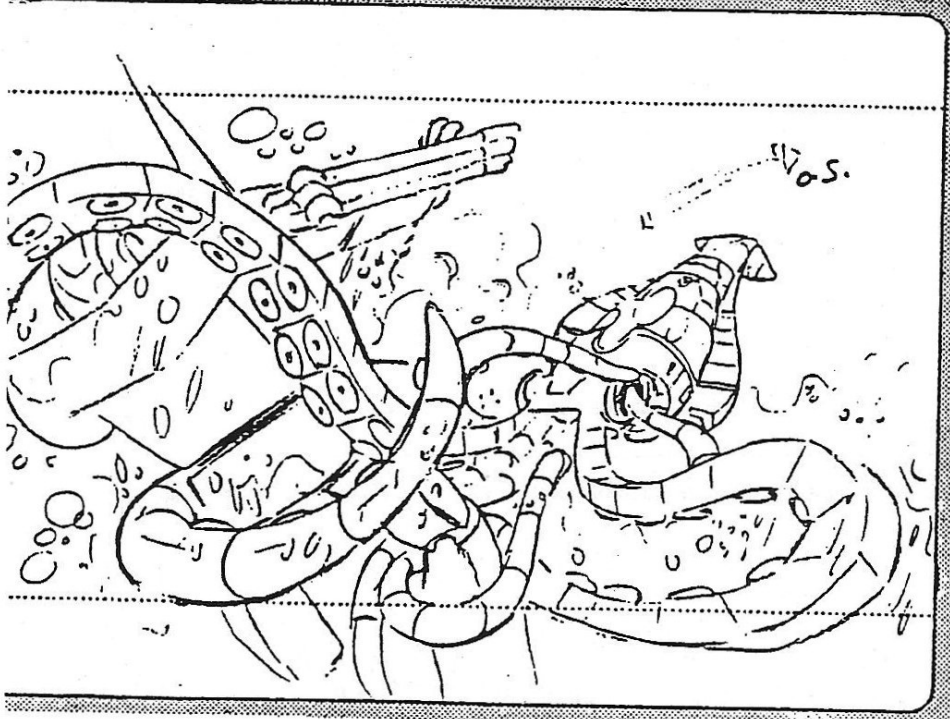
ACTION THE SQUID IMMEDIATELY REACTS, GRABS HIS EYE WITH HIS TENTACLES.

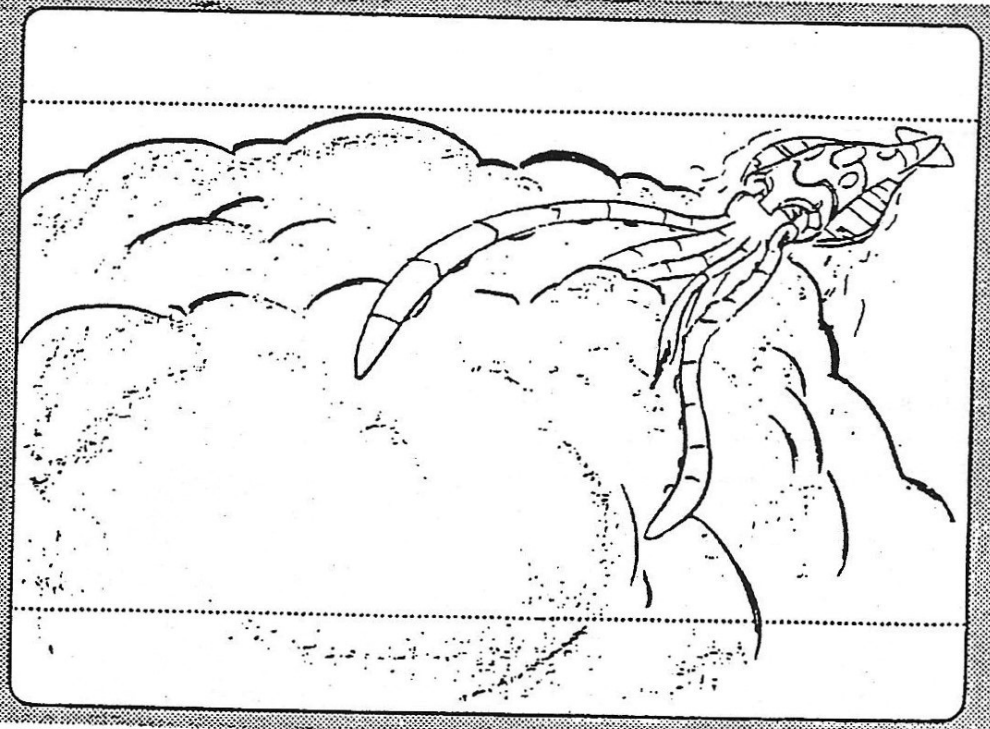
DIAL

MUSIC/SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





X.L.S. HOT ROD AND THE SQUID. THE SQUID LOOSENS HIS GRIP ON HOT ROD. HE BEGINS TO RETREAT O.S...

SFX

ACTION ... LEAVING BLACK INK TO FILL THE SCREEN

DIAL

MUSIC/SFX

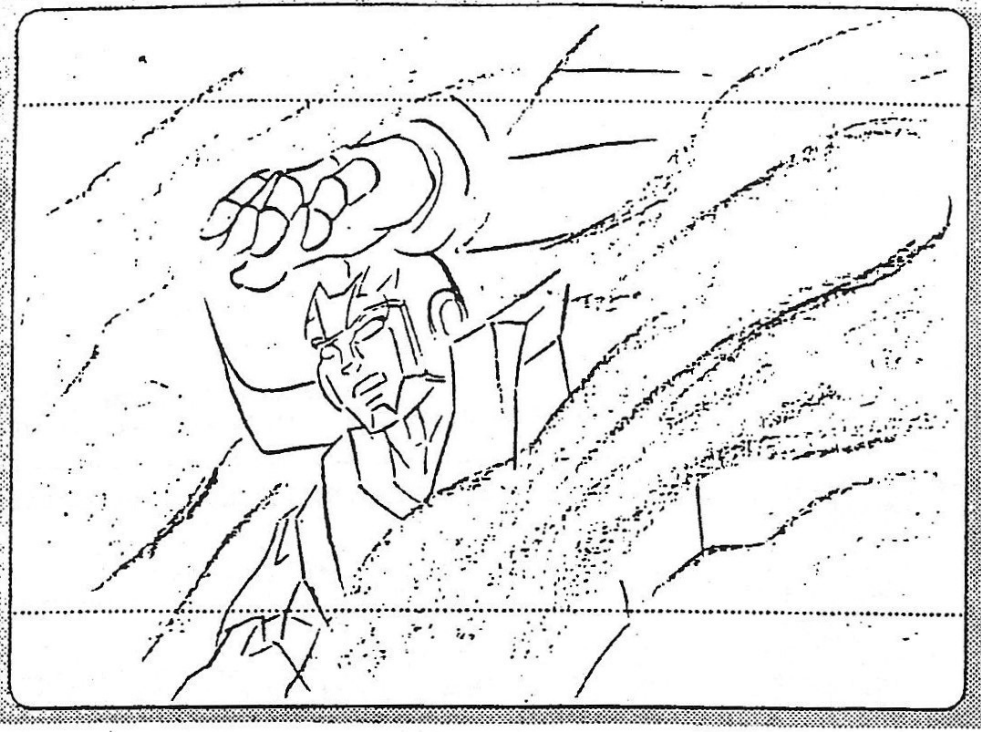
CAMERA

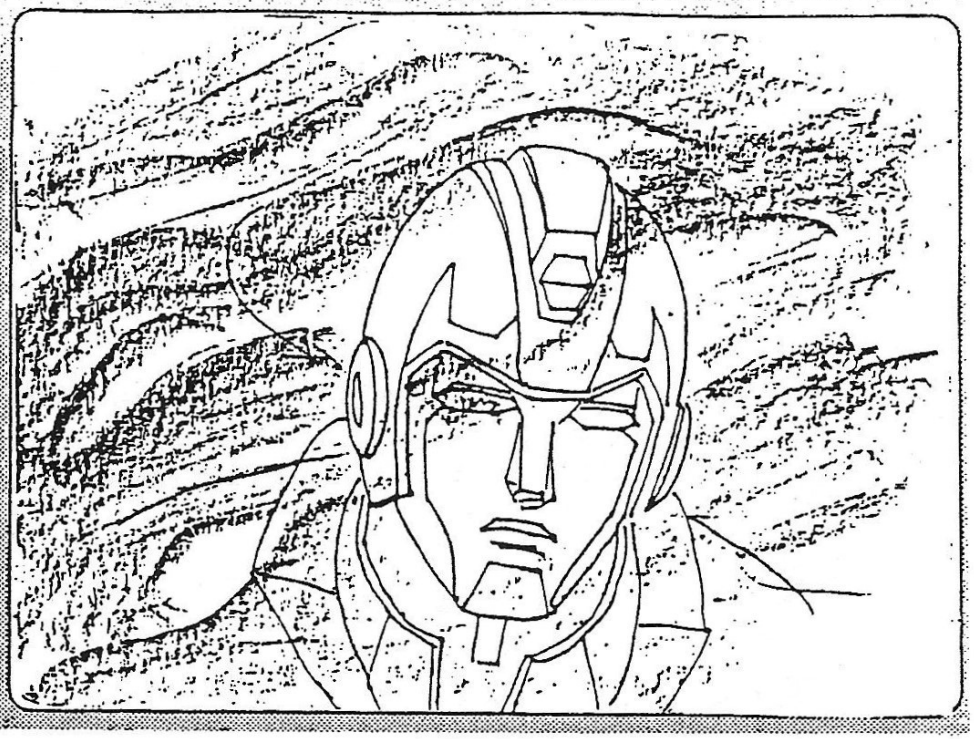
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 17-22

SC. CONT

Page 29





ACTION M.S. HOT ROD. HE APPEARS OUT OF THE INK . . .

DIAL

MUSIC/SFX

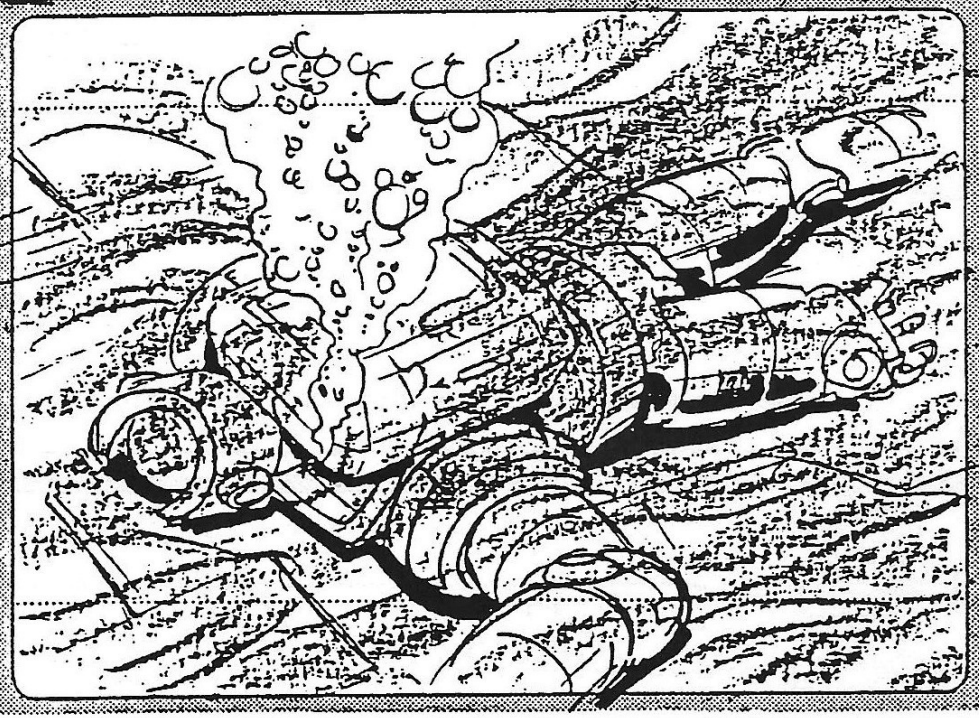
ACTION . . . AND WALKS TOWARD THE CAMERA. FOCUSING ON THE GROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-23



ACTION M.S. KUP. AS THE INK CLEARS, WE CAN SEE KUP.

DIAL

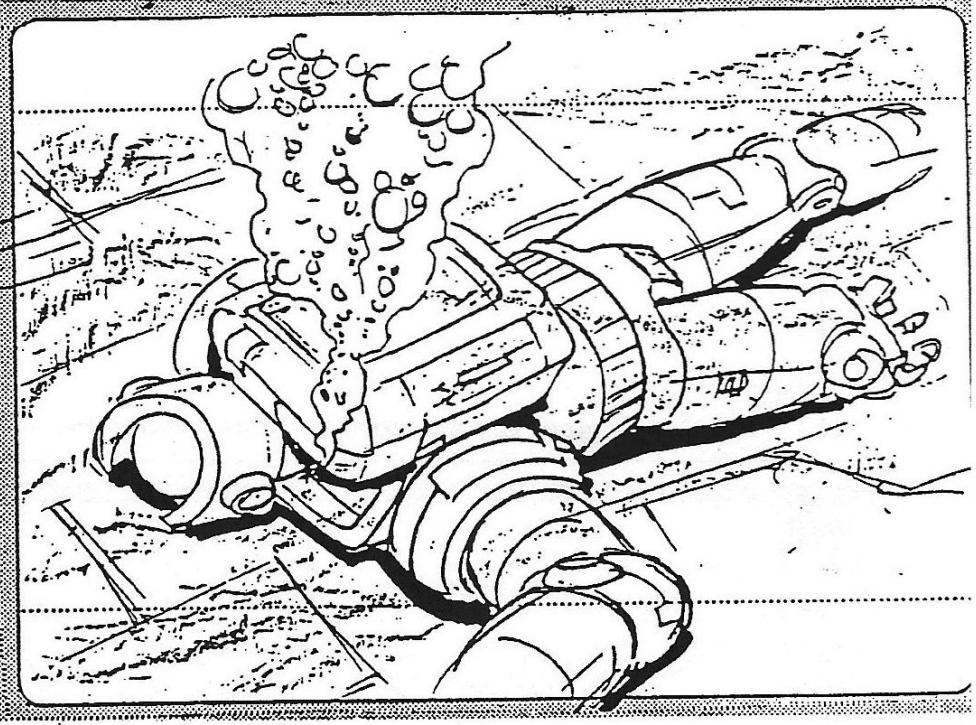
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT.

SEQ. 17 Page 29A

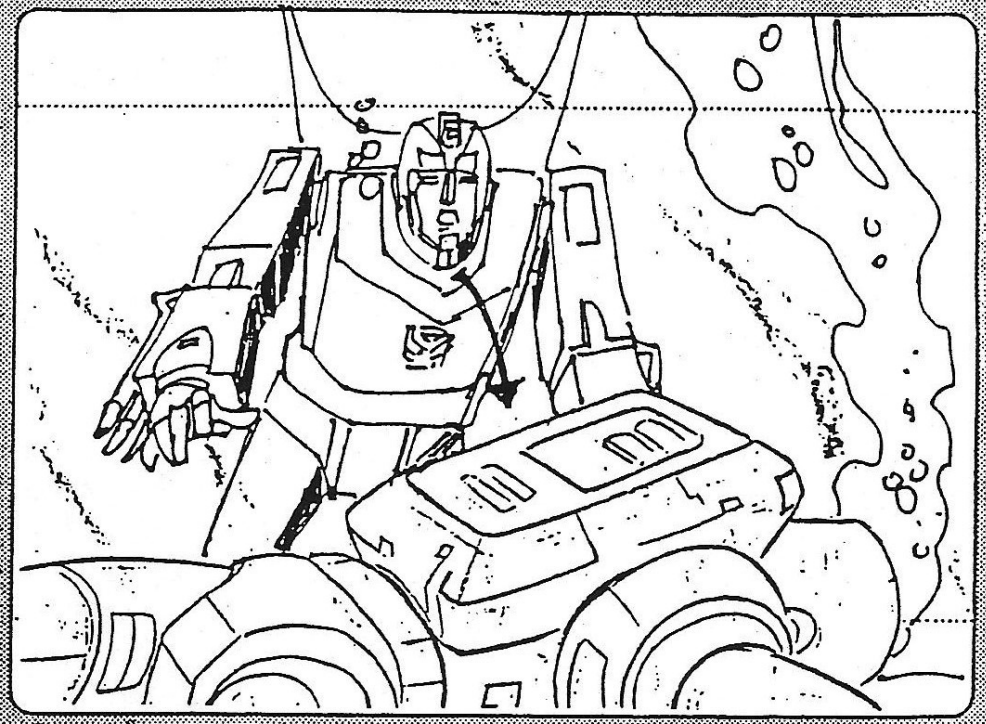


ACTION HE LIES FACE DOWN, MOTIONLESS, BUBBLES RISE FROM HIS HEAD.

DIAL

MUSIC/SFX

CAMERA



ON

ACTION M.L.S. HOT ROD AND KUP. KNEELING DOWN HOT ROD MOVES CLOSER TO KUP.

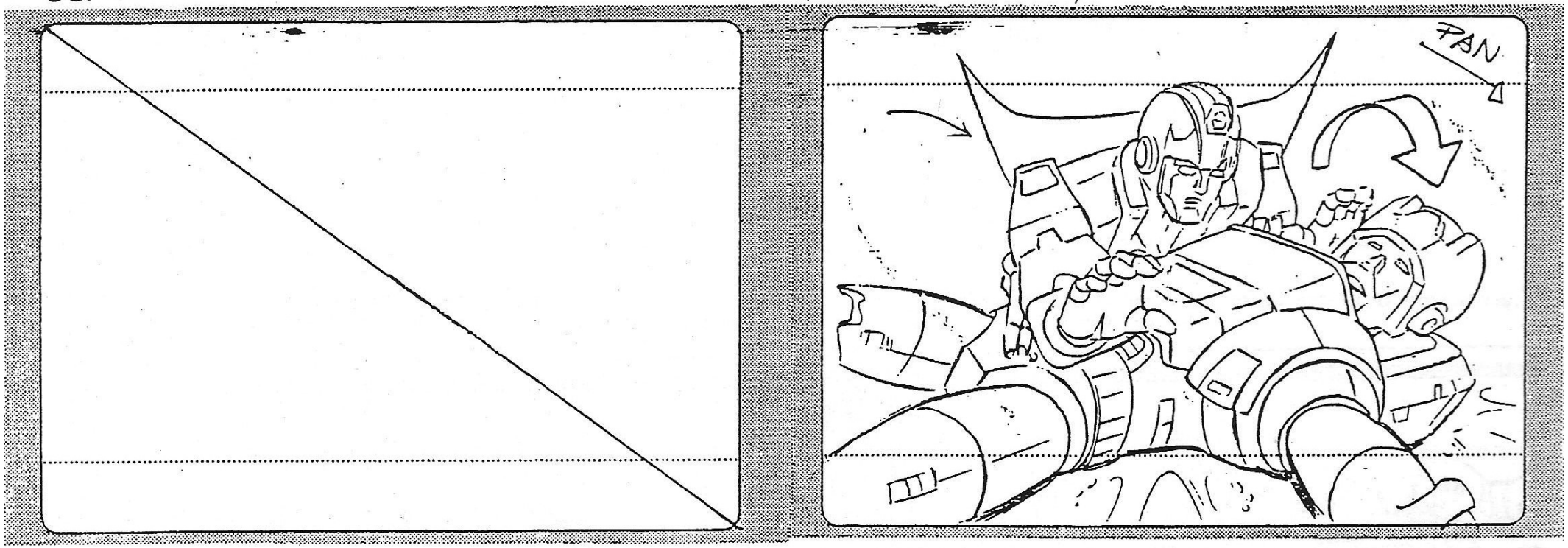
DIAL HOT ROD Kup!

MUSIC/SFX

/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. CONT 17-24 SEQ.17 Page 51



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION HOT ROD ROLLS KUP OVER.

DIAL HOT ROD Talk to me!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

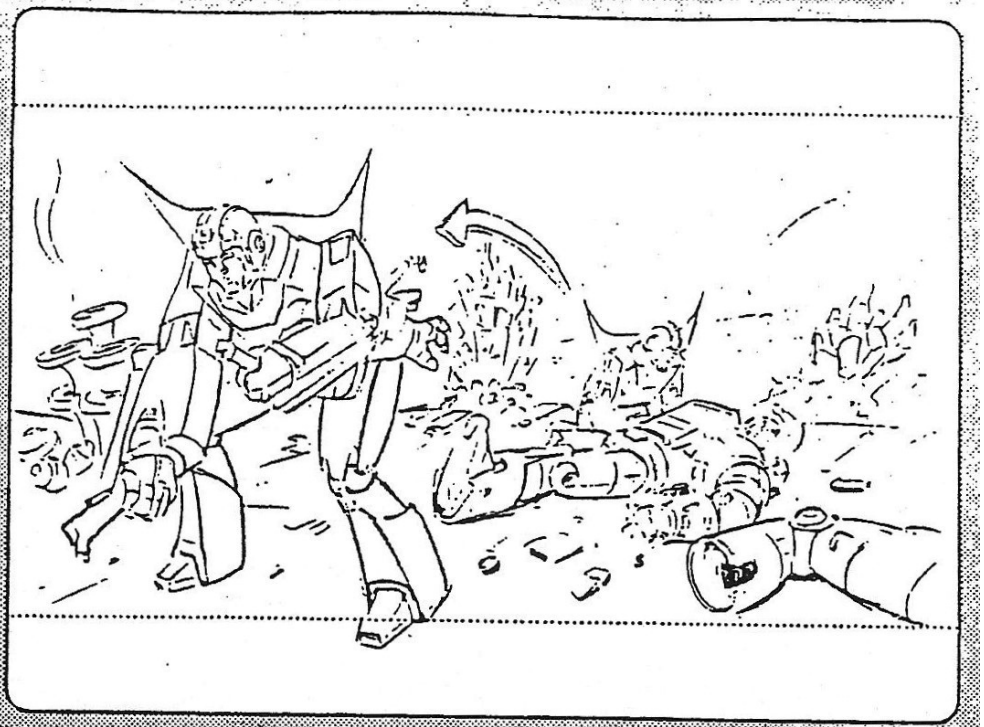
SC. 17-25

ACTION C.U. KUP. HIS EYES OPEN. THEY LOOK GRAY THEN THEY CHANGE TO AUTOBOT BLUE. HE THEN SPEAKS.

DIAL KUP Fix me!

MUSIC/SFX

SC. 17-26

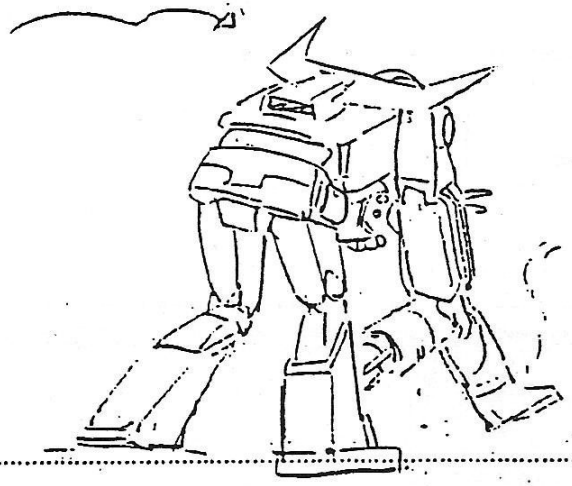


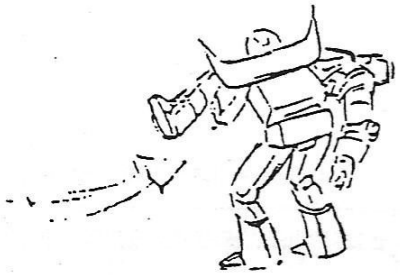
ACTION X.L.S. HOT ROD AND KUP.
HOT ROD GETS UP AND PROCEEDS TO GATHER UP ALL OF KUP'S PIECES.

DIAL HOT ROD Sure, Kup....right away!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION

DIAL

MUSIC/SFX

CAMERA

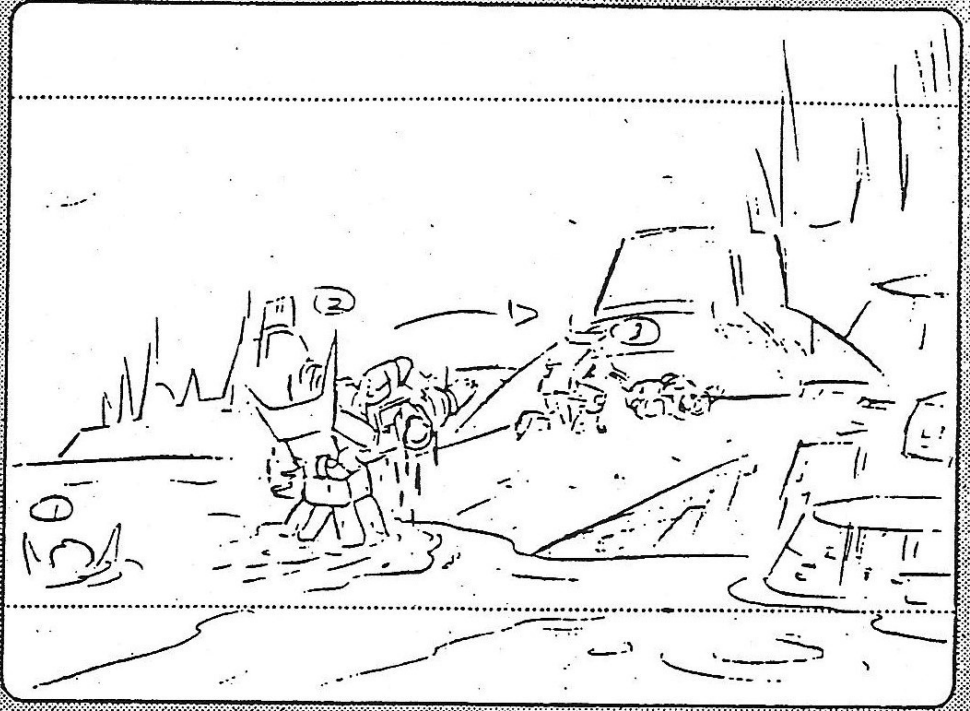
ACTION HE THEN PICKS UP KUP...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



IN ...AND CARRIES HIM AND PIECES O.S.

/SFX

RA

ACTION X.L.S. THE SHORE OF THE ENERGY SEA. AS HOT ROD CARRIES KUP OUT AND PLACES HIM DOWN ON THE GROUND.

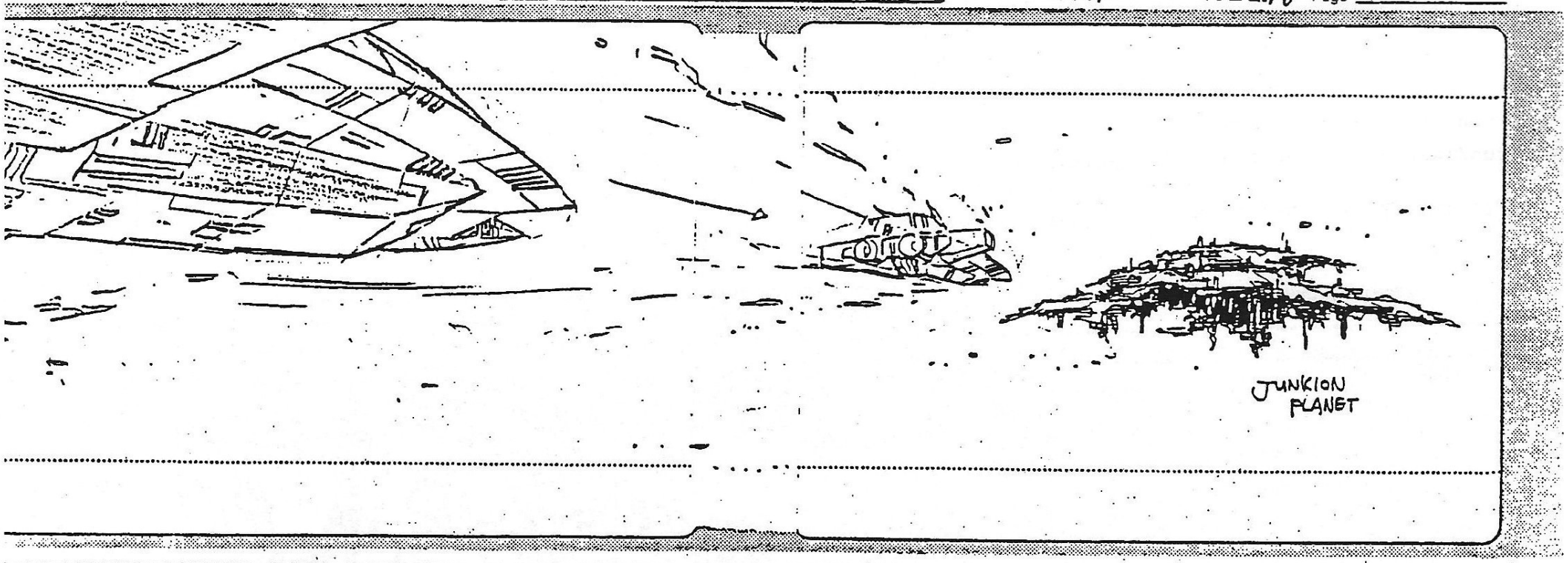
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-1 START FOLLOW PAN STOP SEQ. 18 Page 1



ON M.S. AUTOBOT SPACE SHDUTTLE FLYING THROUGH OUTER SPACE. WE PAN WITH IT AS IT...

SFX

RA

ACTION ...APPROACHES THE JUNKION PLANES WHICH WE SEE IN THE DISTANCE.

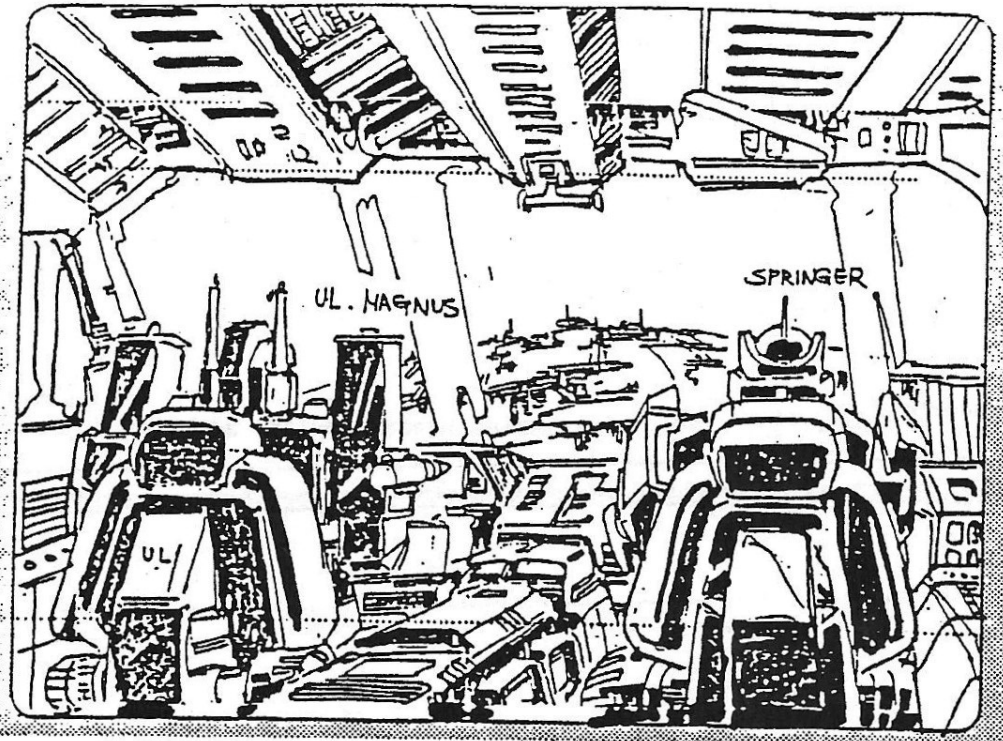
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-2



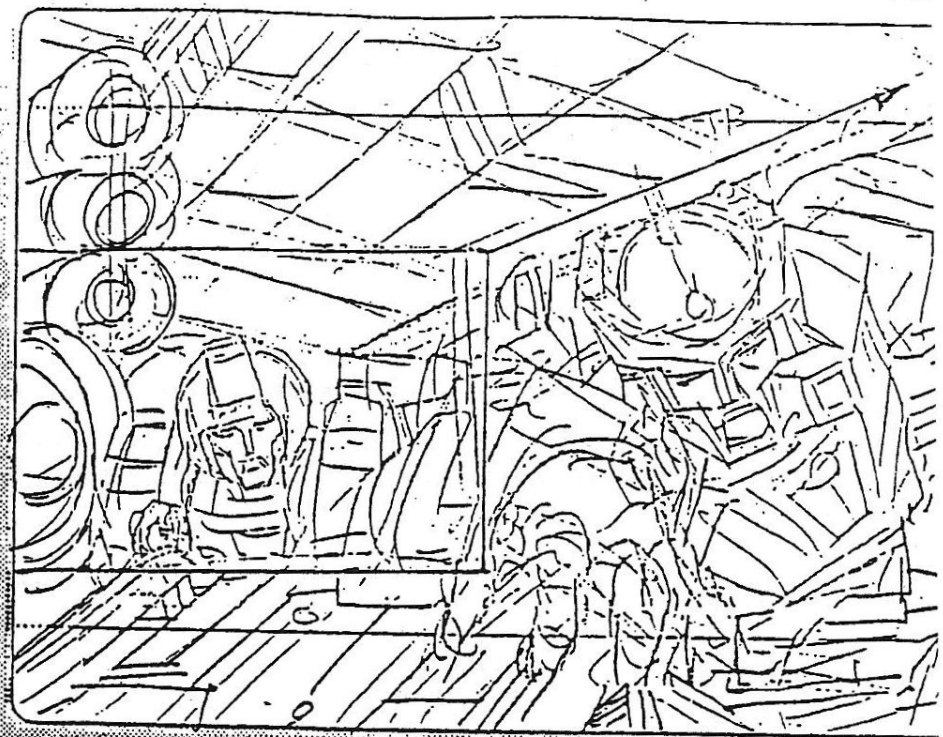
ACTION M.S. ULTRA MAGNUS AND SPRINGER INSIDE THE COCKPIT OF THE SHUTTLE. JUNKION CAN BE SESEN IN THE DISTANCE, THROUGH THE WINDSHIELD.

DIAL

MUSIC/SFX

SC. 18-3

SEQ. 2



ACTION M. SHOT, DANIEL, ARCEE AND SPRINGER.

DIAL

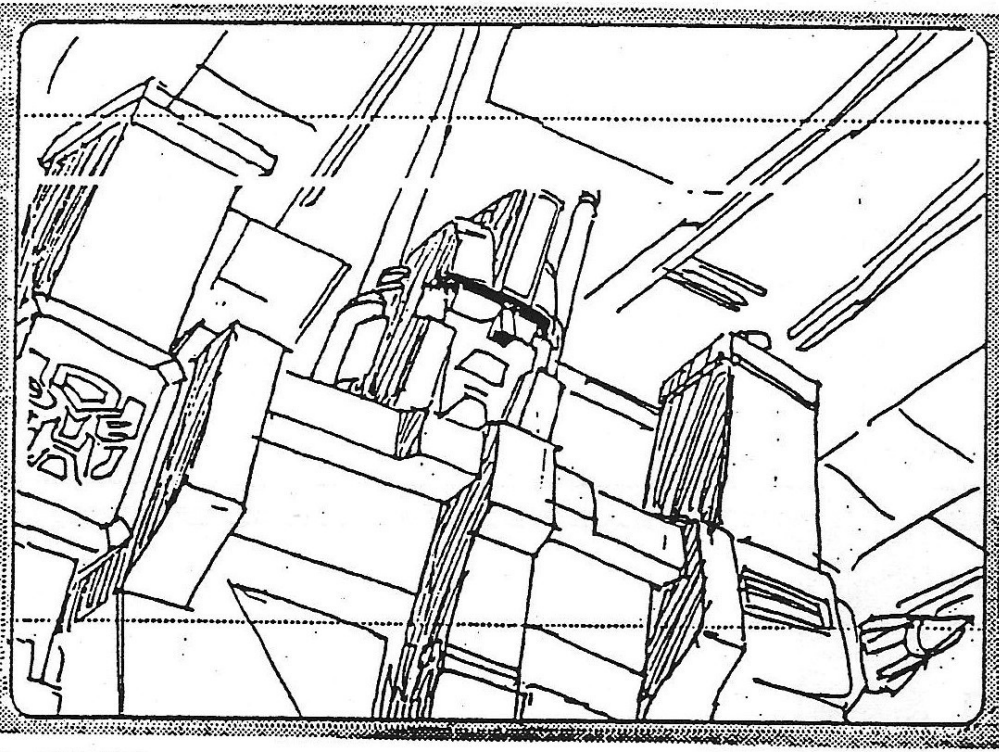
DANIEL Where are we, Springer?

SPRINGER The place where everything ends up after you throw it out.

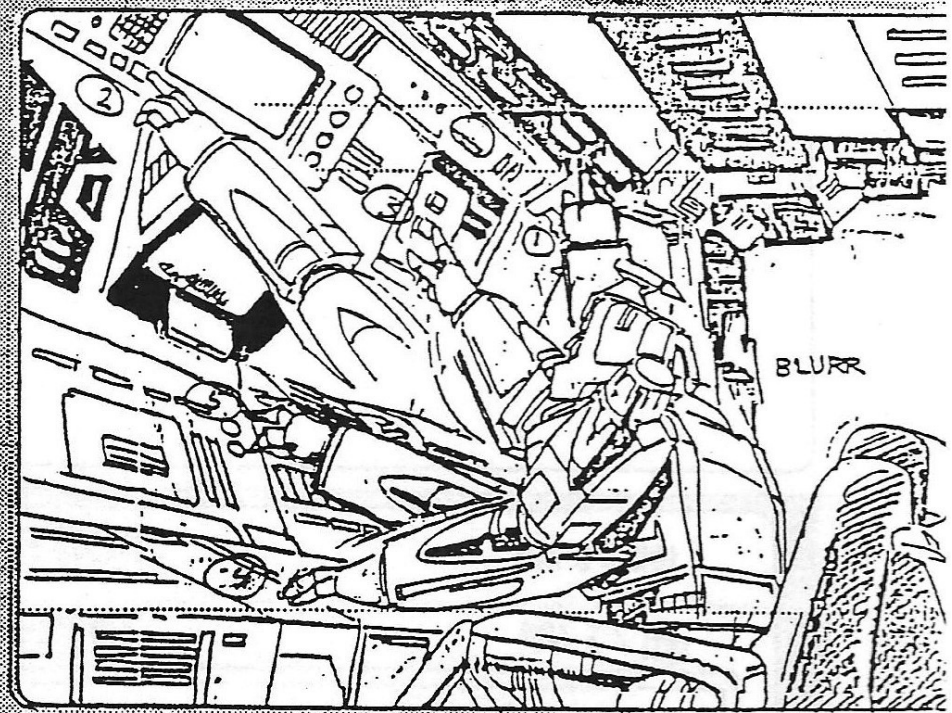
MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-4



SC. 18-5 SEQ. 18 Page 3



ACTION M.C.U. ULTRA MAGNUS. HE GIVES COMMANDS TO THE OTHERS TO GET READY TO CRASH LAND.

DIAL ULTRA MAGNUS Brace for impact!

MUSIC/SFX

CAMERA

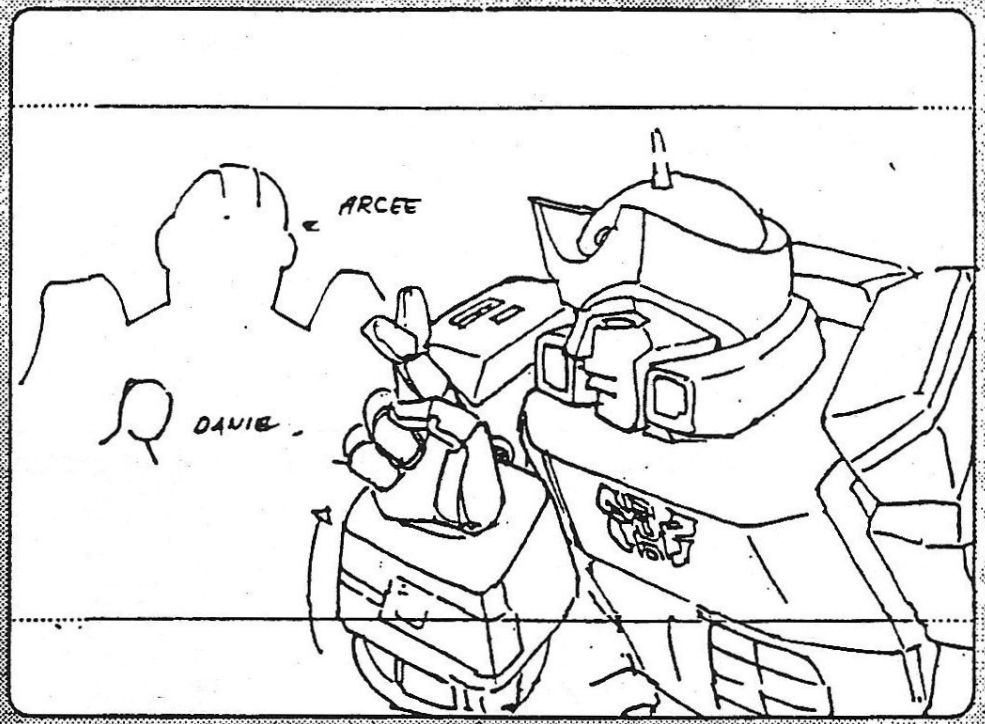
ACTION M.S. BLURR. HE OPERATES VARIOUS CONTROLS ON THE PANEL IN FRO OF HIM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



N M.S. SPRINGER, ARCEE AND DANIEL. SPRINGER TURNS TO LOOK AT ARCEE.

/SFX

ACTION ...THEN CROSSES HIS FINGERS FOR LUCK.

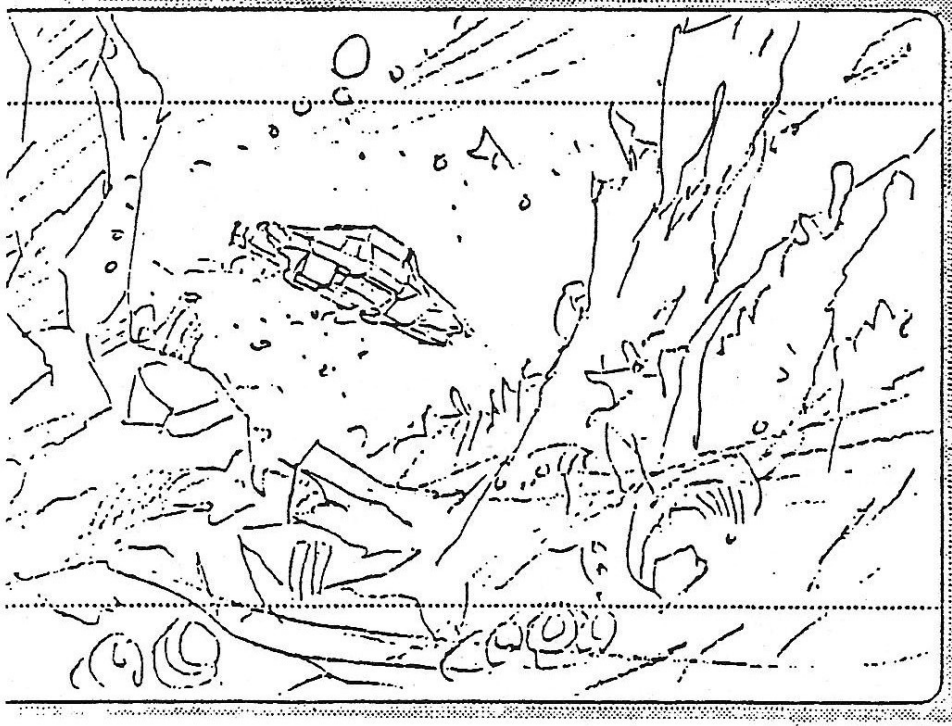
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-7

SC. SEQ. 18. Page 5



N L.S. THE AUTOBOT SHUTTLE. IT CLOSES IN ON THE JUNKION PLANET ONLY FEET BELOW.

SF

ACTION

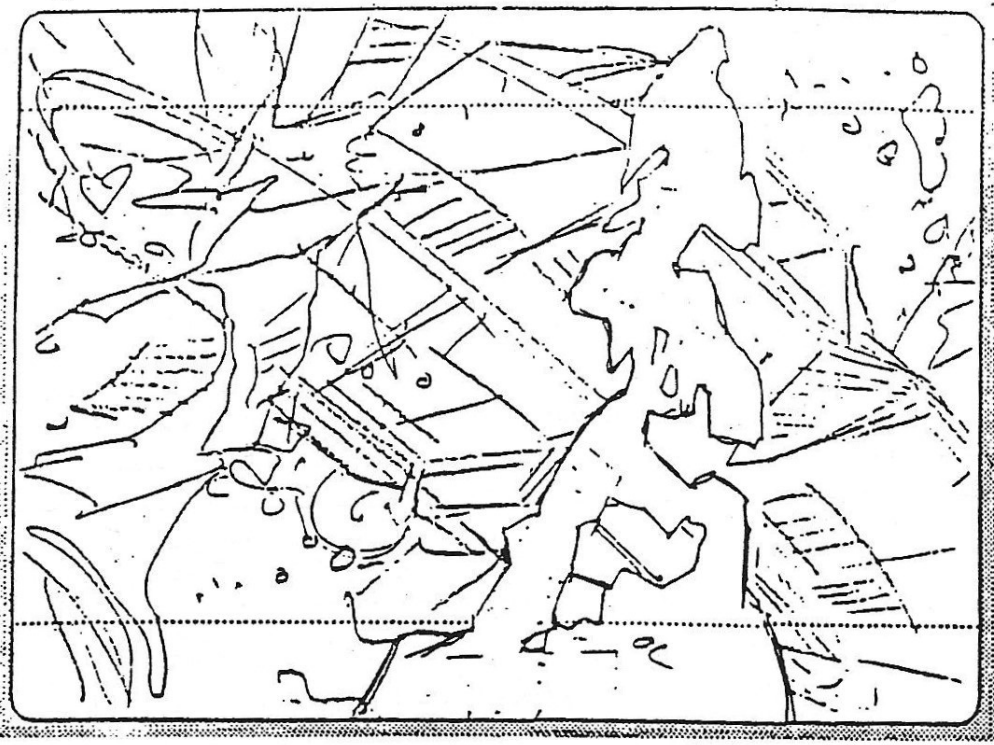
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 6-7



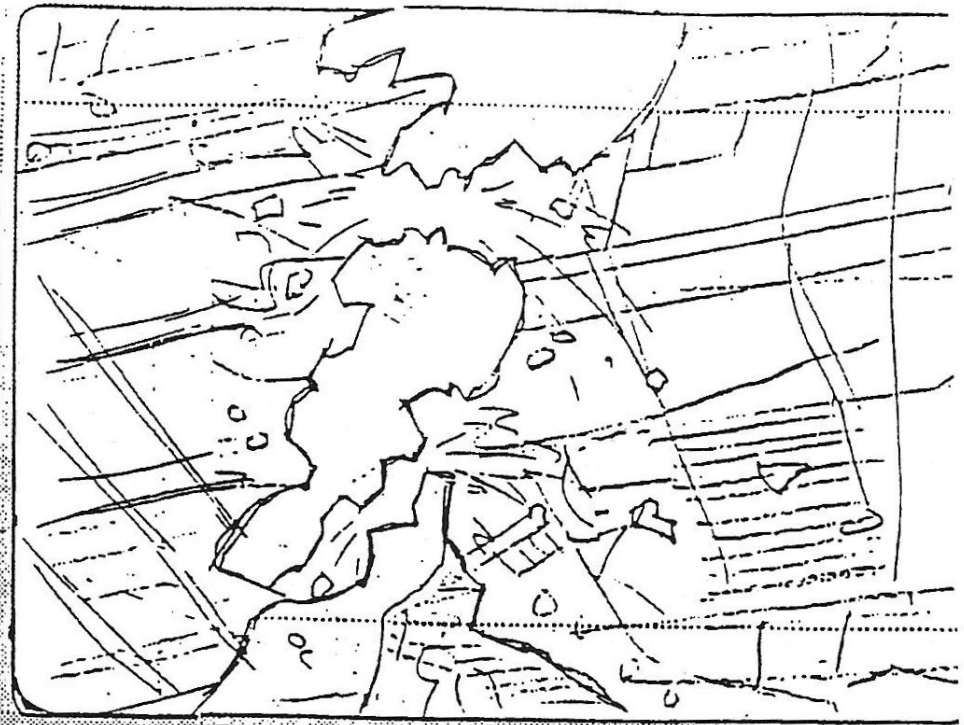
ACTION ...IT FLIES CLOSE PAST THE CAMERA. AS IT PASSES IN, HITS A JUNK PINNACLE...

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

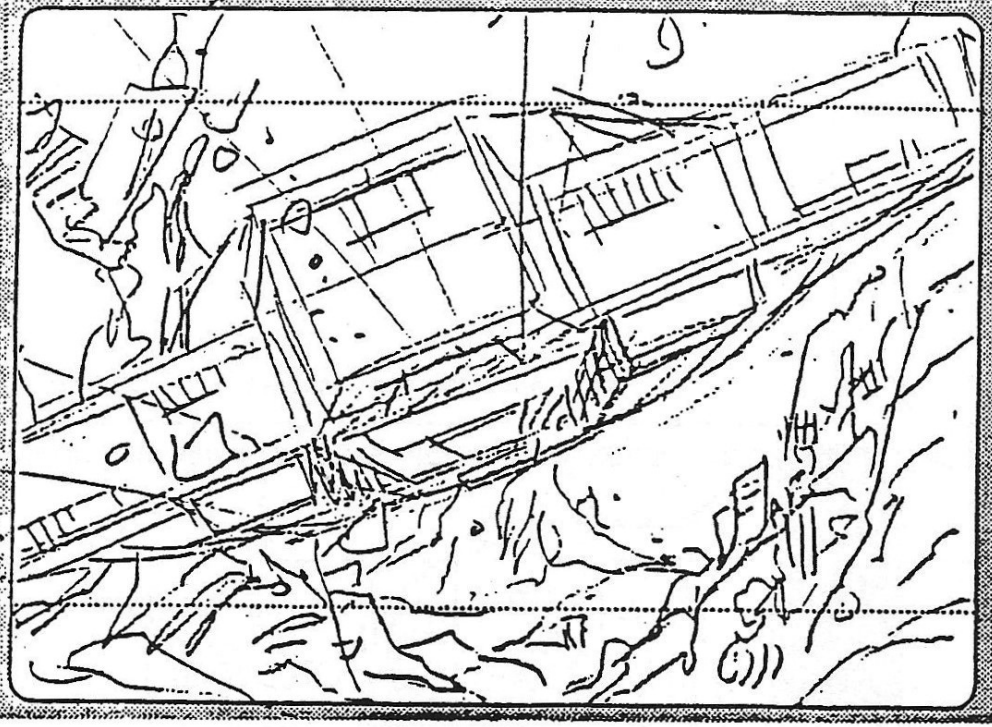
SC. CONT

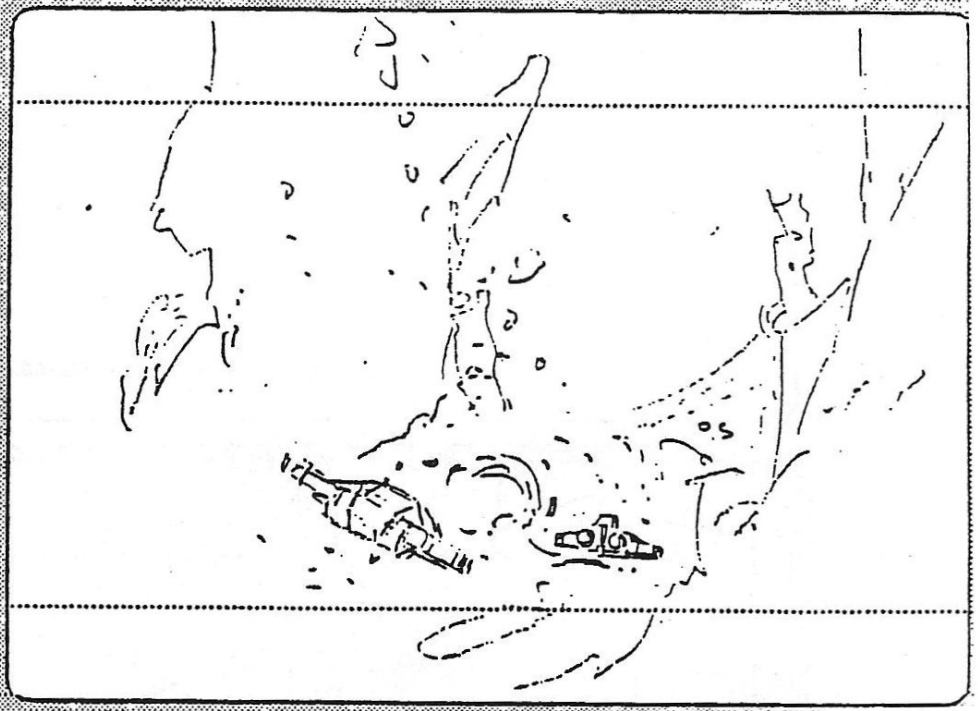


ACTION ...SENDING PIECES OF JUNK FLYING. THE IMPACT ROCKS THE SHIP WHICH CONTINUES TO FLY THROUGH SCENE.

DIAL

MUSIC/SFX





ACTION M.L.S. THE AUTOBOT SHUTTLE. IT SPEEDS AWAY FROM CAMERA. HEADING DOWN TOWARD THE PLANET'S SURFACE...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

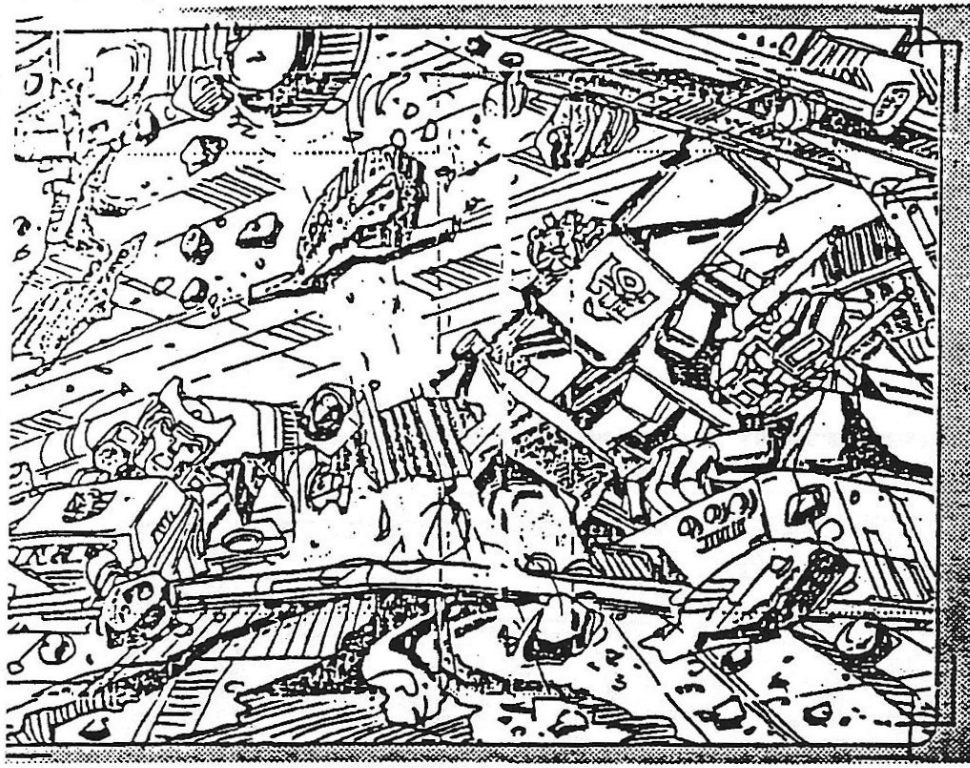
ACTION ...AS IT NEARS THE GROUND IT BANKS AND CONTINUES O.S.

DIAL

MUSIC/SFX

CAMERA

18-8 CAMERA SHAKE. SC. 18-9 SEQ. 18 Page 8



M.S. SPRINGER AND ULTRA MAGNUS. THEY ARE BEING SHAKEN, THEY HANG ON BRACING THEMSELVES FOR THE FINAL IMPACT.

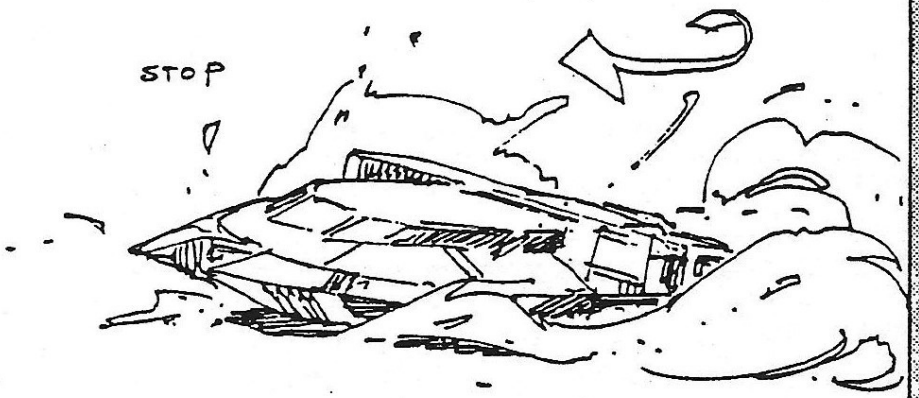
FX

ACTION X.L.S. THE AUTOBOT SPACE SHUTTLE AS IT DIVES AND BANKS AND THEN CRASHES INTO THE PLANET'S SURVACE. IT BOUNCES AND SKIDS...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



...IT SLIDES SIDEWAYS SENDING UP CLOUDS OF DUST AND COMES TO REST.

SFX

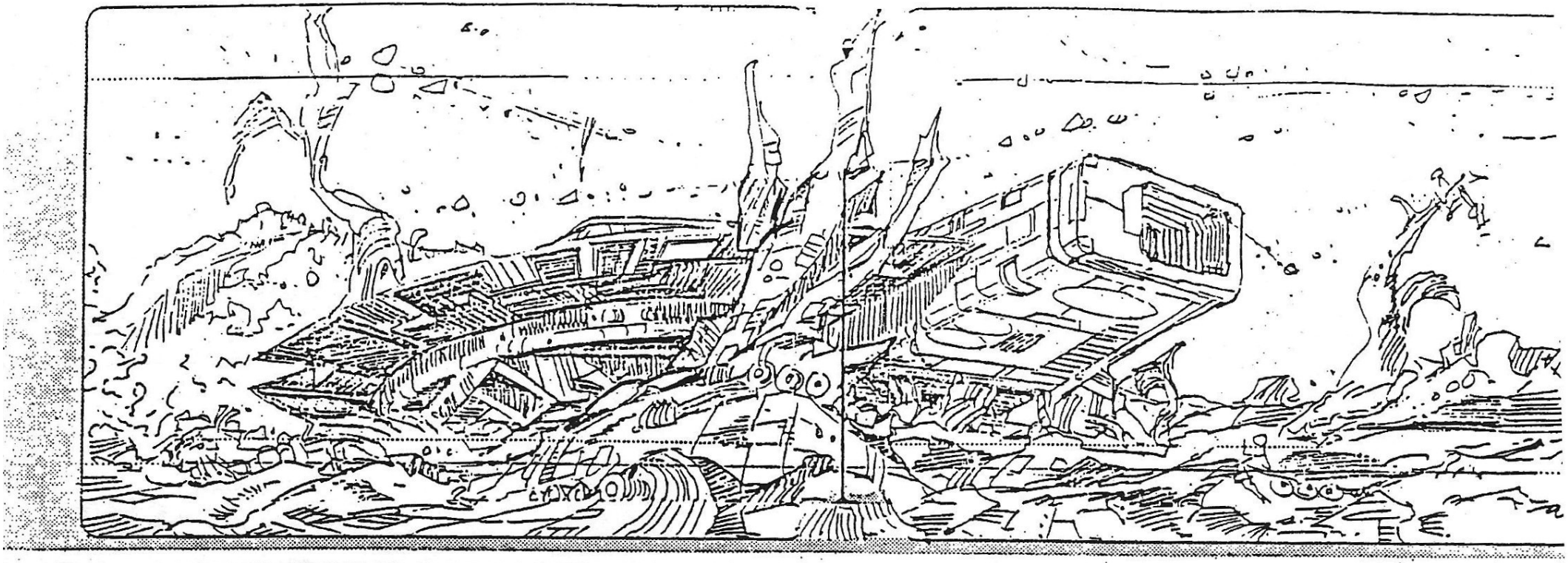
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

M.L.S. THE AUTOBOT SPACE SHUTTLE SETTING MOTIONLESS ON THE JUNKION PLANET. WE PAN TO SEE THE REST OF THE SHUTTLE AND THE SURFACE OF THE PLANET.

DIAL

MUSIC/SFX

ACTION

DIAL

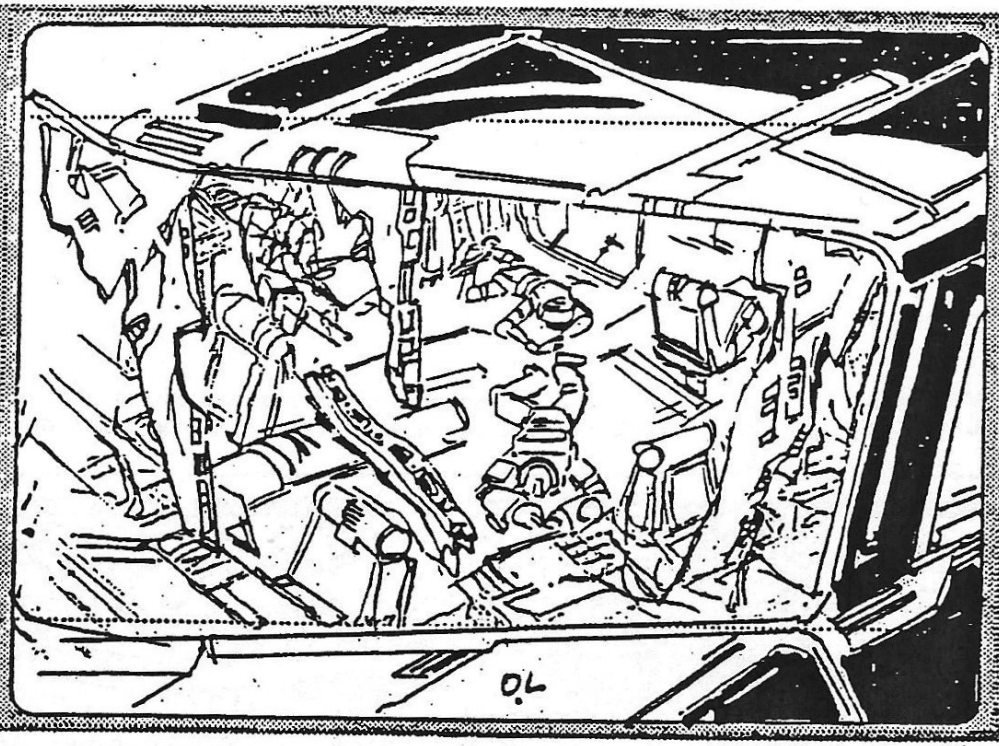
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-11

SC.

SEQ. 18 Page 10



ACTION M.L.S. THROUGH THE WINDSHIELD. WE SEE ARCEE, SPRINGER, BLURR, DANIEL, PERCEPTOR INSIDE THE SHUTTLE, SCATTERED ON THE FLOOR OF THE COCKPIT.

DIAL

MUSIC/SFX

CAMERA

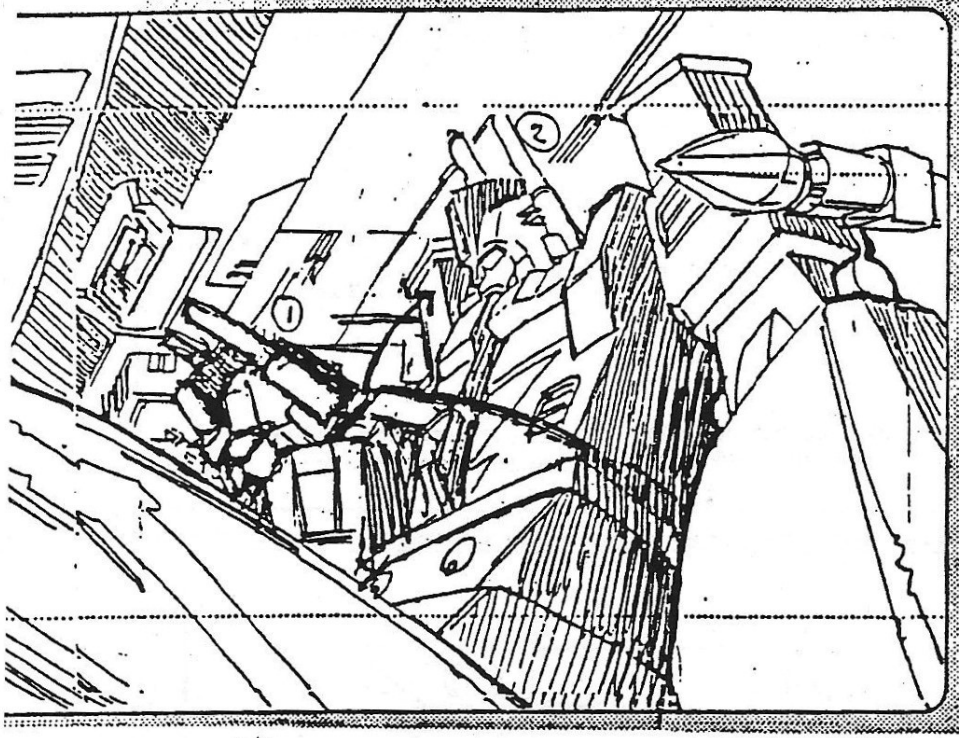
ACTION

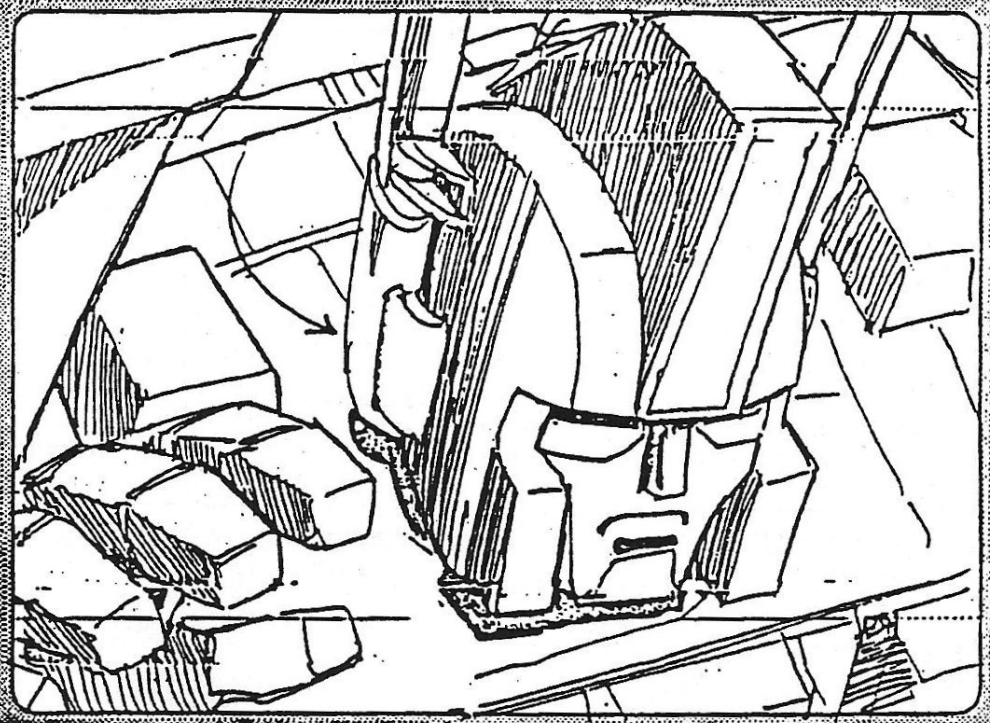
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ULTRA MAGNUS IS BENT FORWARD. HE SLOWLY STRAIGHTENS UP, TRYING TO REGAIN HIS BEARINGS...

ACTION ...THEN HE TURNS, LEANS FORWARD INTO A CLOSE UP.

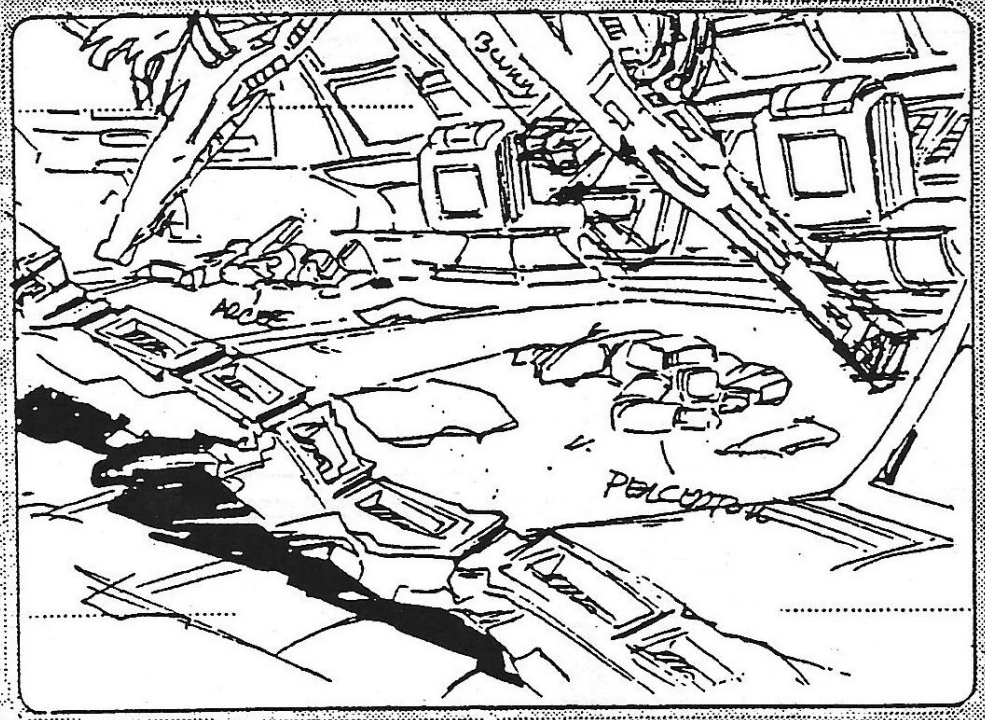
DIAL

MUSIC/SFX

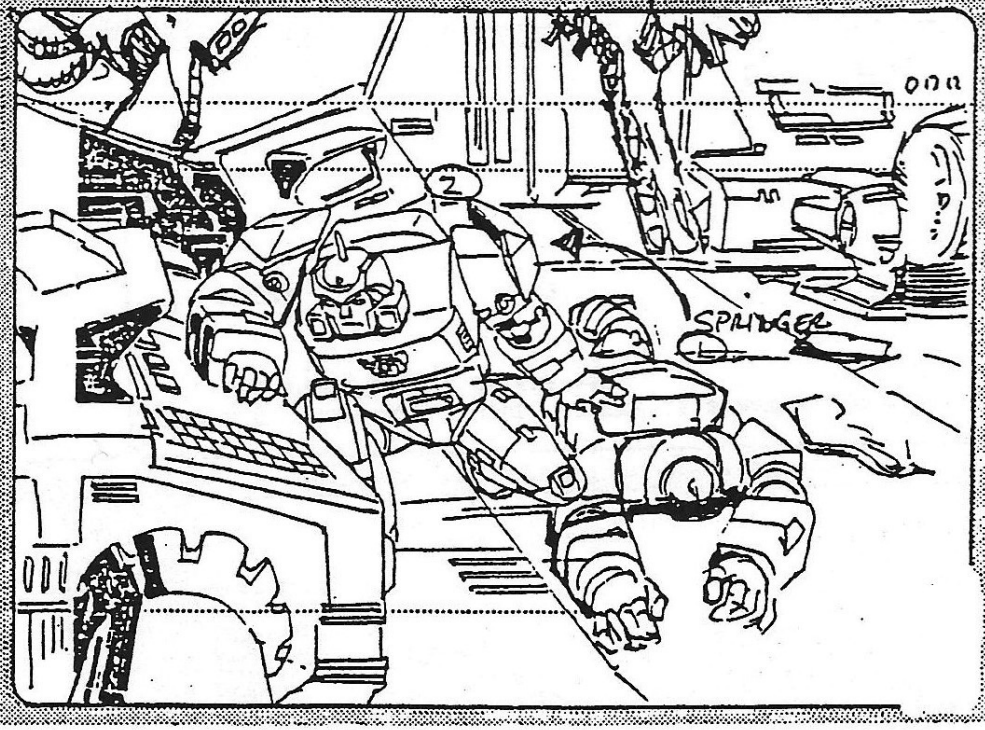
SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-12A



SC. 18-13 SEQ. 18 Page 11A



ACTION L.S. ULTRA MAGNUS (P.O.V.) ARCEE, DANIEL AND PERCEPTOR LIE MOTIONLESS ON THE FLOOR.

DIAL ULTRA MAGNUS Say something? Anybody?

MUSIC/SFX

CAMERA

ACTION L.S. SPRINGER. HE SLOWLY GETS UP FROM THE FLOOR, HOLDING ON TO A CONTROL PANEL FOR SUPPORT.

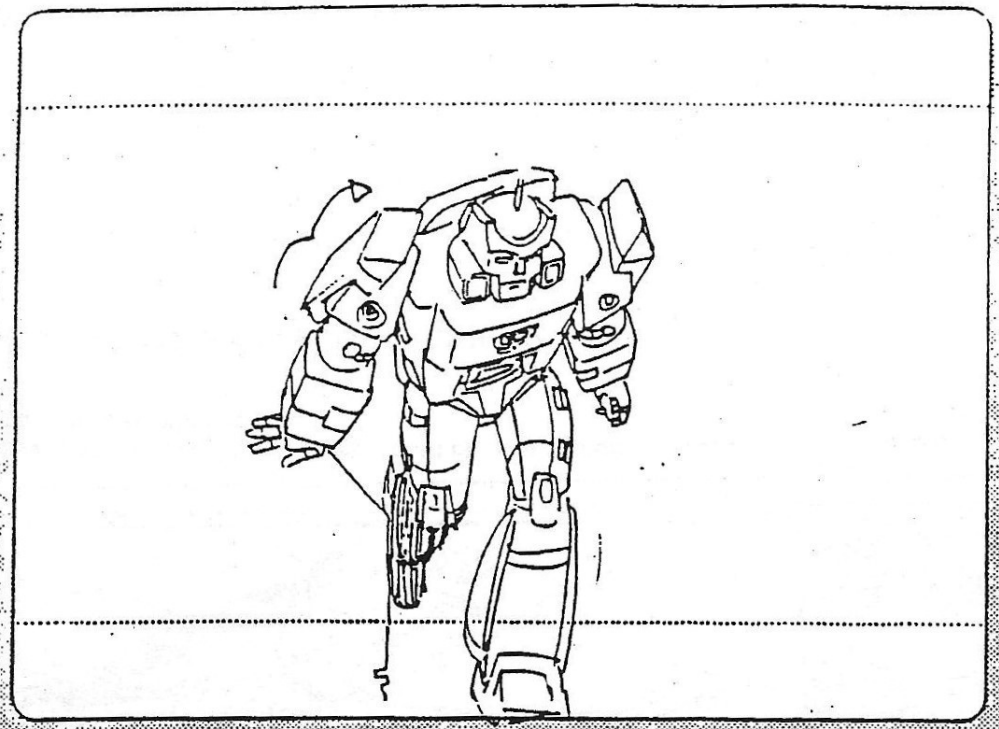
DIAL SPRINGER Remind me to give the Auto

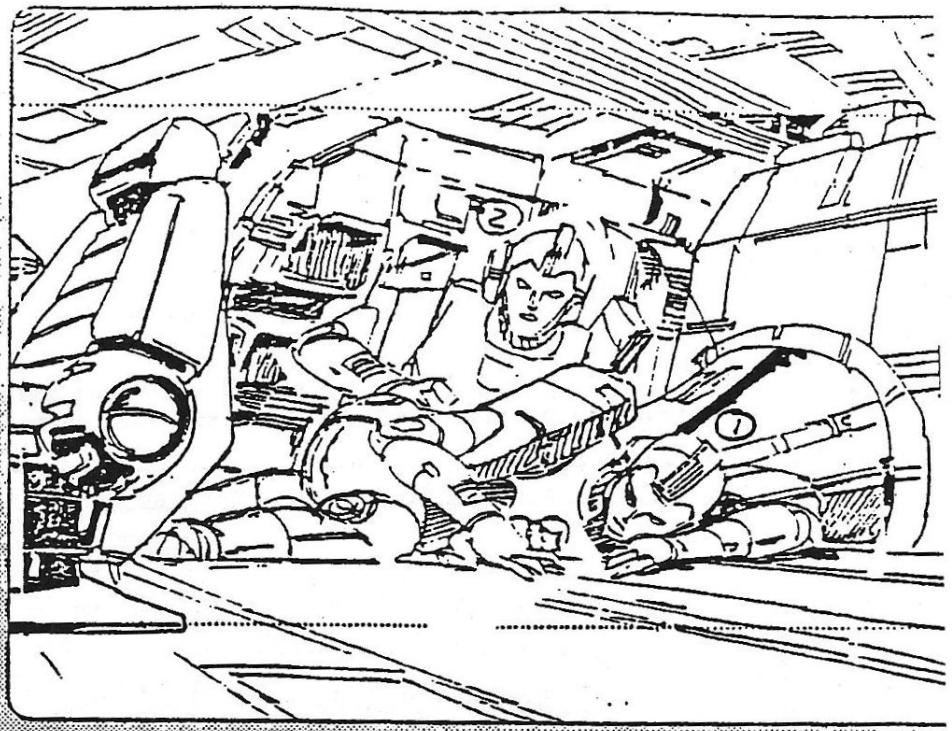
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 13-14 SEQ. 5 PAGE 12





ACTION ...HE THEN PUSHES HIMSELF UP AND MOVES FORWARD.

DIAL Pilot a raise...

MUSIC/SFX

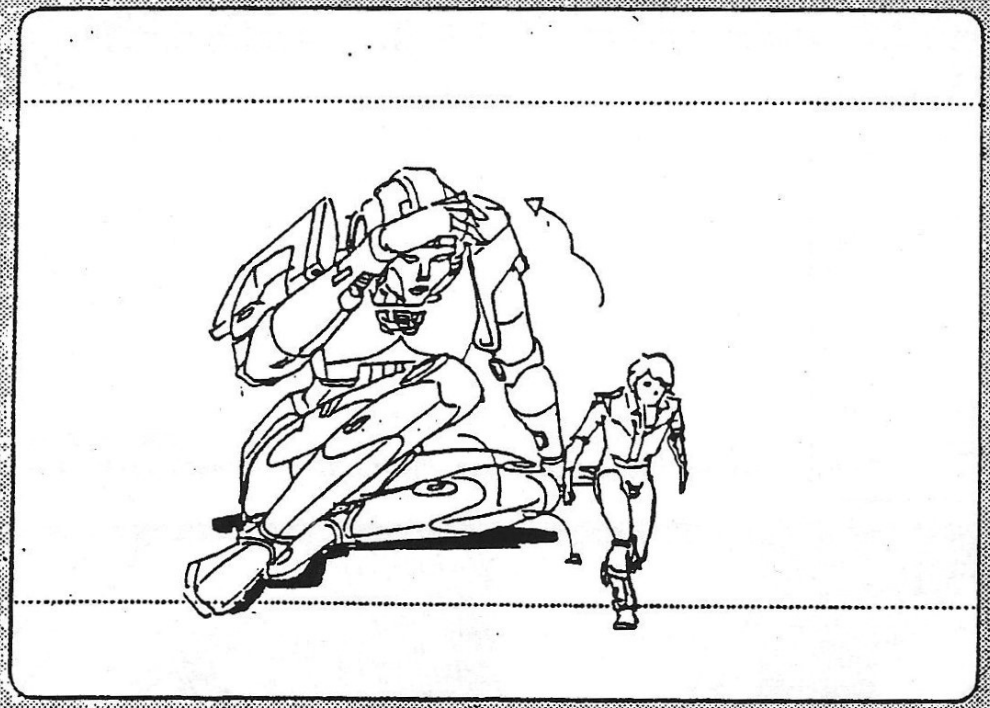
ACTION L.S. ARCEE AND DANIEL. ARCEE IS STRETCHED OUT ON THE FLOOR. SHE HOLDS DANIEL IN HER ARMS.

DIAL ARCEE Dan?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT/18-14



ACTION ...DANIEL HOPS DOWN TO THE FLOOR. HE IS OKAY. ARCEE REACHES UP TO HER HEAD. SHE HAS BEEN SHAKEN BY THE CRASH.

DIAL

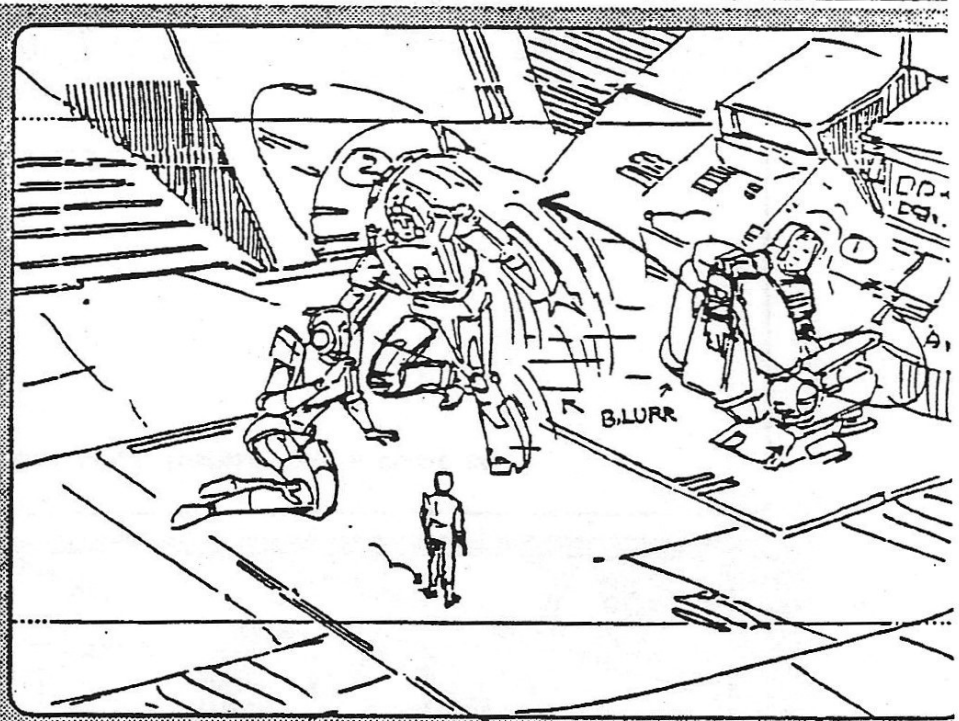
DANIEL I'm...I'm okay...

MUSIC/SFX

CAMERA

SC. 18-15

SEQ. 18 Page 13



ACTION L.S. ARCEE, DANIEL AND BLURR. DANIEL STEPS AWAY FROM ARCEE AND STOPS. BLURR WALKS OVER TO ARCEE, WHO IS STILL SITTING ON THE FLOOR.

DIAL

BLURR Can I give you a hand. Can I help you up. That was ...

MUSIC/SFX

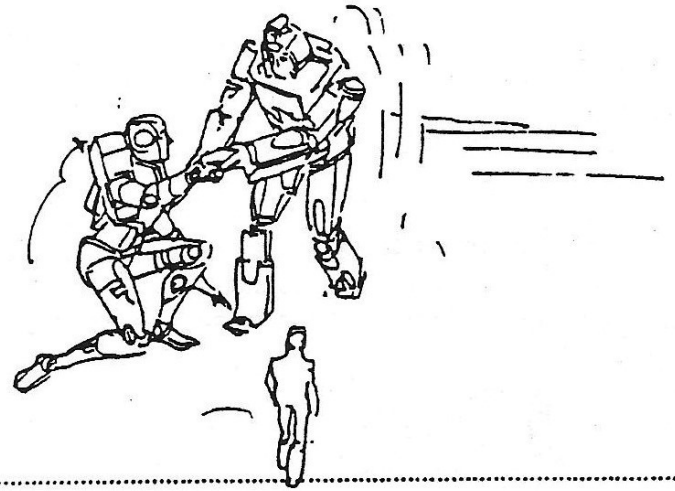
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

C. CONT 18-15

SC.

SEQ. 18 Page 14



SC -18-16 OUT
NO PAGE 15

N BLURR REACHES DOWN AND HELPS ARCEE TO HER FEET.

BLURR (CONT) ... quite a crash. Quite a crash indeed.

ARCEE Thanks, Blurr.

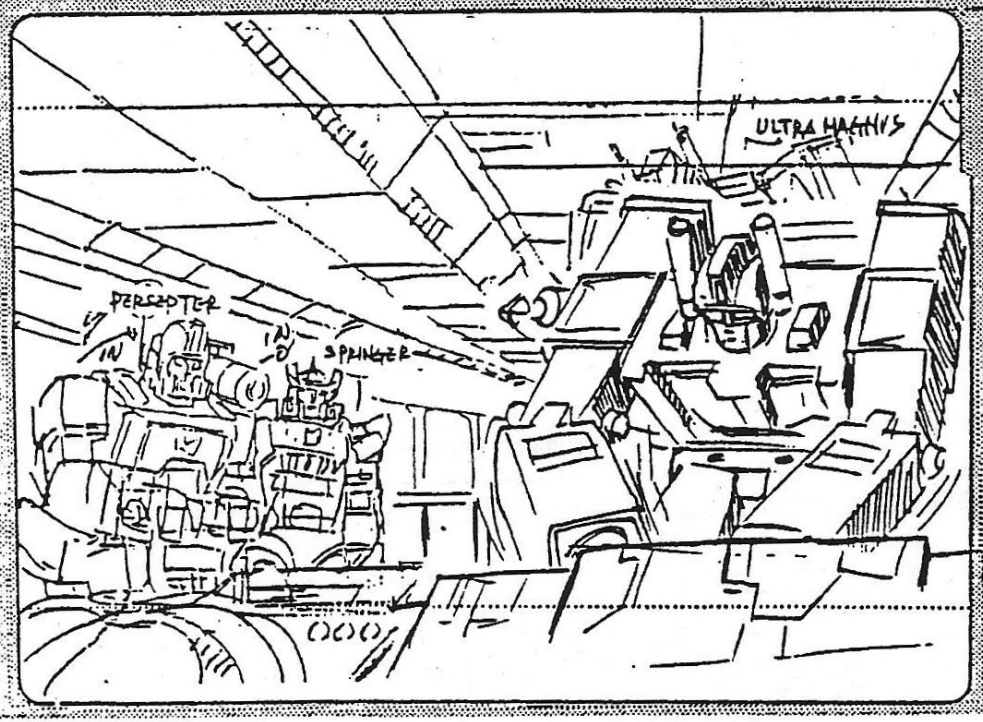
:/SFX

ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. ARCEE AND ULTRA MAGNUS INSIDE THE SHUTTLE. PERCEPTOR AND SPRINGER ENTER THE SCENE AND JOIN THEM. ULTRA MAGNUS REACHES INTO A COMPARTMENT.

DIAL

MUSIC/SFX

CAMERA

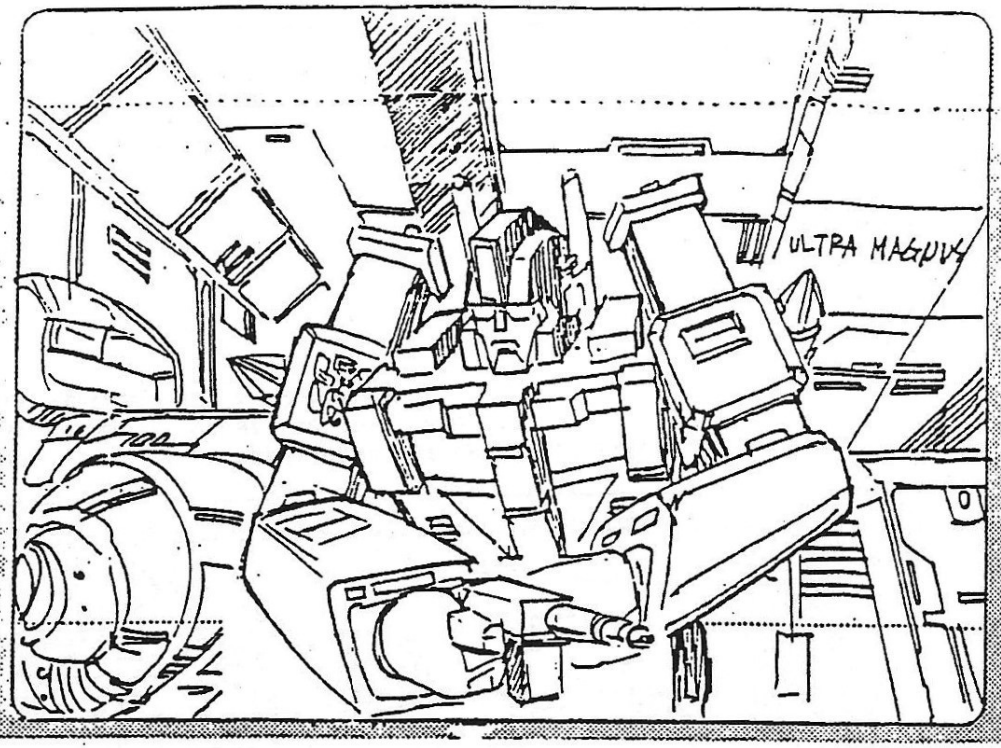
ACTION

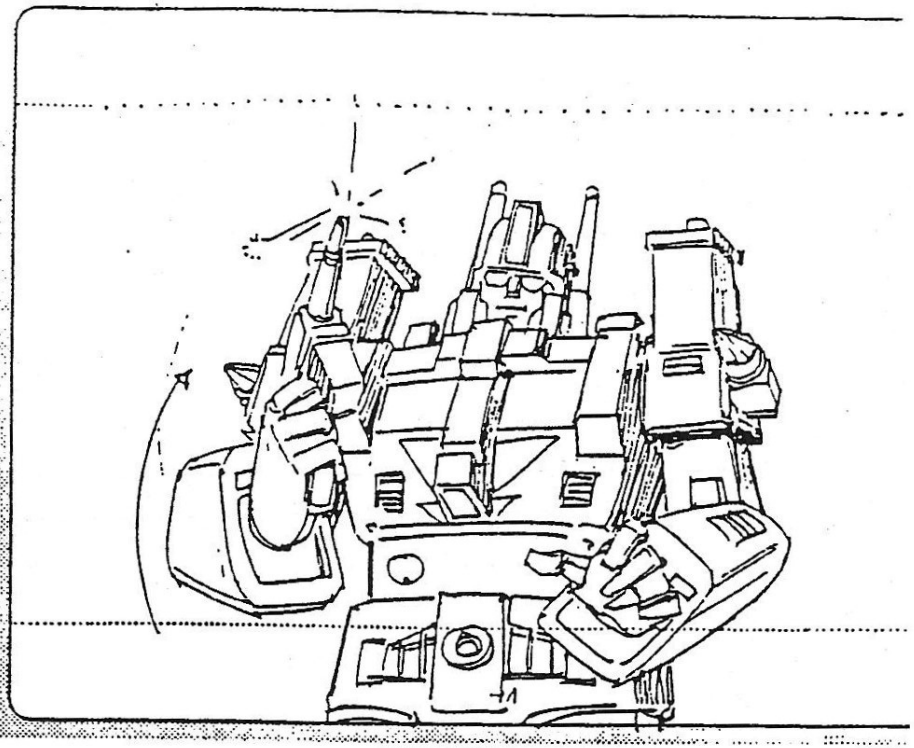
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION . ULTRA MAGNUS GETS A LASER WELDING TORCH OUT...

DIAL

MUSIC/SFX

CAMERA

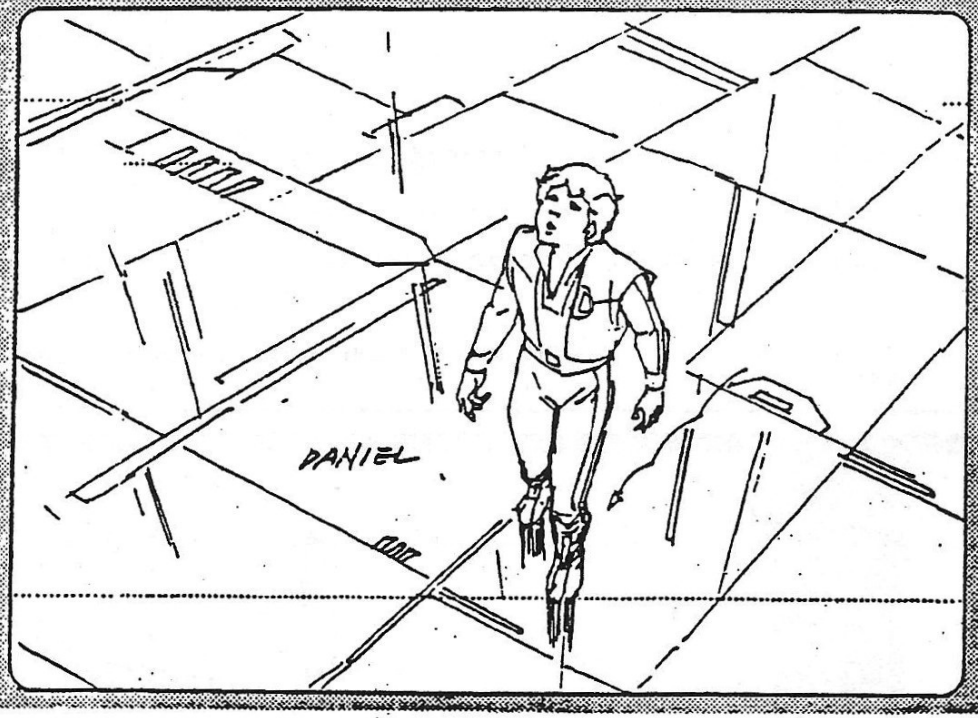
ACTION ...CHECKS IT, AND WALKS O.S.

DIAL ULTRA MAGNUS (CHECKS LASER DRILL, TURNS IT ON
Let's try to salvage this thing.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-19



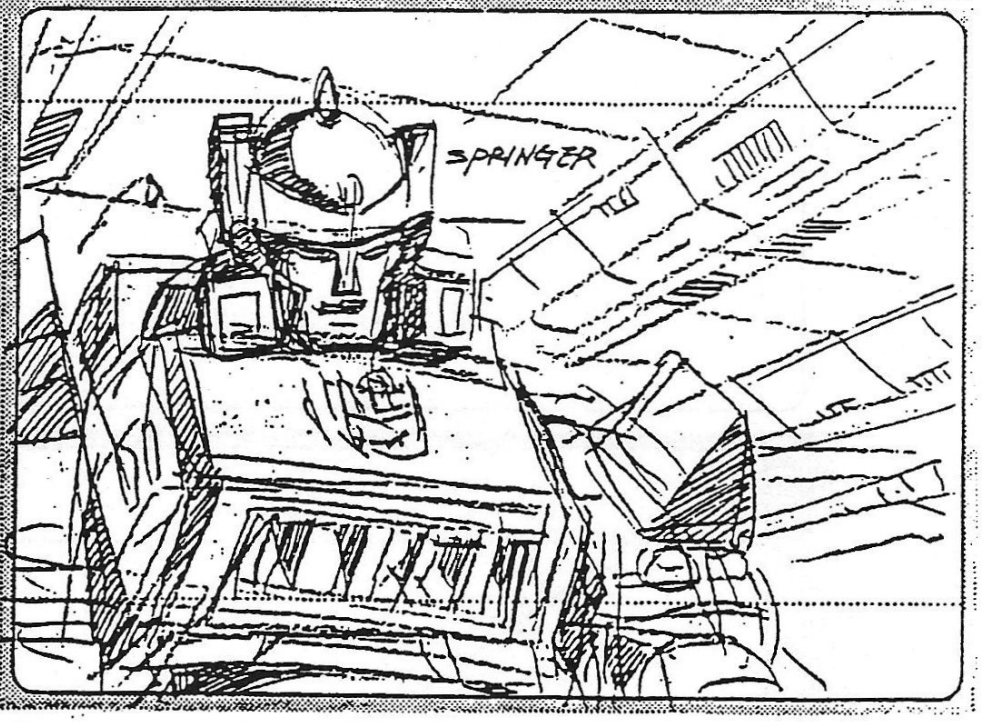
ACTION DOWN SHOT DANIEL. HE STEPS FORWARD AND LOOKS UP AT SPRINGER O.S.

DIAL DANIEL Can I help, too?

MUSIC/SFX

CAMERA

SC. 18-20



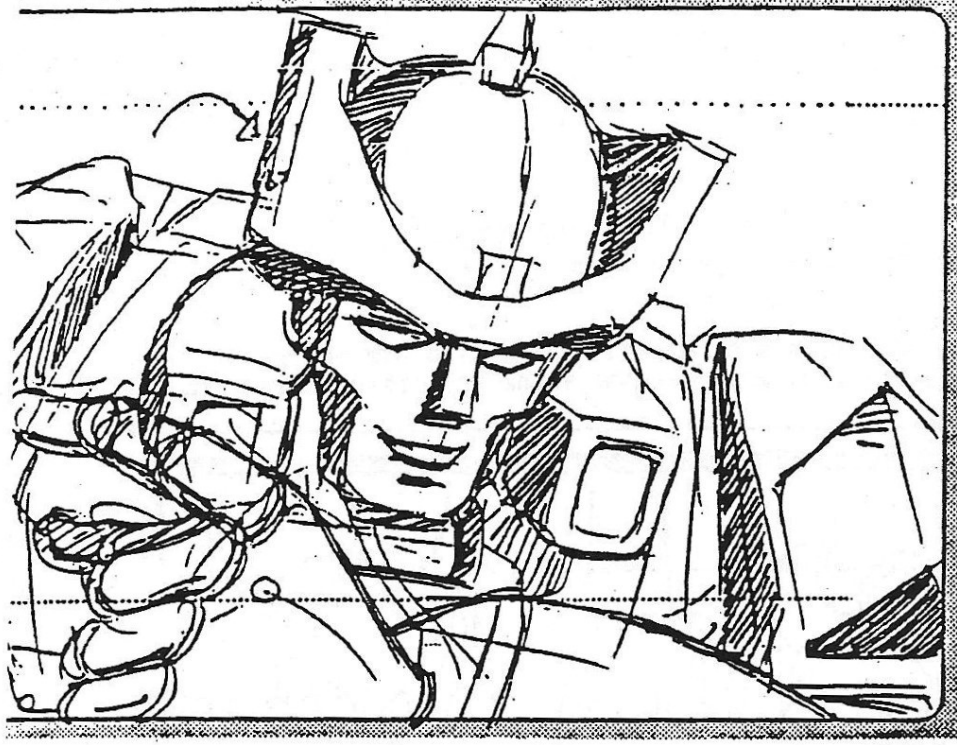
ACTION M.S. SPRINGER. HE STEPS FORWARD AND STOPS. HE IS LOOKING DOWN AT DANIEL.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



HE LEANS FORWARD INTO A C.U.

SPRINGER It's rough . . .

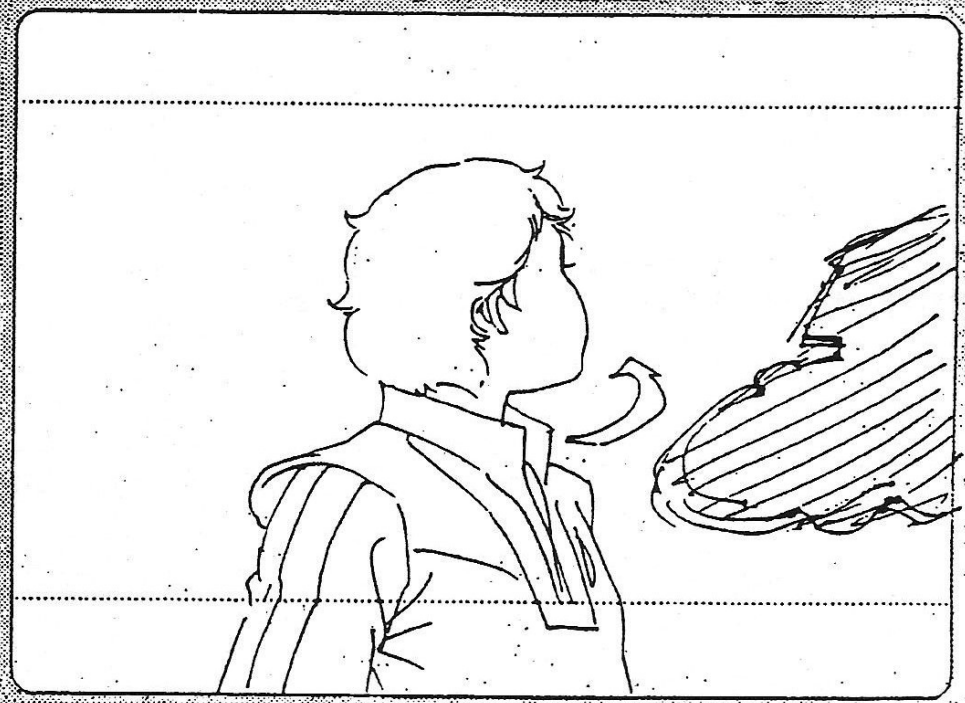
SFX

ACTION C.U. DANIEL LOOKING UP AND LISTENING TO SPRINGER.

DIAL SPRINGER (CONT) (V.O.). . . out there, kid.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...HE STOPS SMILING IN RESPONSE TO WHAT SPRINGER SAYS TO HIM. ON THE FLOOR BEHIND HIM WE SEE ARCEE'S SHADOW MOVE IN.

DIAL ARCEE I think

MUSIC/SFX

CAMERA

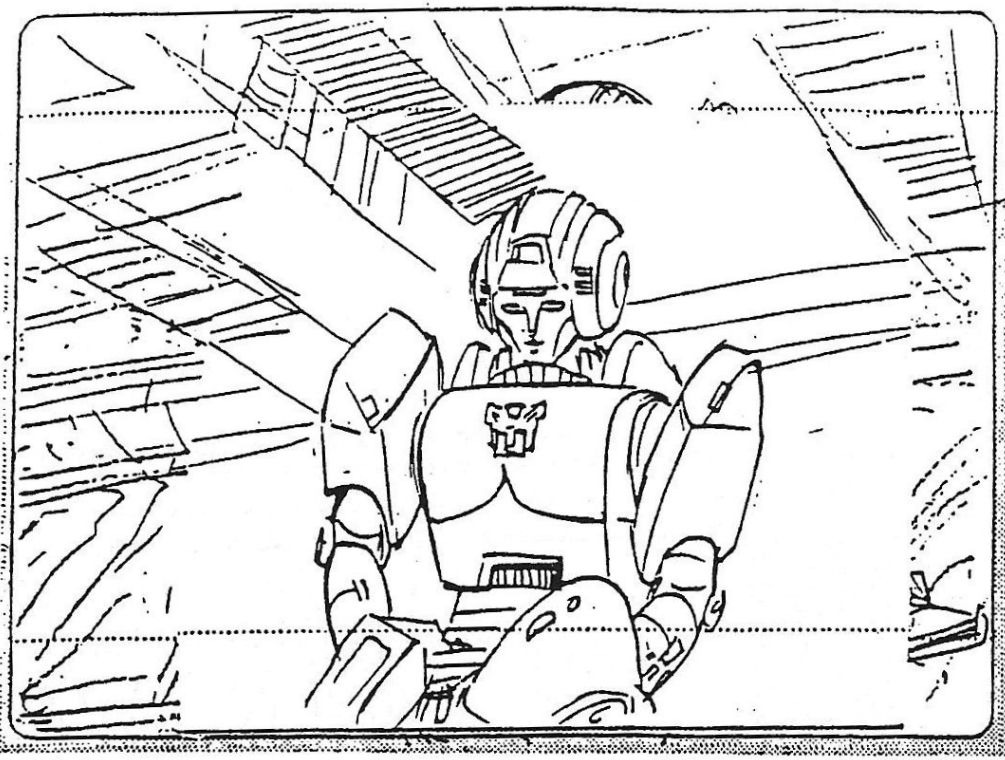
ACTION DANIEL TURNS AND LOOKS UP AT ARCEE.

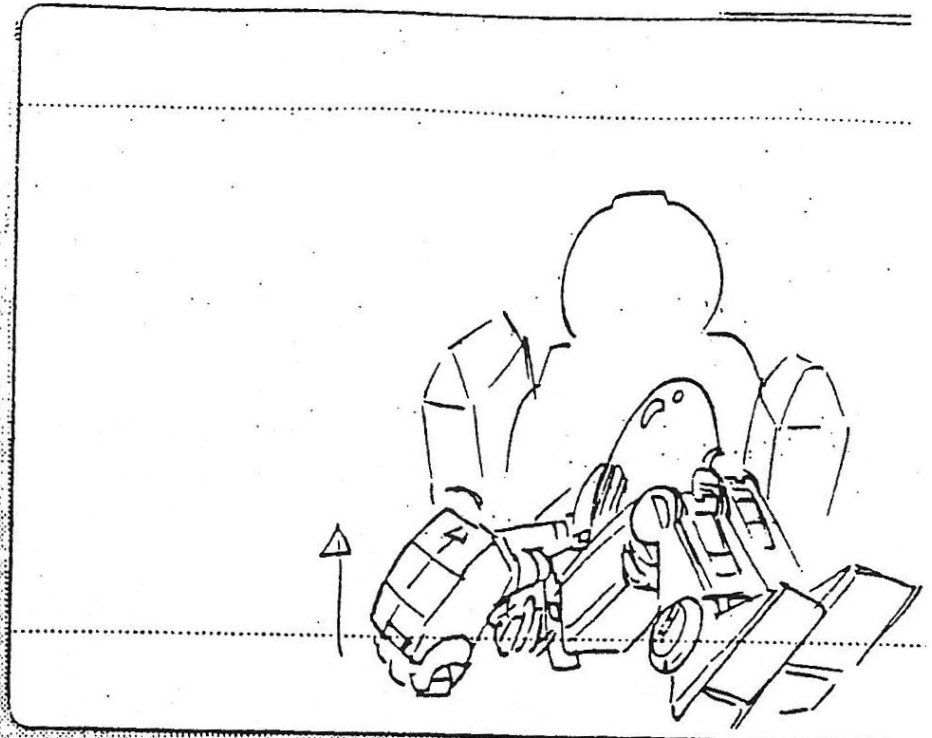
DIAL ARCEE (CONT) Daniel

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ARCEE. SHE STEPS FORWARD AND STOPS. SHE IS HOLDING SPIKE'S EXO SUIT.

DIAL ARCEE can make himself useful with...

MUSIC/SFX

CAMERA

ACTION

DIAL ARCEE (CONT) ...this! It was Spike's exosuit.

MUSIC/SFX

CAMERA

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!

SC. 18-23

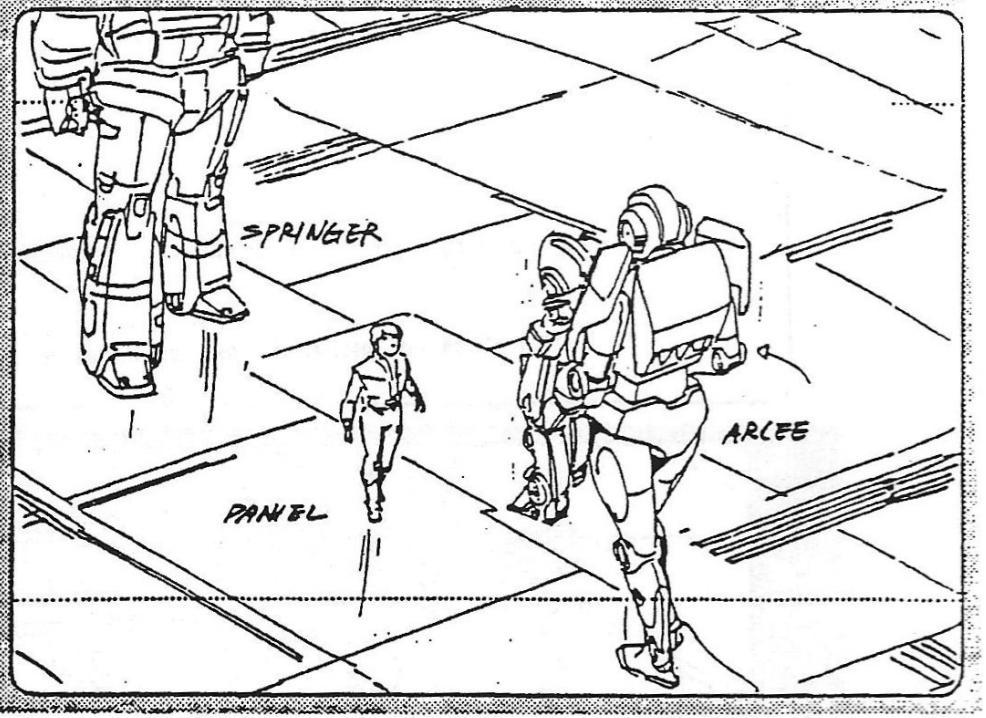
ACTION M.S. DANIEL. HE TURNS TOWARD ARCEE (O.S.) HE IS HAPPY TO SEE THE EXO SUIT THAT BELONGED TO HIS FATHER.

DIAL DANIEL Wow! Dad's exo-suit! He told me all about it.

MUSIC/SFX

CAMERA

SC. 18-24



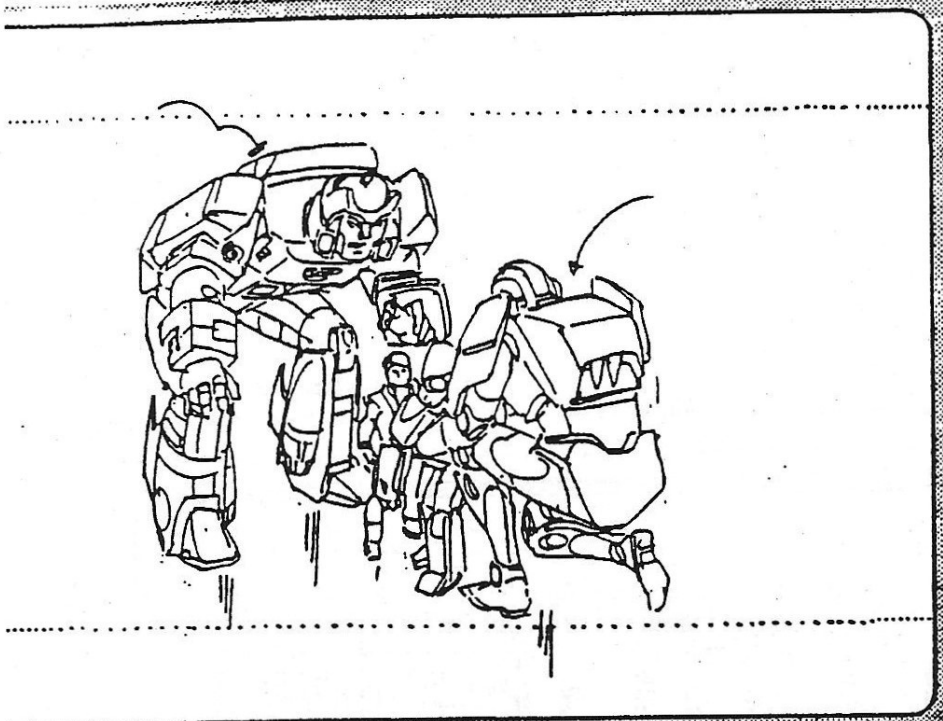
ACTION M.L. DOWN SHOT SPRINGER, DANIEL, ARCEE. ARCEE WALKS FORWARD TOWARD DANIEL.

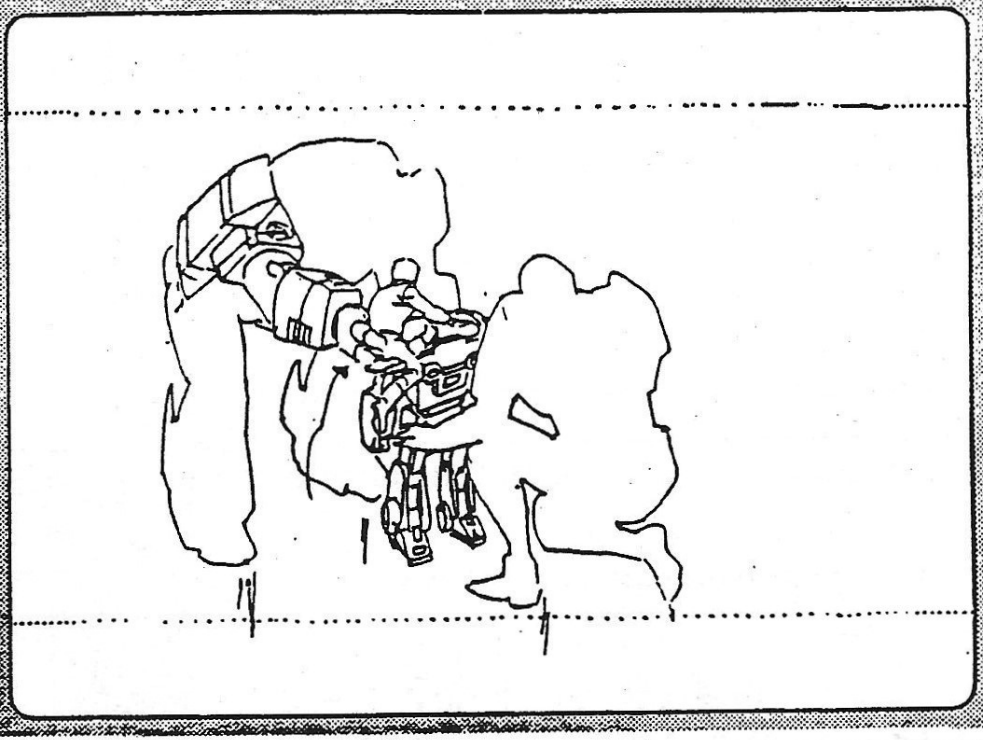
DIAL ARCEE Here... try it on.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...SHE BENDS DOWN TO HELP DANIEL GET IN THE SUIT. SPRINGER WALKS IN AND...

SFX

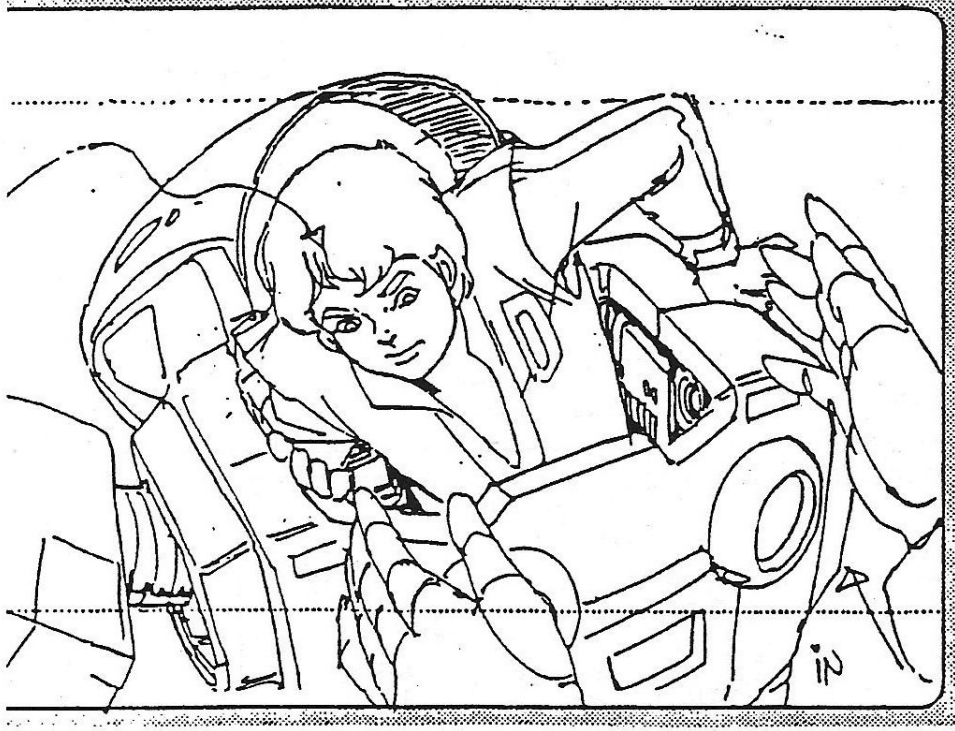
ACTION ...HELPS DANIEL UP INO THE SUIT.

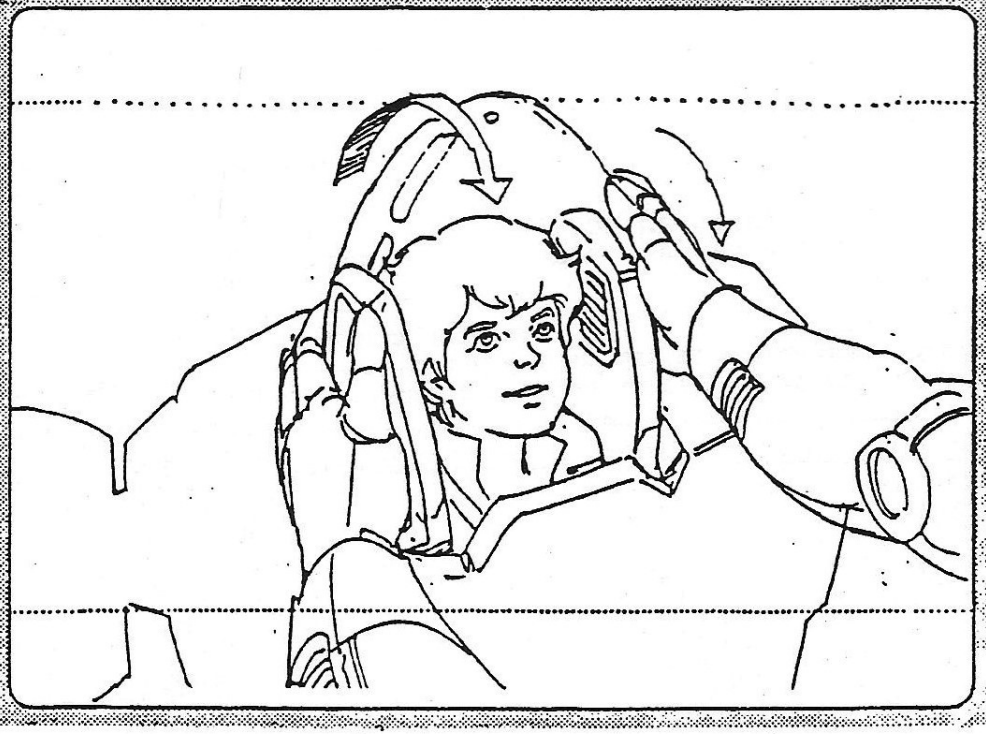
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ON M.S. DANIEL. HE CLIMBS DOWN INTO THE SUIT.

SFX

FX

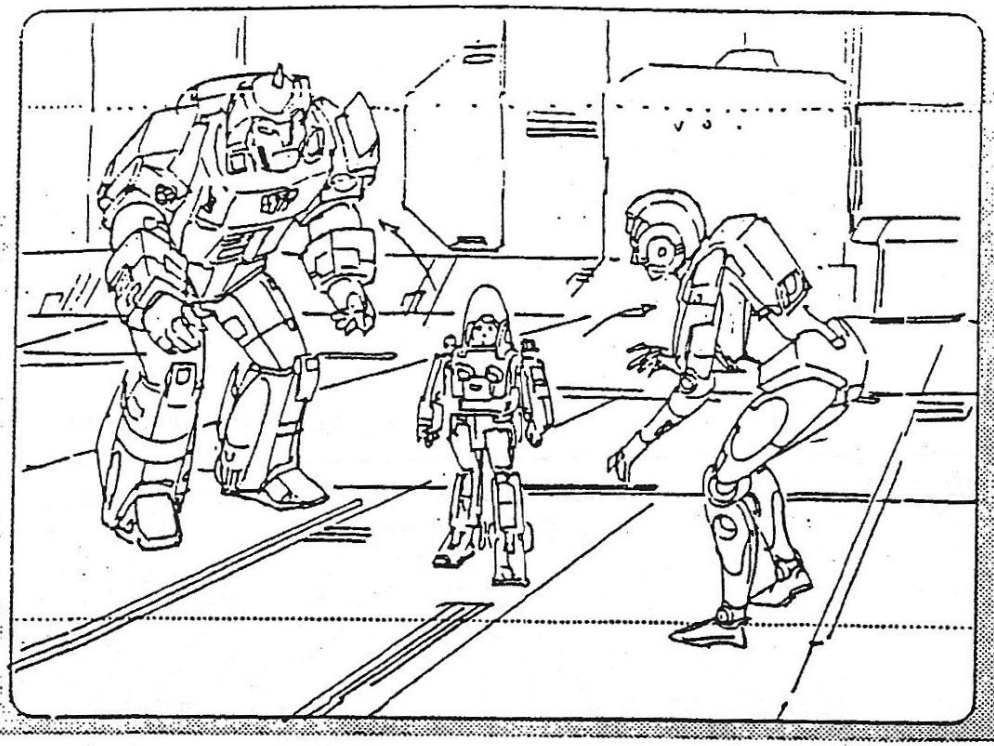
ACTION ...ARCÉE PLACES THE TRANSPARENT HELMET OVER DANIEL'S HEAD.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

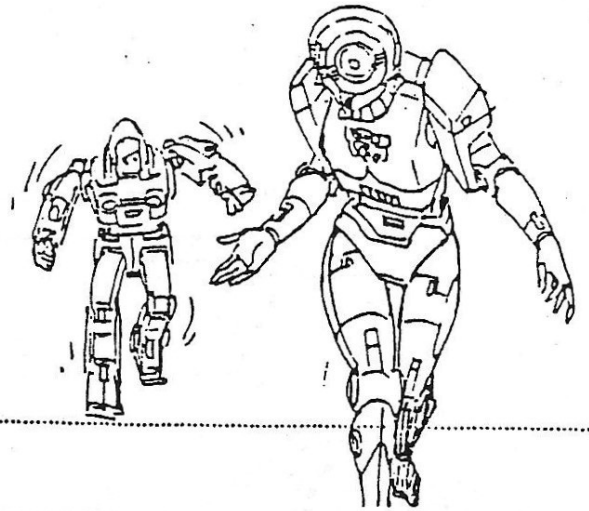


ACTION M.L.S. SPRINGER, DANIEL, AND ARCEE. SPRINGER AND ARCEE STEP BACK FROM DANIEL...

DIAL

MUSIC/SFX

CAMERA



ACTION ...ARCEE ENCOURAGES DANIEL TO TRY OUT THE SUIT. SHE WALKS FORWARD AND MOTIONS HIM TO FOLLOW HER. DANIEL TAKES A FEW SHAKEY STEPS.

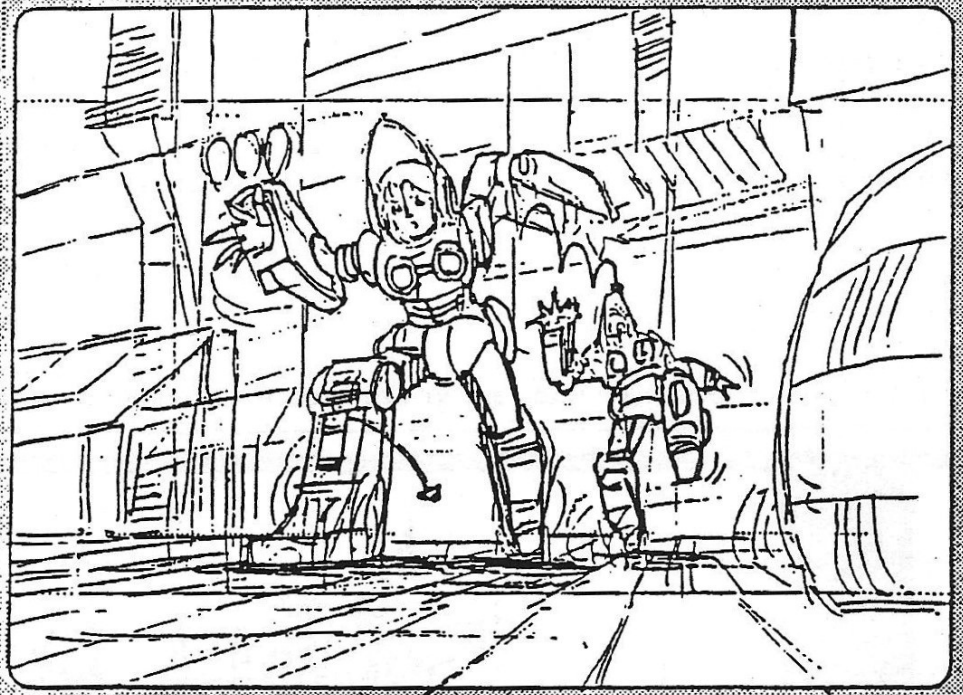
DIAL

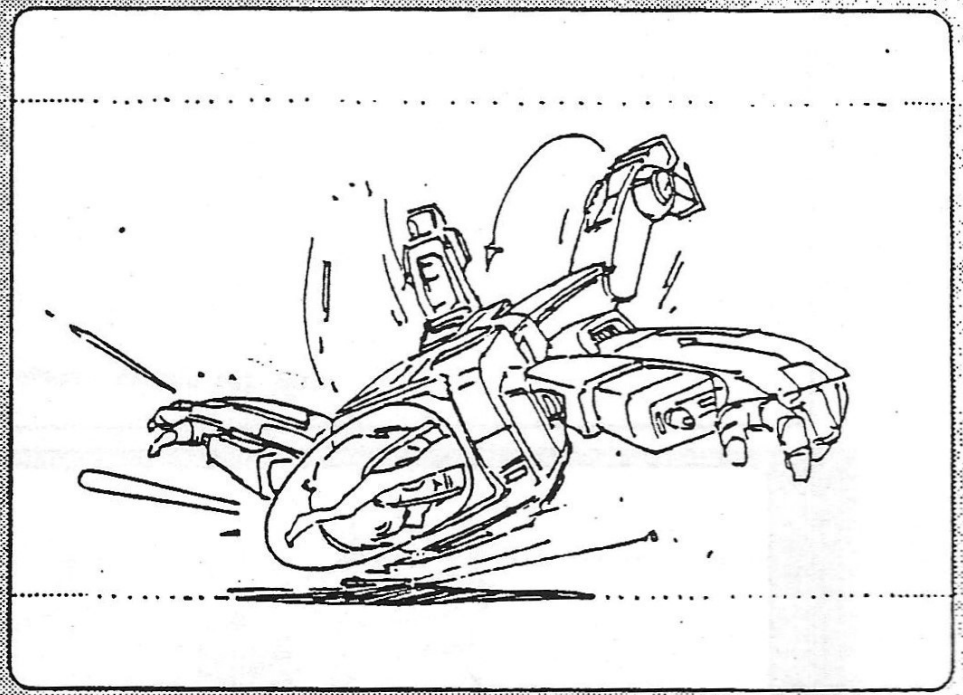
ARCEE Now, try to walk.
(PICK UP LINE)

MUSIC/SFX

CAMERA

TF RAW
From Transformers 1 to Beast Hunters and Beyond!!!





ACTION L.S. DANIEL. HE TAKES A STEP FORWARD. THEN LOSING CONTROL, HE STUMBLES BACK...

DIAL

MUSIC/SFX

CAMERA

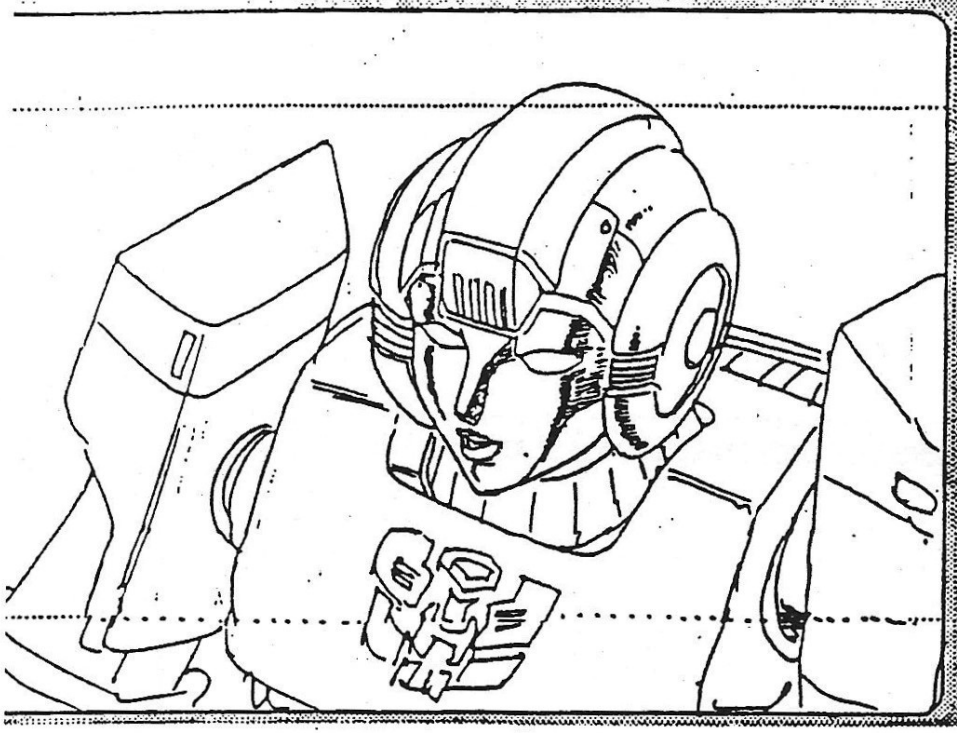
ACTION ...THEN COMES CRASHING FORWARD, FALLING TO THE FLOOR.

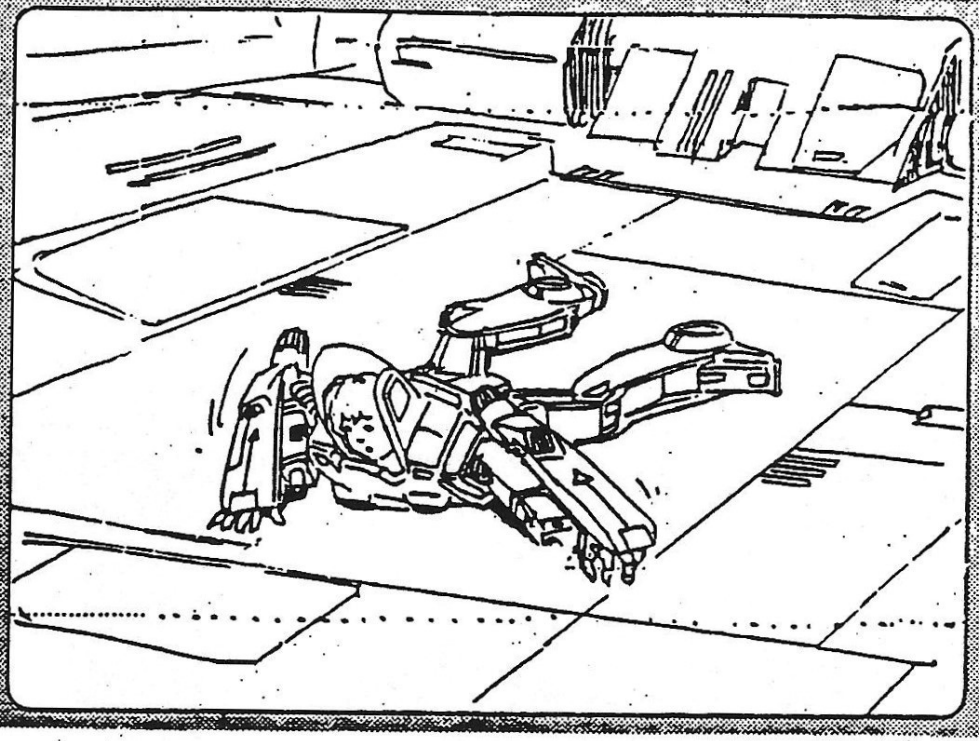
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON

M.C.U. ARCEE, SMILING, SHE LOOKS DOWN AT DANIEL.

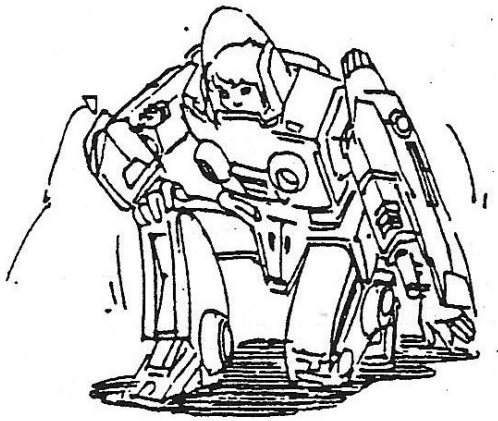
C/SFX

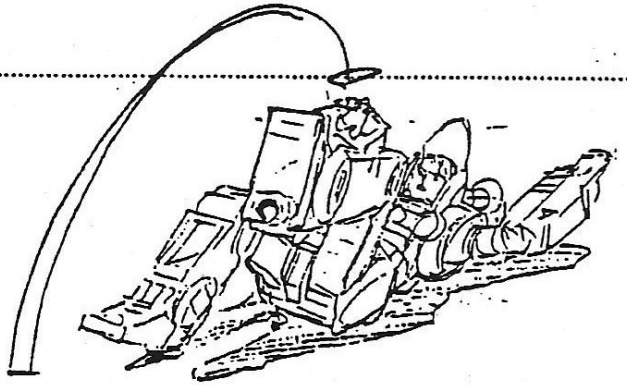
ACTION L.S. DANIEL STARTS TO MOVE. HE PUSHES HIMSELF UP WITH HIS ARMS...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ION ...THEN THEN GETS UP TO HIS KNEES.

L

IC/SFX

ERA

ACTION ...BUT LOSING BALANCE, HE FALLS BACKWARD.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 78-2D

ACTION C.U. SPRINGER. HE WATCHES DANIEL, SMILES AND ENCOURAGES DANIEL TO CONTINUE TO TRY.

DIAL SPRINGER Just think about what you want to do before you do it!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

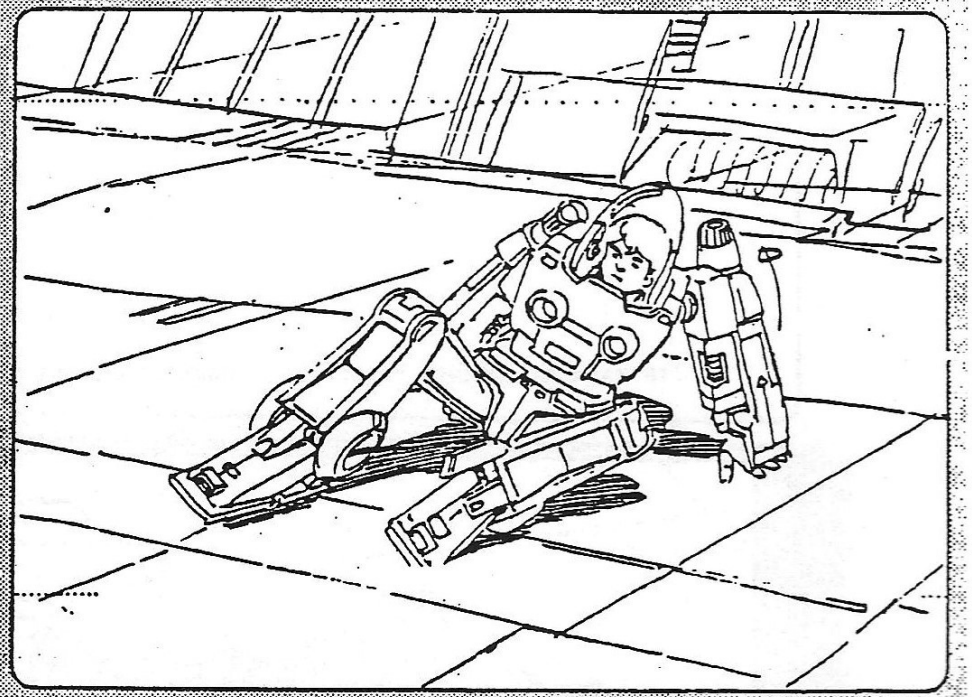
SC.

ACTION

DIAL

MUSIC/SFX

SC. SC. 18-33 SEQ. 18 Page 29



ACTION

DIAL

MUSIC/SFX

CAMERA

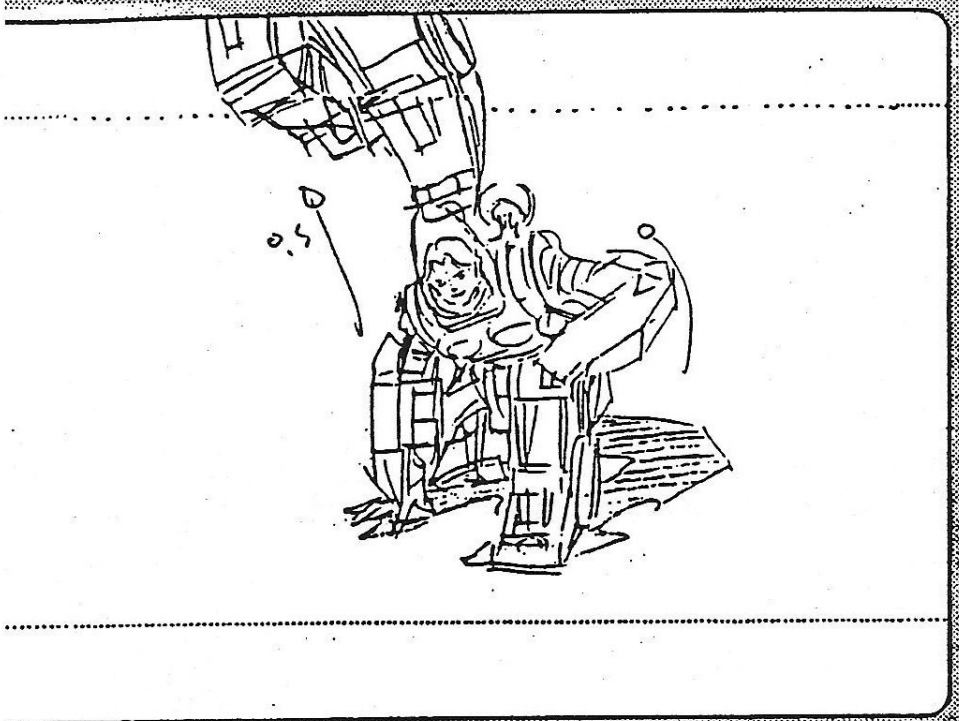
ACTION M.L.S. DANIEL. HE PUSHES HIMSELF UP USING HIS ARMS...

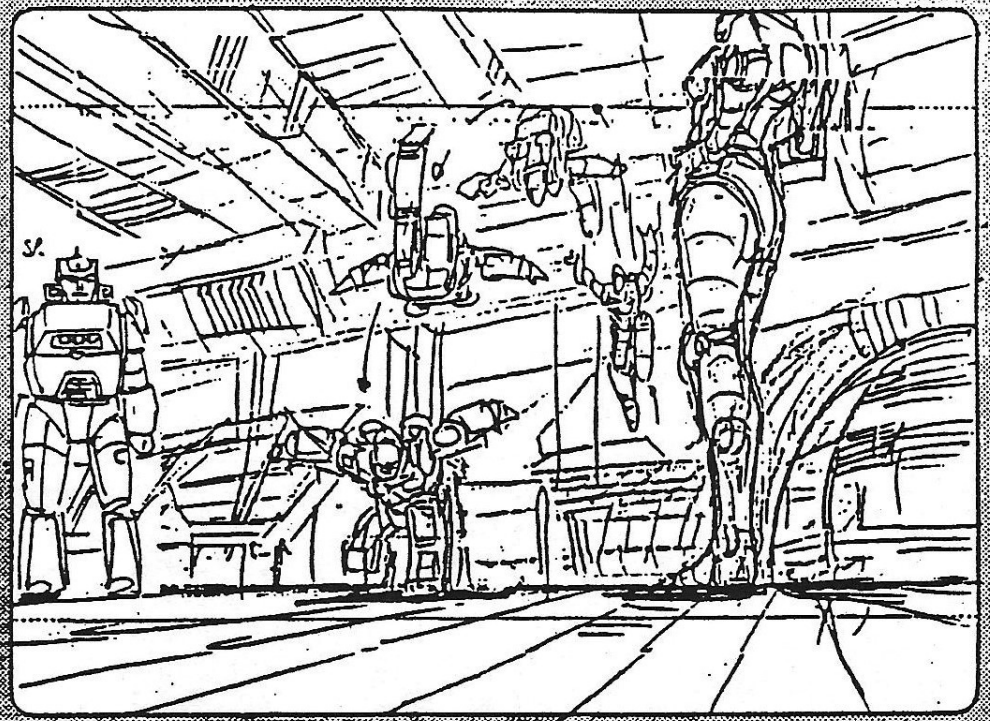
DIAL DANIEL It's kind of tricky...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N ...THEN AFTER GETTING ON HIS KNEES, HE SPRINGS UP O.S.

Daniel: Wow!

/SFX

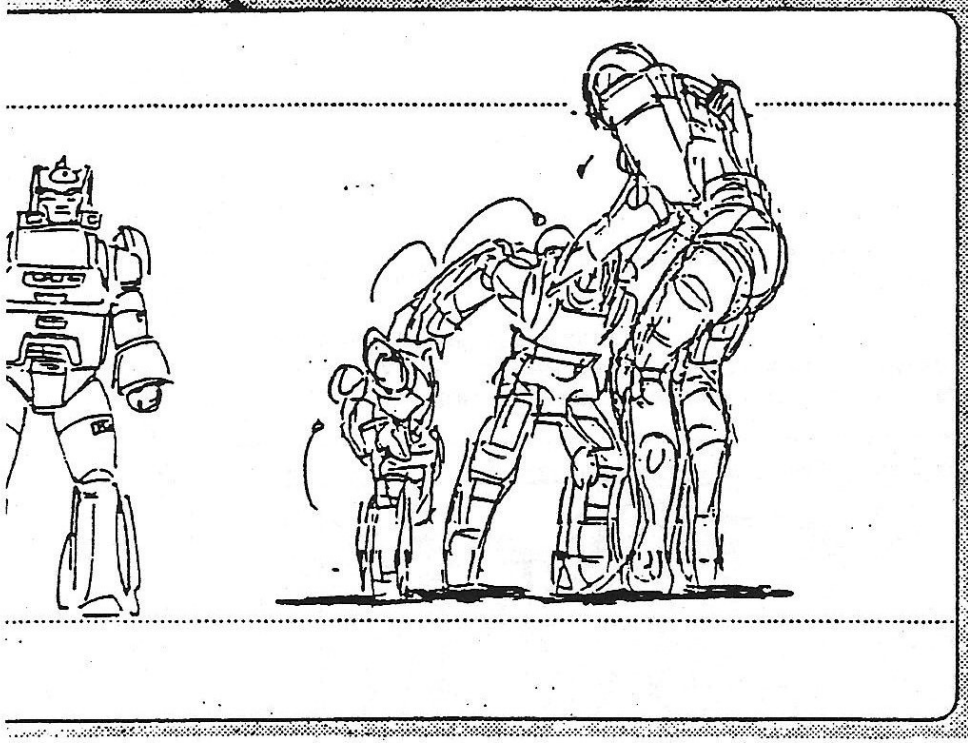
ACTION L.S. ARCEE AND DANIEL. DANIEL SPRINGS UP, SOMERSAULTS OVER AND LANDS ON HIS FEET NEAR ARCEE.

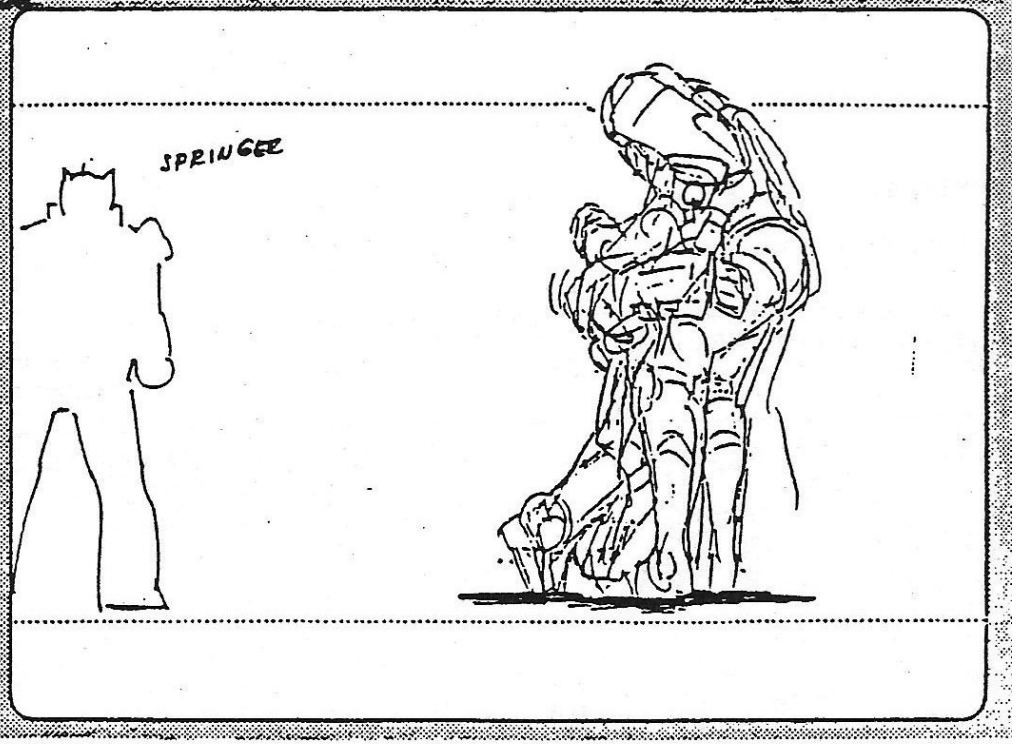
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N ...HE THEN TAKES A FEW WOBBLY STEPS OVER TO ARCEE...

SFX

ACTION ...AND FALLS INTO HER ARMS. SHE HOLDS HIM UP.

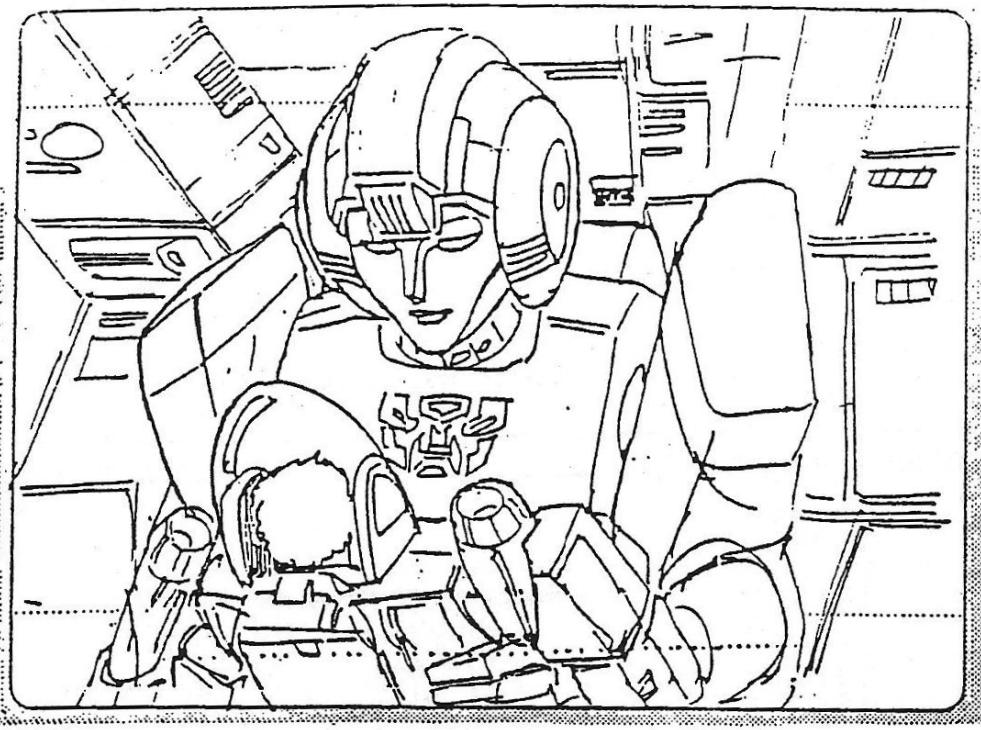
DIAL ARCEE For the first time out, . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 18-35

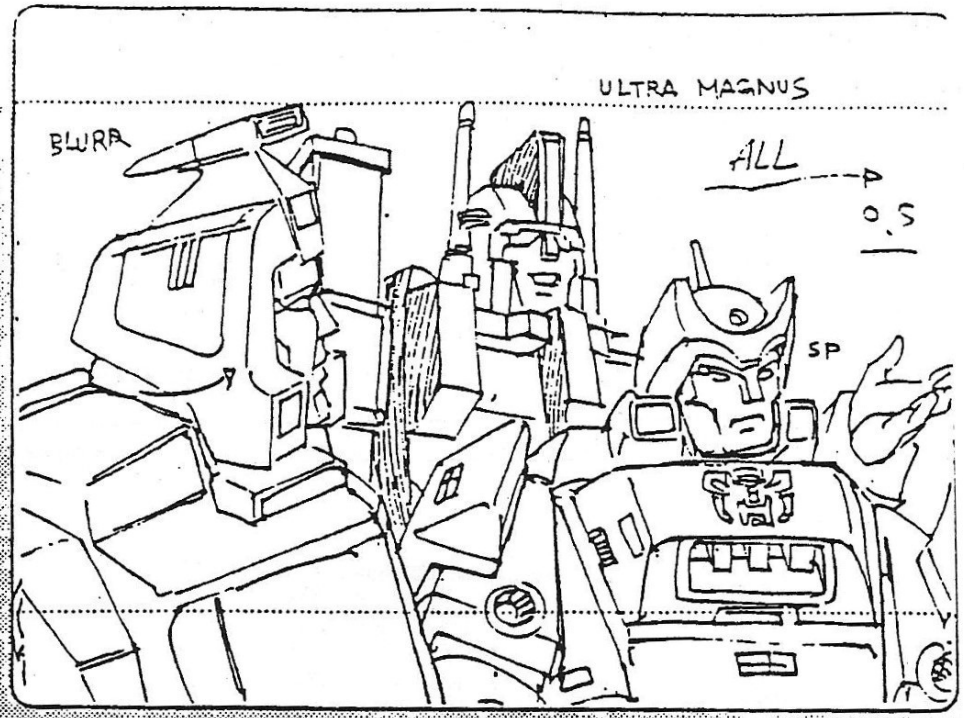


ACTION M.L.S. BLULRR, SPRINGER, ARCEE AND DANIEL. ARCEE HOLDS DANIEL IN HER ARMS. BLURR AND SPRINGER STAND BEHIND THEM. ULTRA MAGNUS ENTERS THE SCENE.

DIAL ARCEE (CONT) you were great!

MUSIC/SFX

SC. 18-36 SEQ. 32



ACTION M.S. BLURR, ULTRA MAGNUS, SPRINGER. BLURR TURNS TO LOOK AT ULTRA MAGNUS WHO. AS HE PASSES BEHIND THEM GIVES THEM ORDERS AND WALKS O.S. BLURR AND SPRINGER FOLLOW HIM.

DIAL ULTRA MAGNUS C'mon. Show time's over! We've go work to do! (HE STARTS OUT)

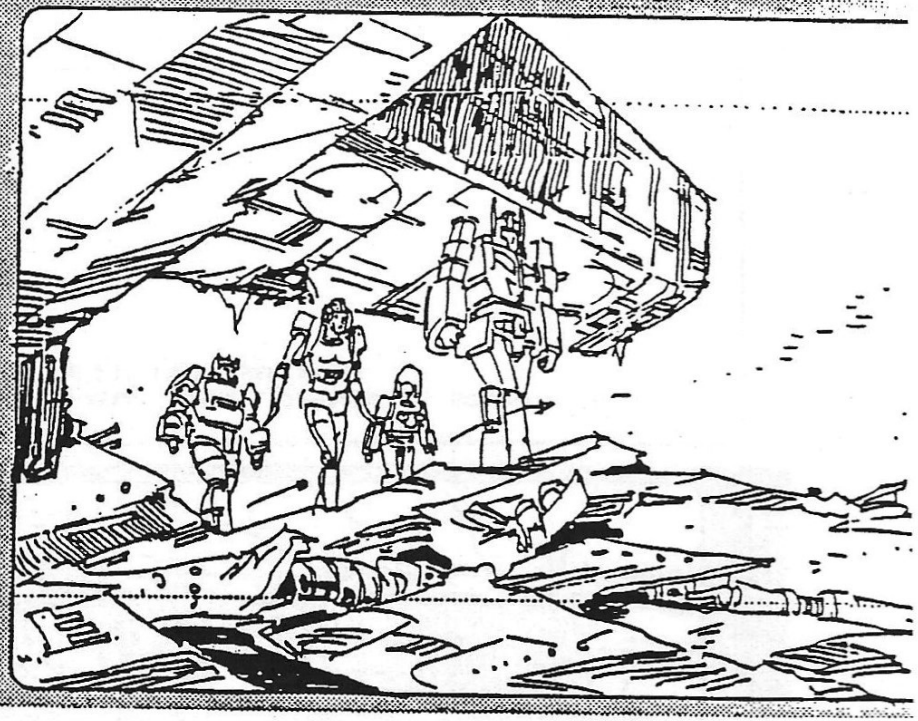
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 18-38

SEQ. 18 Page 33



ACTION

DIAL

MUSIC/SFX

CAMERA

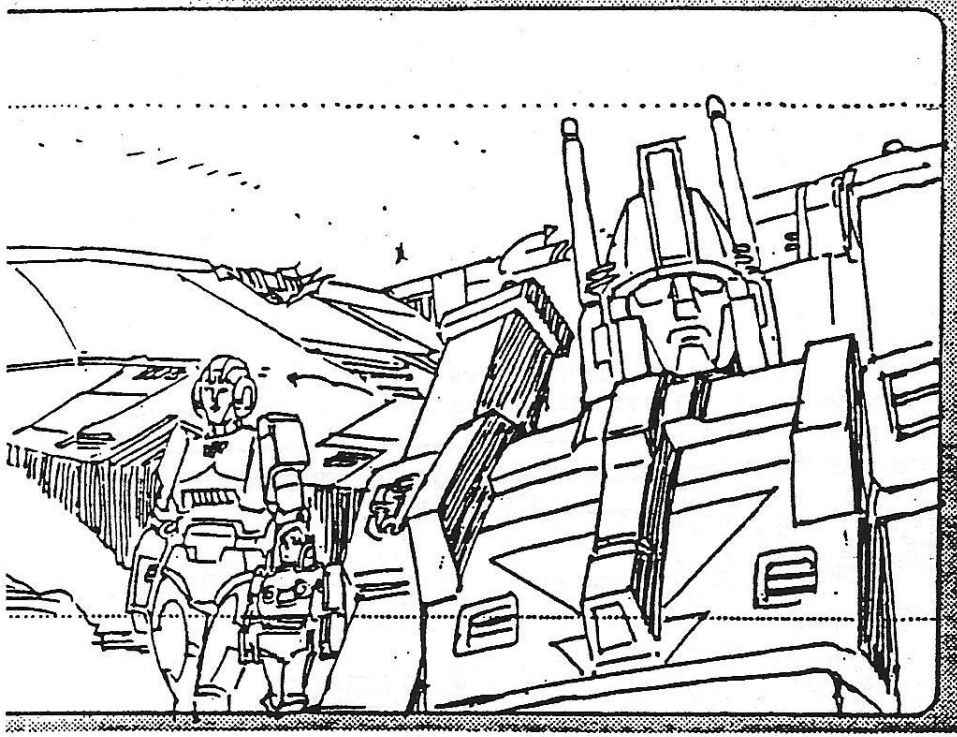
ACTION L.S. EXTERIOR THE AUTOBOT SHUTTLE. ULTRA MAGNUS, ARCEE, DA
AND SPRINGER WALK OUT OF THE SHUTTLE AND OUT ACROSS THE SUR
OF JUNKION. THEY ALL COME TO A STOP.

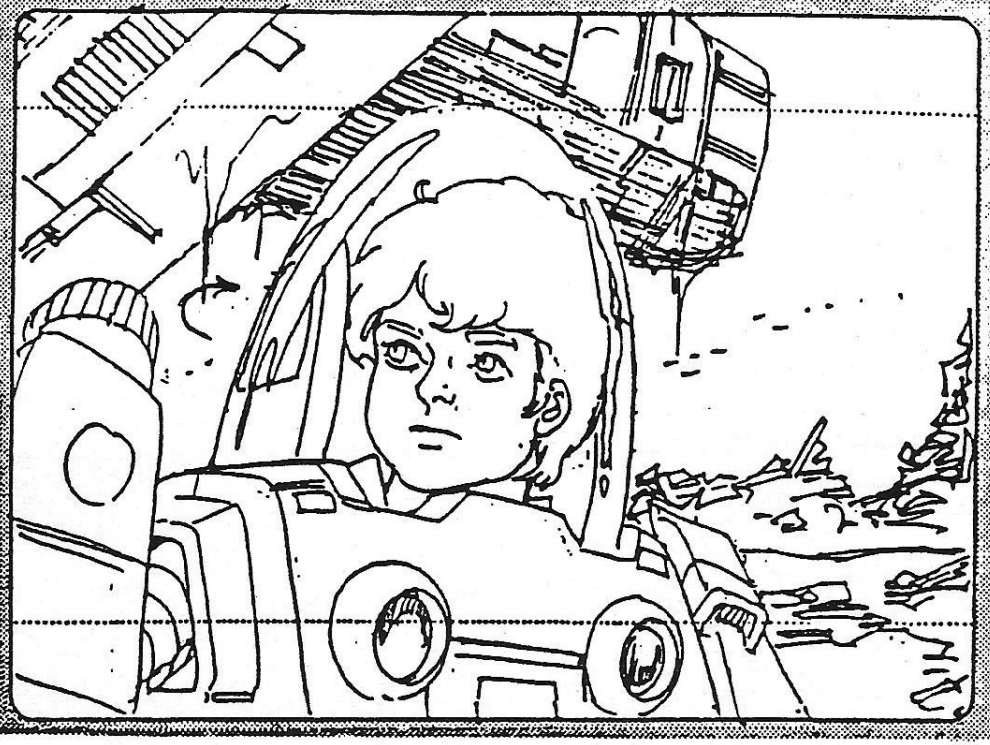
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





3 SHOT ARCEE, DANIEL, ULTRA MAGNUS. THEY LOOK AROUND INSPECTING THIS STRANGE PLACE.

ACTION M.C.U. DANIEL. HE STOPS AND LOOKS AROUND, TURNING HIS HEAD TO THE RIGHT.

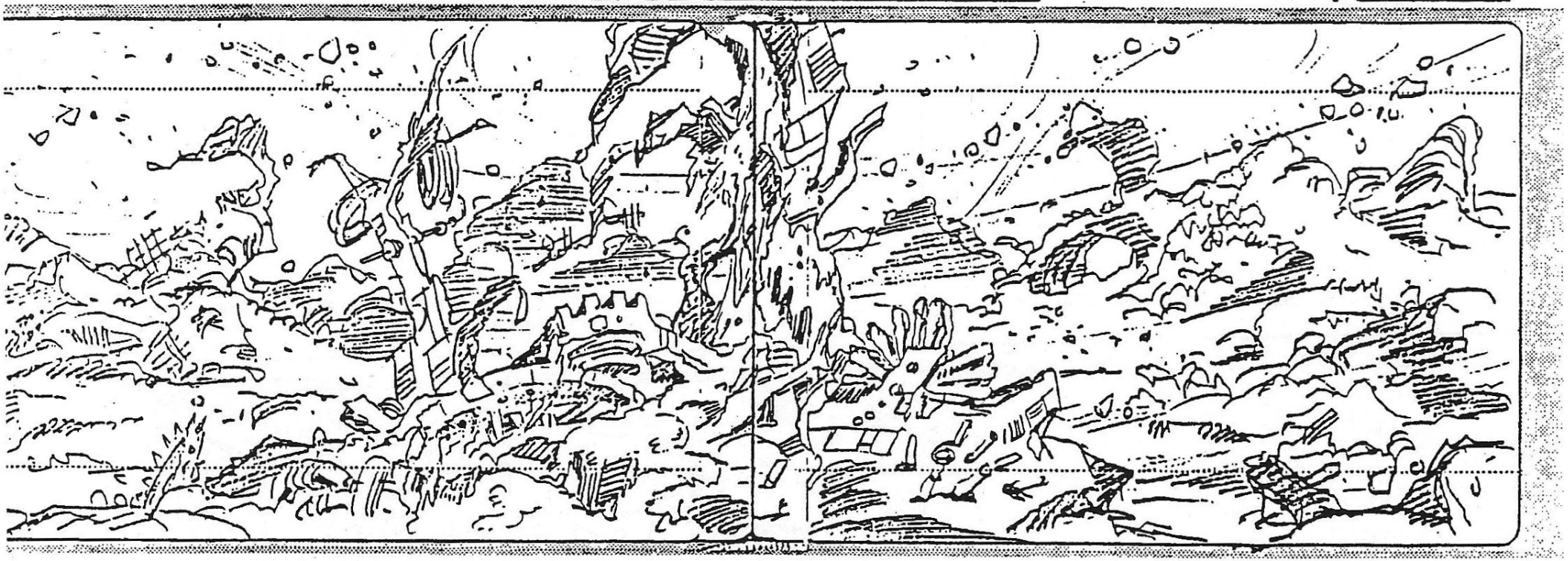
DIAL DANIEL Whistles.

SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

C. 18-40 STOP PAN. START SEQ. 18 Page 35



P.O.V. THE SURFACE OF THE JUNKION PLANET. WE PAN ACROSS VARIOUS PILES OF JUNK. WIND SWEPT PLANES AND MOUNTIANS OF JUNK.

DANIEL (V.O.) (WHISTLES) This must be the junk capital of the universe!

FX

ACTION

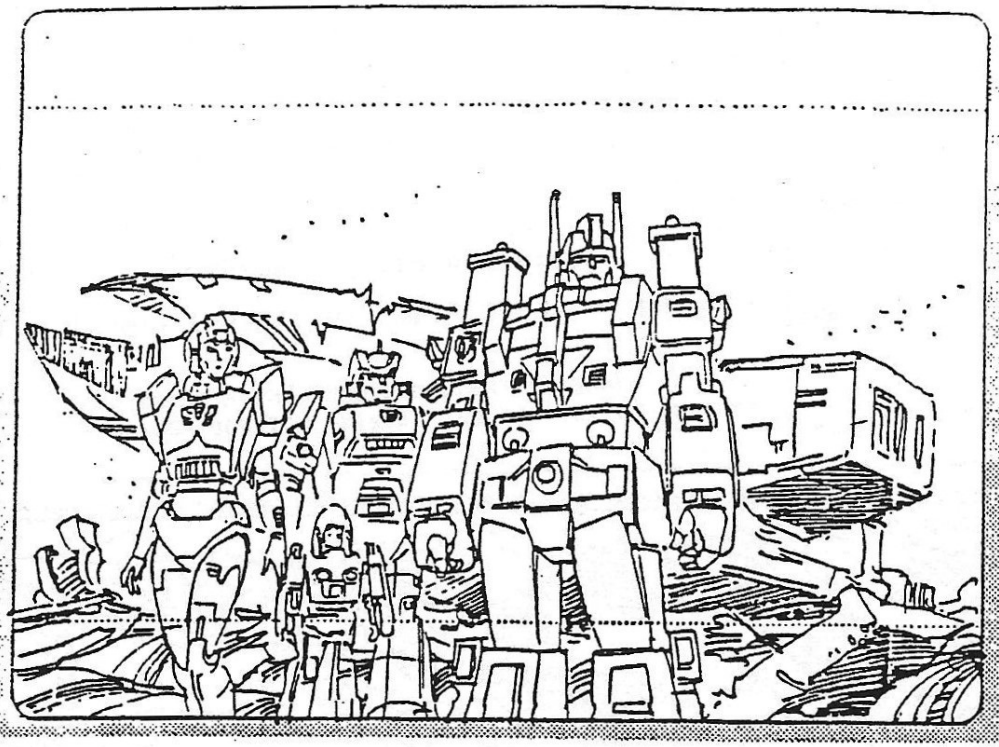
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 70-71

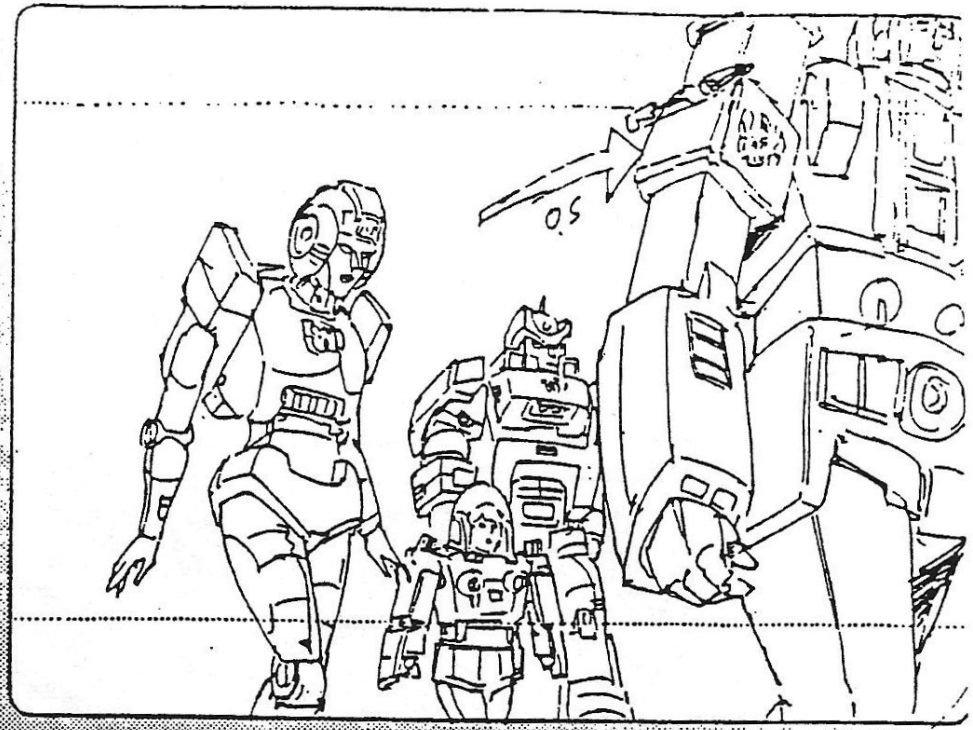


ACTION M.L.S. ARCEE, DANIEL, SPRINGER, ULTRA MAGNUS. THEY STAND IN FRONT OF THE SHUTTLE INSPECTING THE PLANET...

DIAL

MUSIC/SFX

SC. CONT

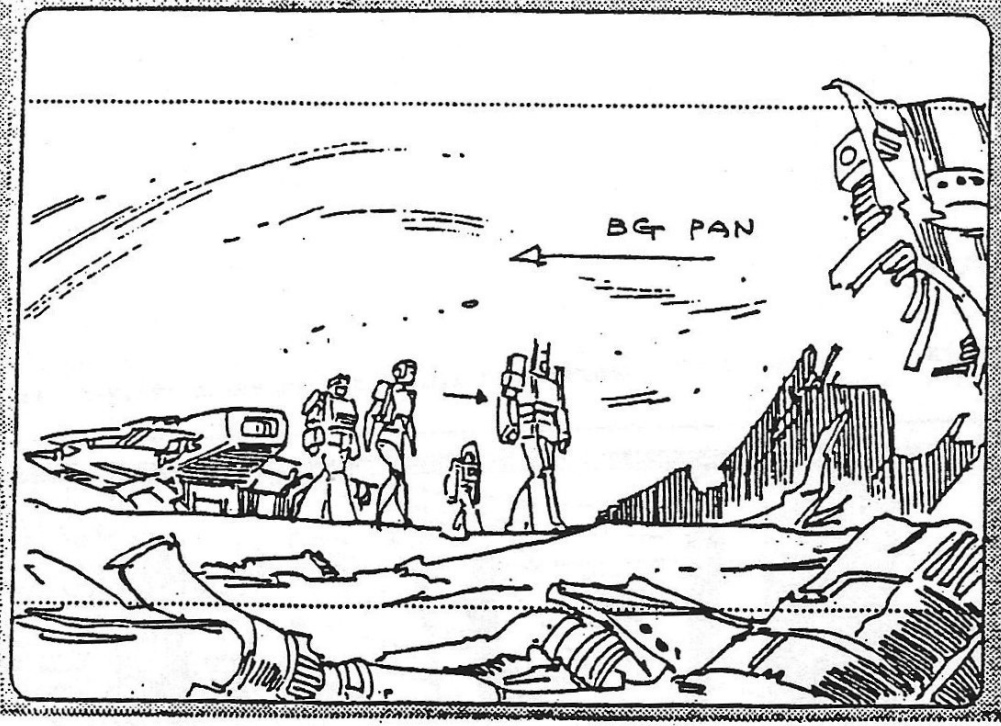


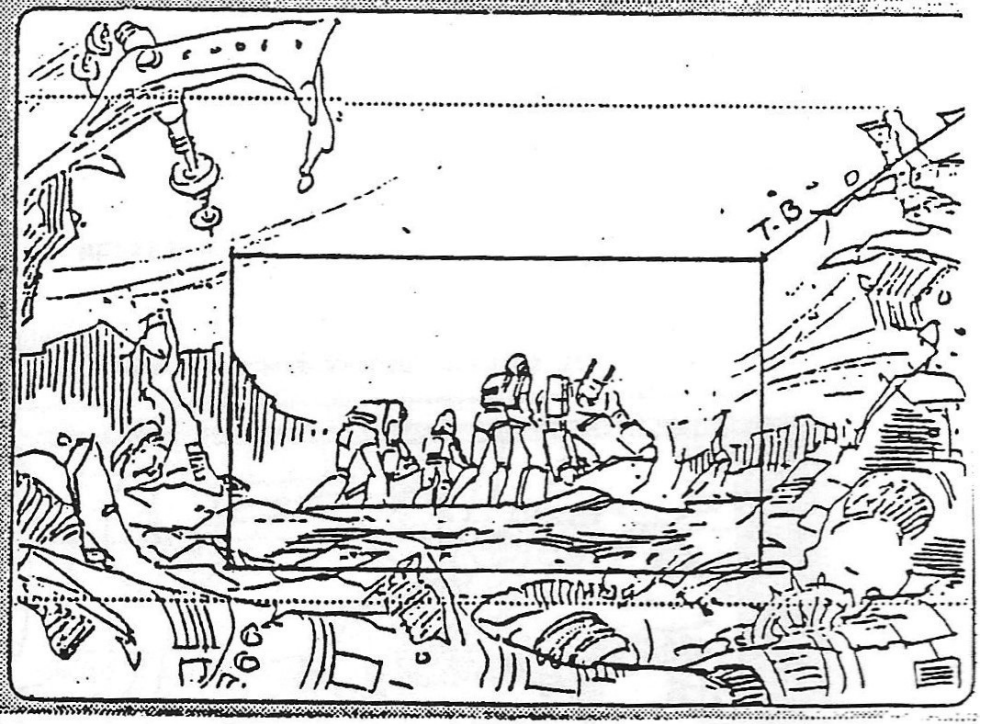
ACTION ...THEN THEY WALK FORWARD AND O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. SPRINGER, ARCEE, DANIEL, ULTRA MAGNUS. WE PAN WITH THEM AS THEY WALK ACROSS THE PLANET'S SURFACE...

DIAL

MUSIC/SFX

CAMERA

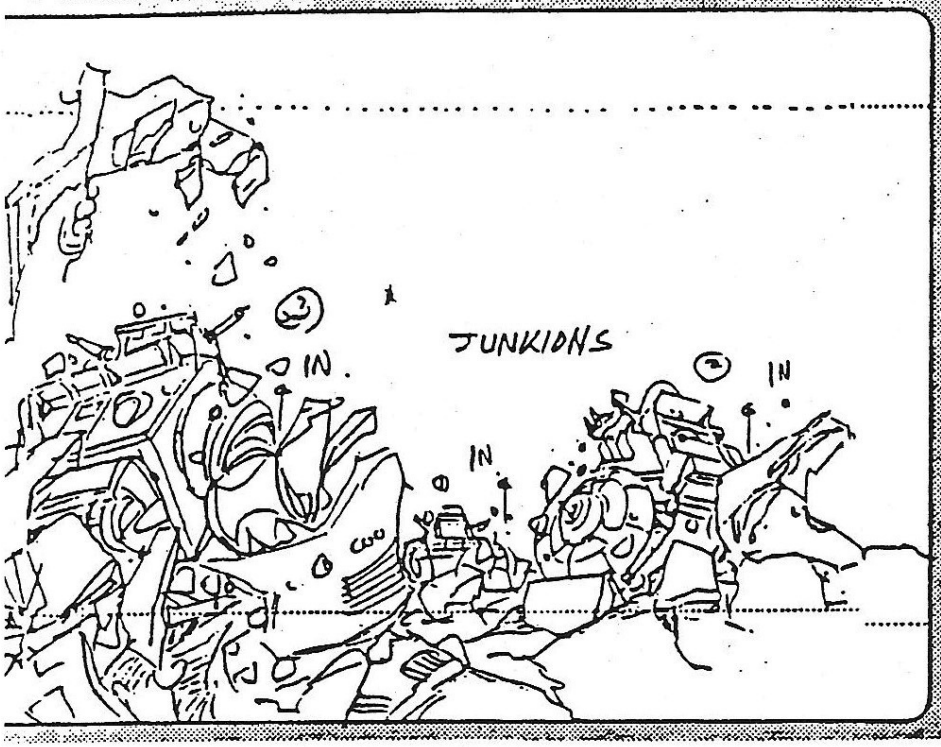
ACTION ...AND THEN START SEARCHING THROUGH THE JUNK ON THE PLANET FOR PARTS TO REPAIR THEIR SHUTTLE. WE TRUCK OUT...

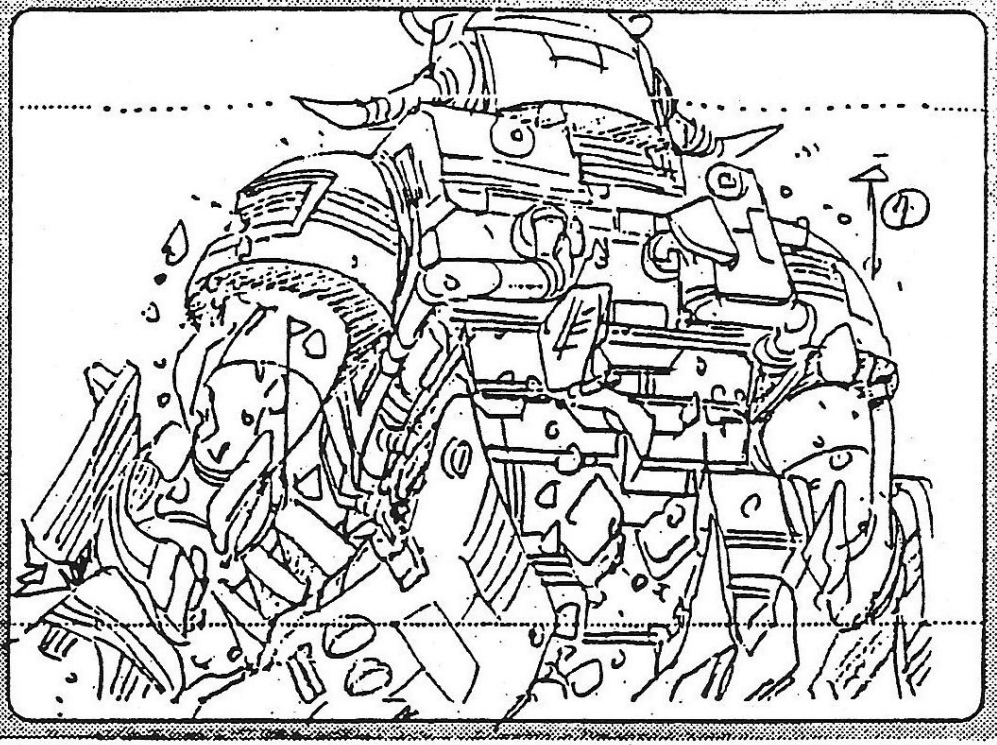
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...TO A WIDER VIEW. SUDDENLY THE JUNK IN THE FOREGROUND STARTS TO MOVE. PUSHING UP INTO SCENE FROM OUT OF THE JUNK, COME THE...
...STRANGE INHABITANTS OF THIS PLANET. THE JUNKIONS.

FX

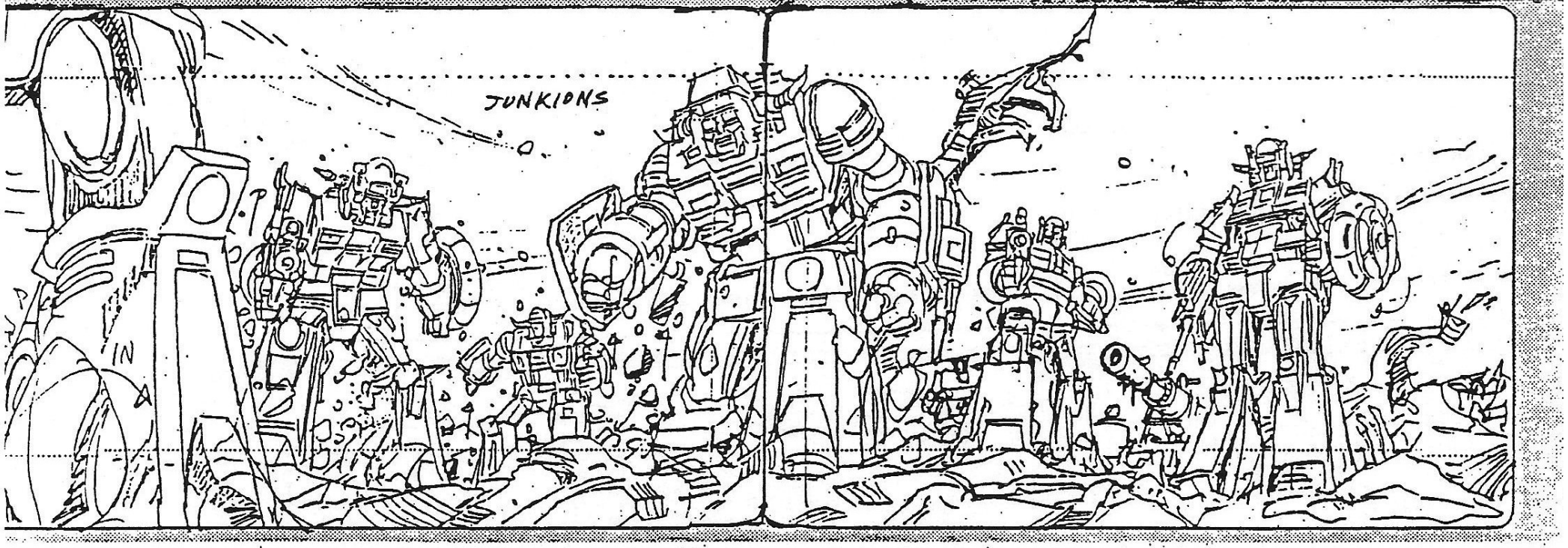
ACTION STRANGE INHABITANTS OF THIS PLANET, THE JUNKIONS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

C. 18-43 START PAN STOP SEQ. 18 Page 39



N M.L.S. MORE AND MORE JUNKIONS PUSH OUT OF THE JUNK SURFACE OF THE PLANET. WE PAN...

SFX

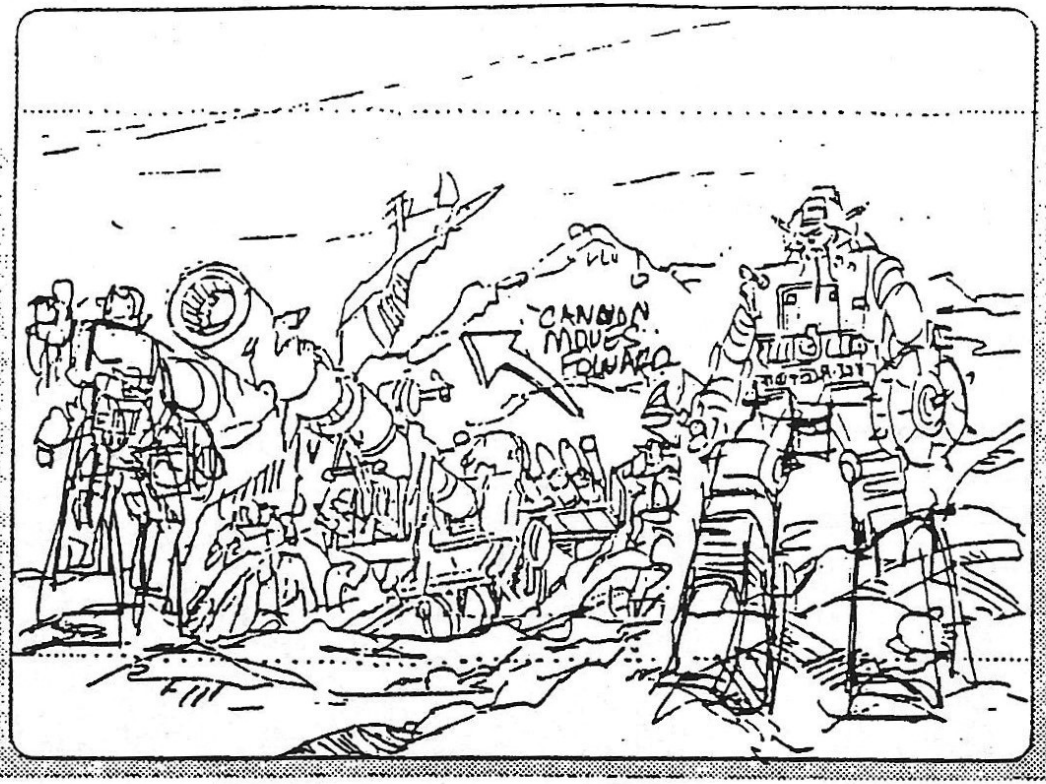
ACTION ...AND COME TO STOP ON THE LEAD JUNKION WRECK GAR.

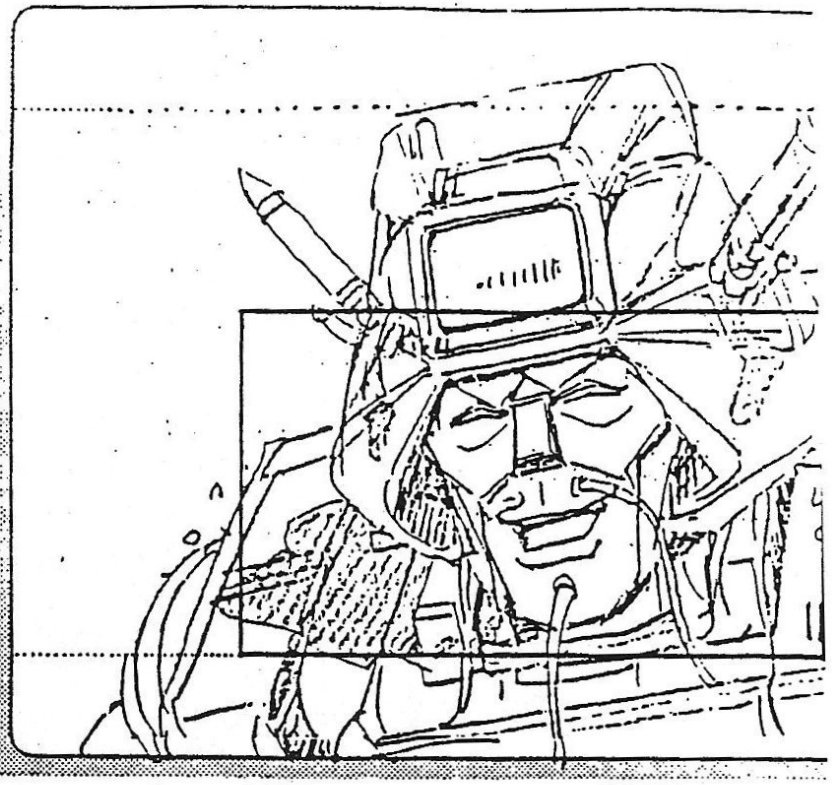
DIAL WRECK-GAR (IN GUTTURAL, RUSTY, METALLIC RUMBLE) Stop thief! No welcome- wagon, "hello stranger!" With that good coffee flavor.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. SEVERAL JUNKIONS MOVE IN AROUND A JUNK CANNON AND MOVE IT INTO POSITION.

DIAL

JUNKION 1 Yeah.

JUNKION 2 Yeah, or your money back!

MUSIC/S

WRECKGAR Offer expires while you wait.

CAMERA

ACTION M.C.U. WRECK GAR. HE LAUGHS AS WE TRUCK IN ON A HIS FACE.

DIAL

WRECK GAR Operators are standing

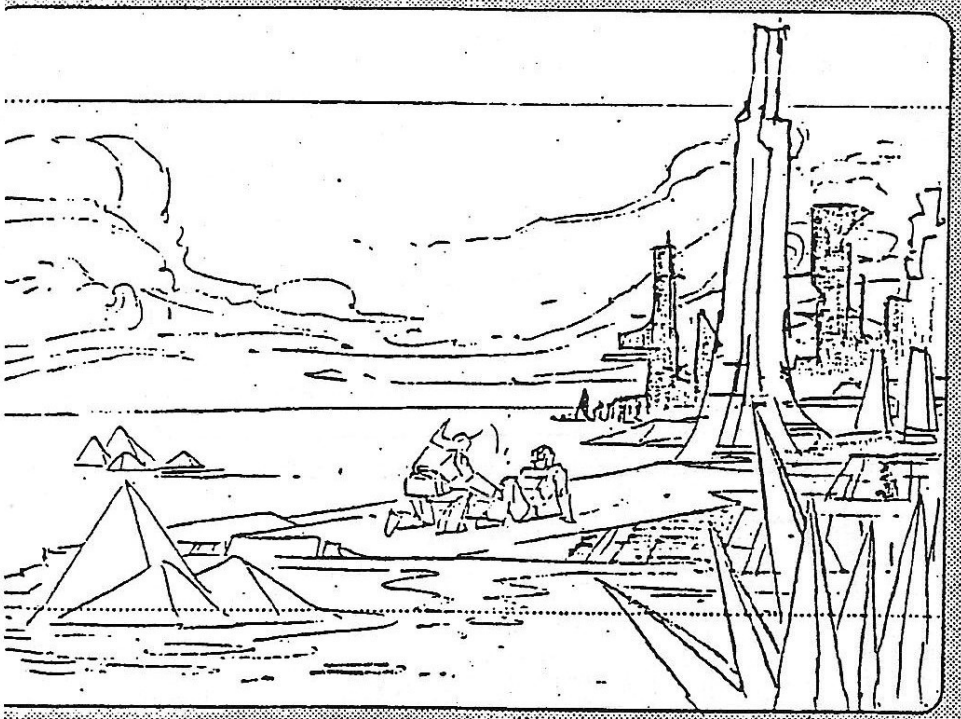
(LAUGHS)

MUSIC/SFX

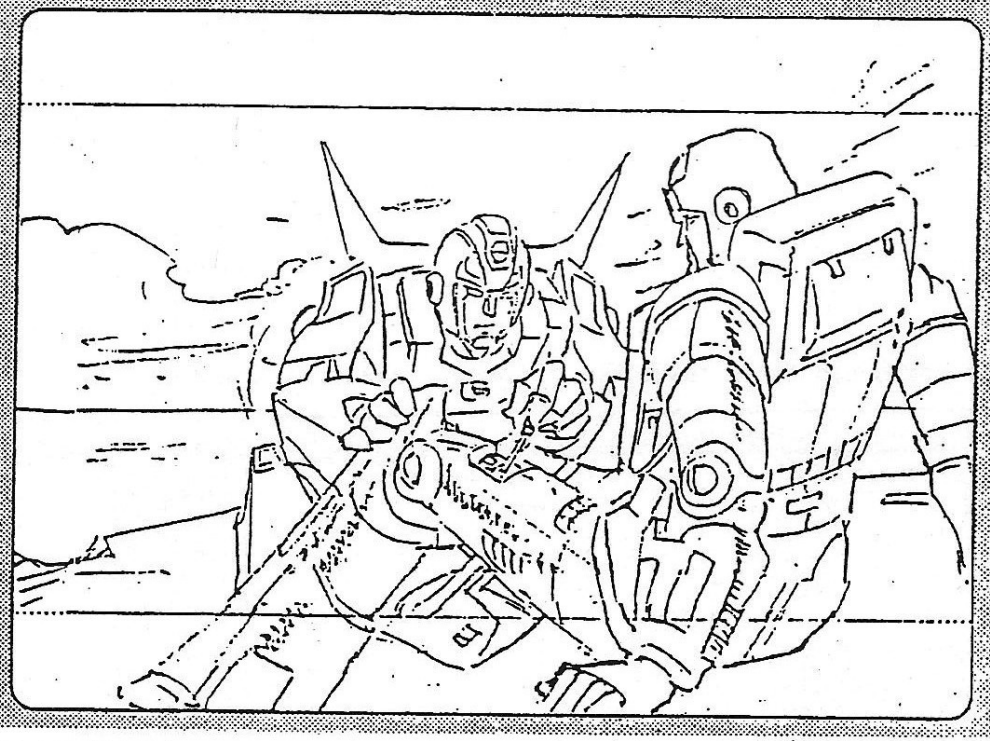
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-1



SC. 19-2



SEQ. 19 Page 1

ON X.L.S. HOT ROD AND KUP. THEY ARE SITTING ON THE SHORE OF THE QUINTESSON SEA.

SFX

RA

ACTION M.S. HOT ROD AND KUP. HOT ROD IS FINISHING REASSEMBLING KUP.

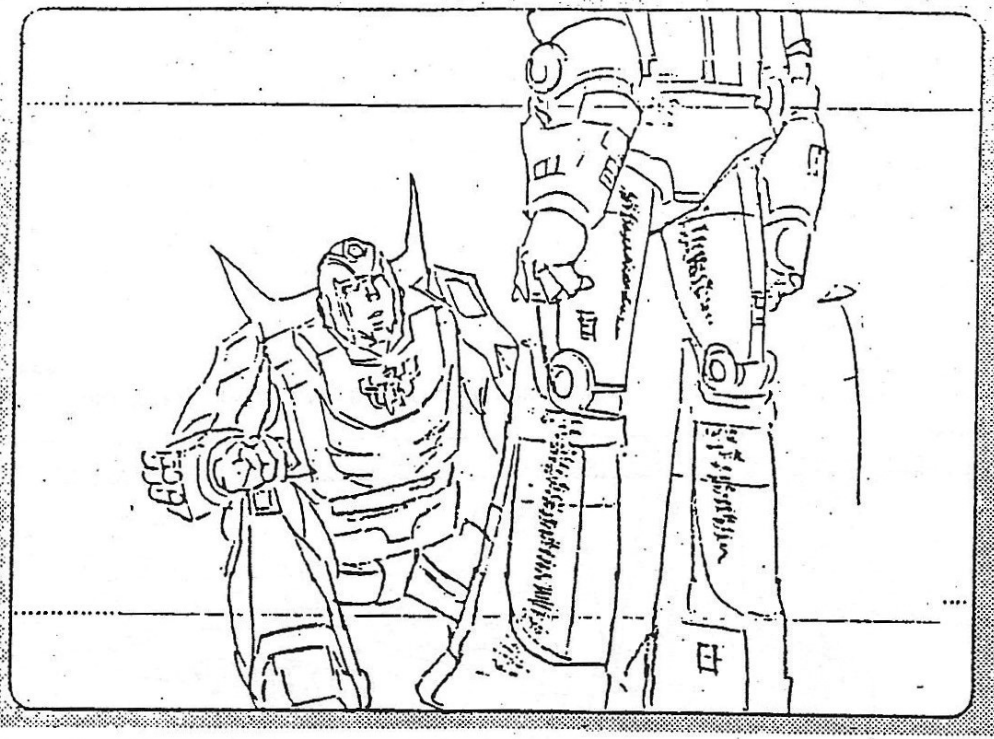
DIAL HOT ROD That does it.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT/19-2



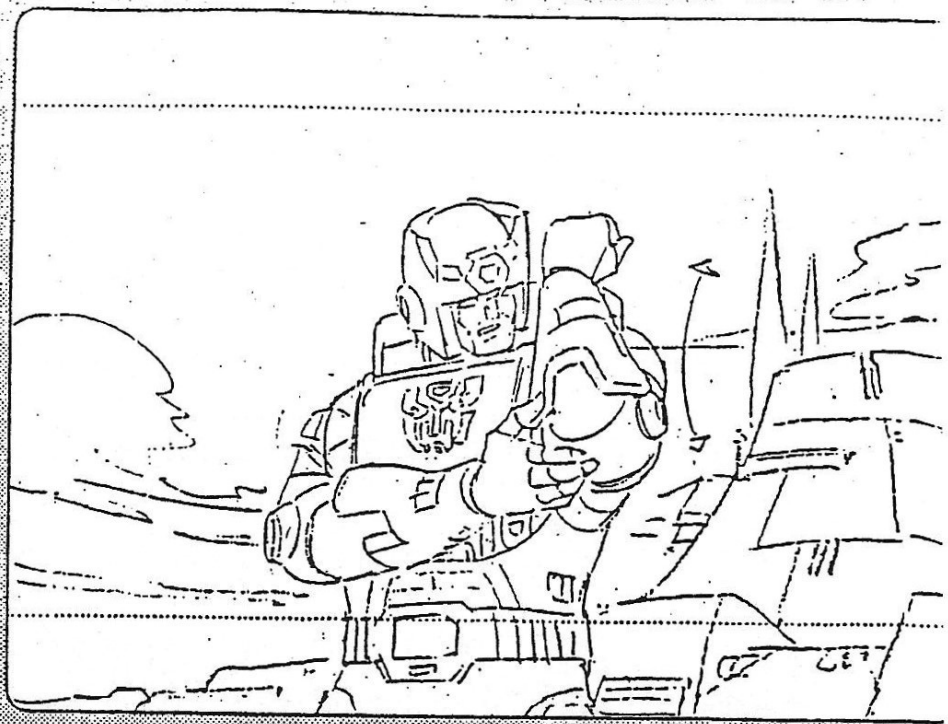
ACTION KUP STANDS UP.

DIAL HOT ROD (CONT) Well, what do you think?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-3

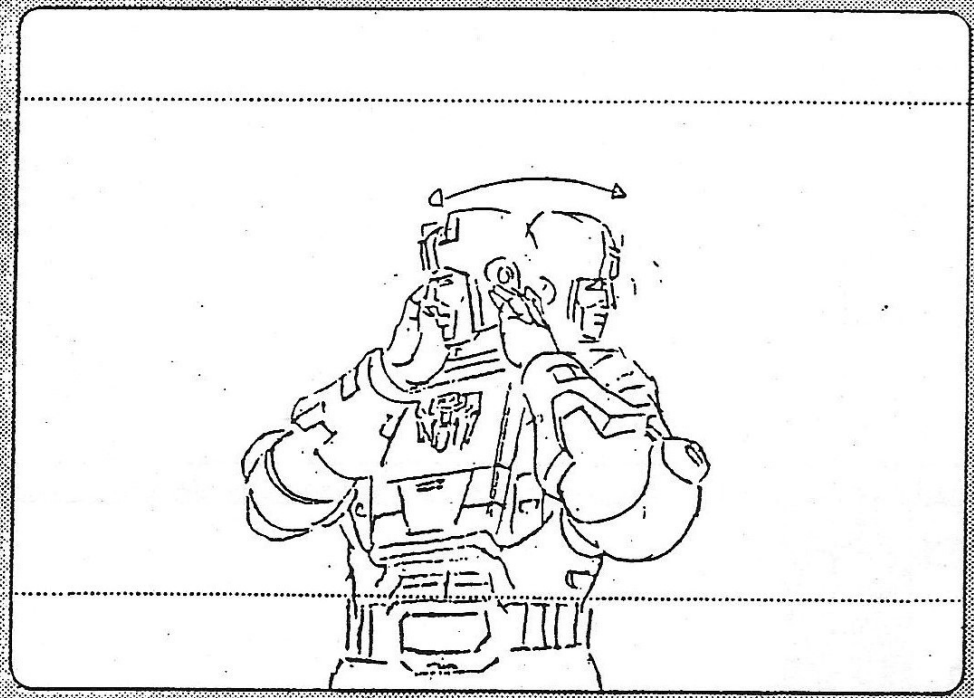


ACTION M.S. KUP. HE MOVES HIS ARMS, FEELS HIS ELBOW JOINT...

DIAL

MUSIC/SFX

SC. CONT 19-3



ACTION ...AND TWISTS HIS HEAD FROM SIDE TO SIDE, CHECKING HIMSELF OUT.

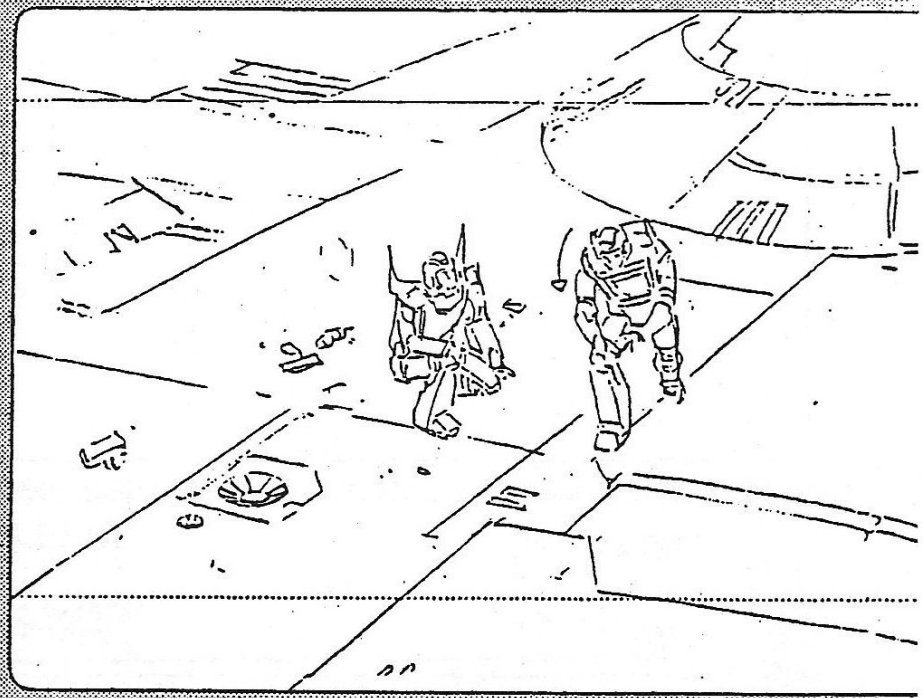
DIAL

MUSIC/SFX

CAMERA

SC. 19-4

SEQ. 19 Page 3



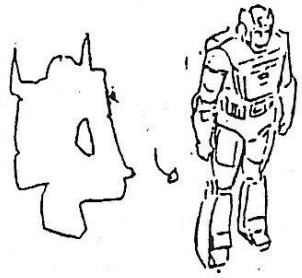
ACTION L.S. HOT ROD AND KUP. HOT ROD WATCHES AS KUP PUSHES FORWARD PLACING PRESSURE ON HIS KNEE TO TEST IT OUT.

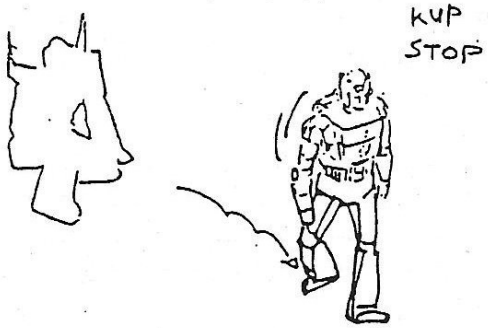
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON ...KUP THEN TURNS...

C/SFX

BA

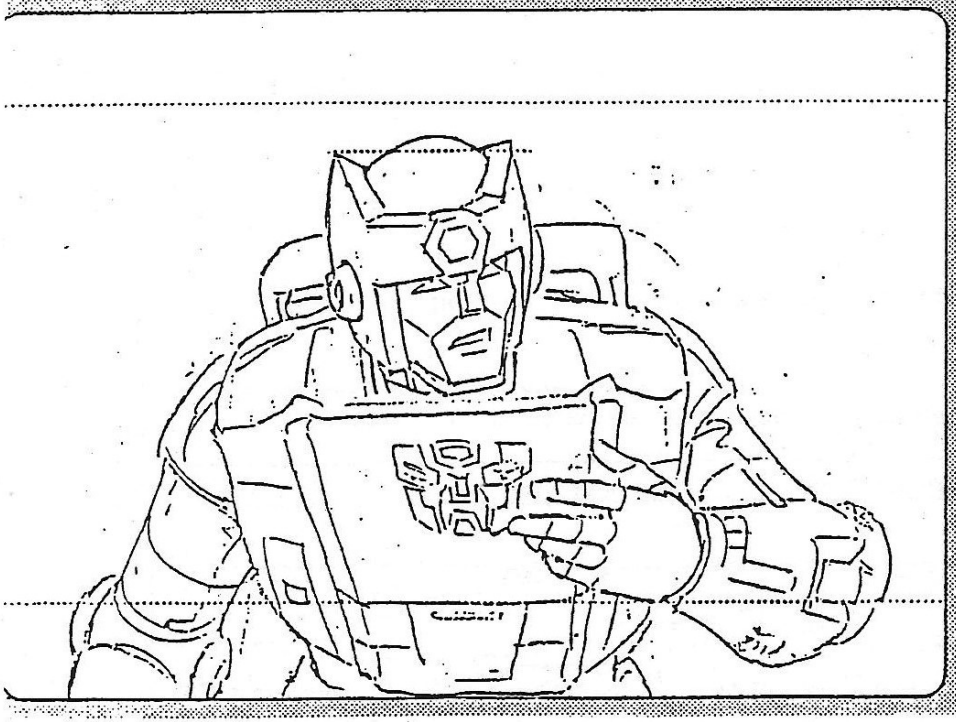
ACTION ...AND TAKES A FEW, LIMPING, STEPS.

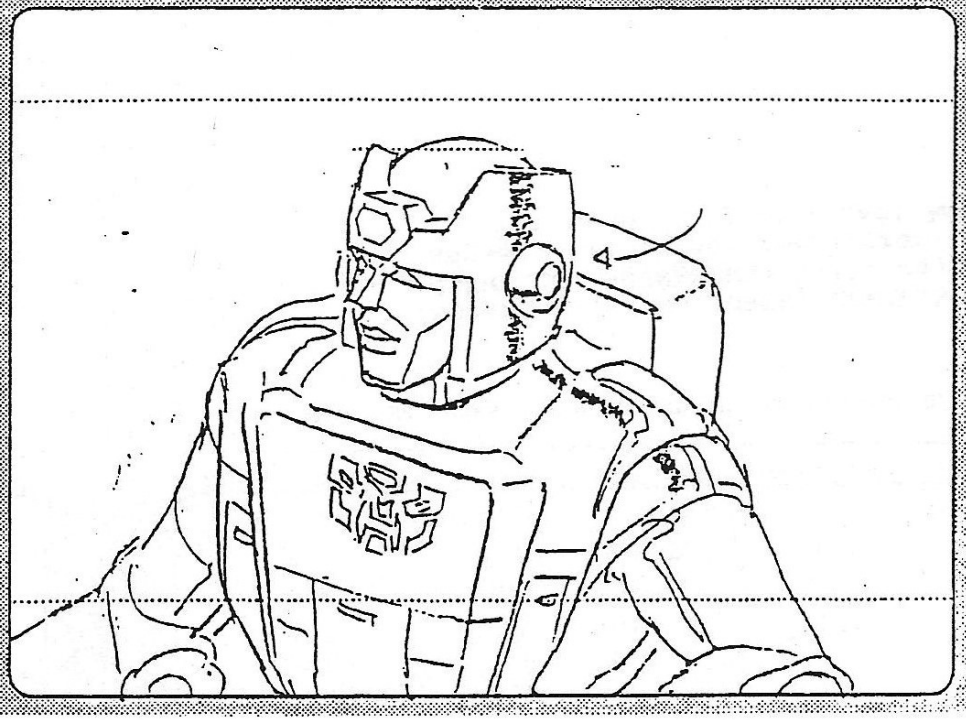
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ION M.S. KUP. HE IS A LITTLE ANNOYED...

KUP Of all the circuit glitched diode blow! Dim wittery!...

IC/SFX

ERA

ACTION ...AND TURNS BACK TO HOT ROD.

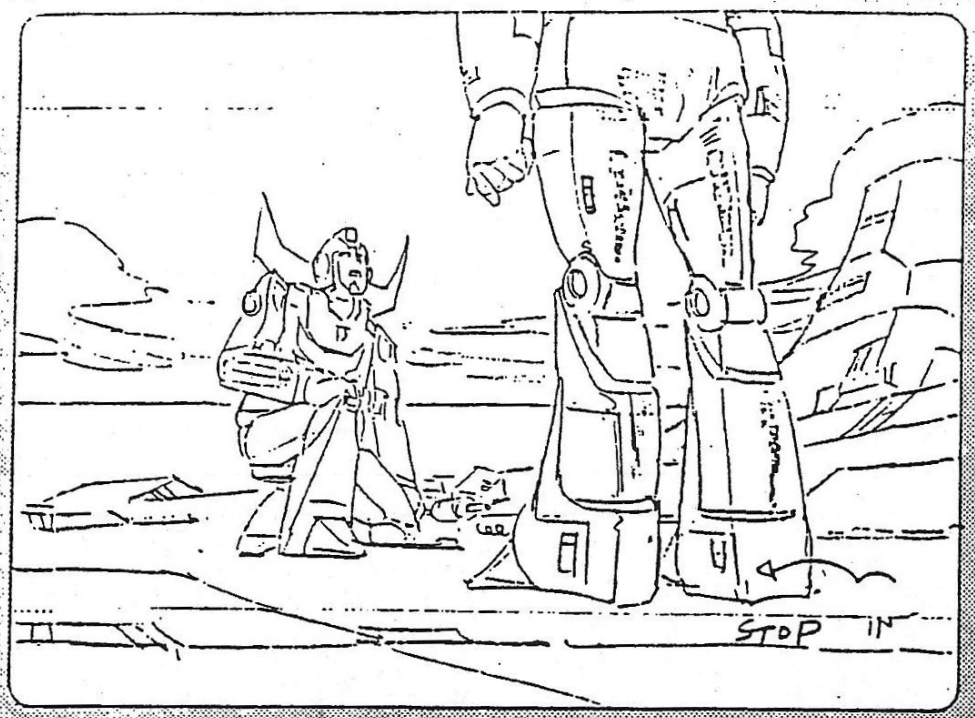
DIAL KUP (CONT)...You left a piece out.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-6



ACTION L.S. HOT ROD. HE IS KNEELING ON THE GROUND LOOKING UP AS KUP ENTERS THE SCENE AND STOPS.

DIAL HOT ROD No way..... You're just a little stiff.

MUSIC/SFX

SC. 19-7

SEQ. 19 Page 6

ACTION M.C.U. KUP. HE TURNS HIS HEAD AND CHECKS HIMSELF OUT.

DIAL KUP (MOVING BACK AND FORTH, CREAKING, CLUNKING, SQUEAKING) Well, maybe. Anyway, all things considered, you did an amazing job, lad! Amazing!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-8

ACTION M.C.U. HOT ROD. HE SMILES BACK AT KUP.

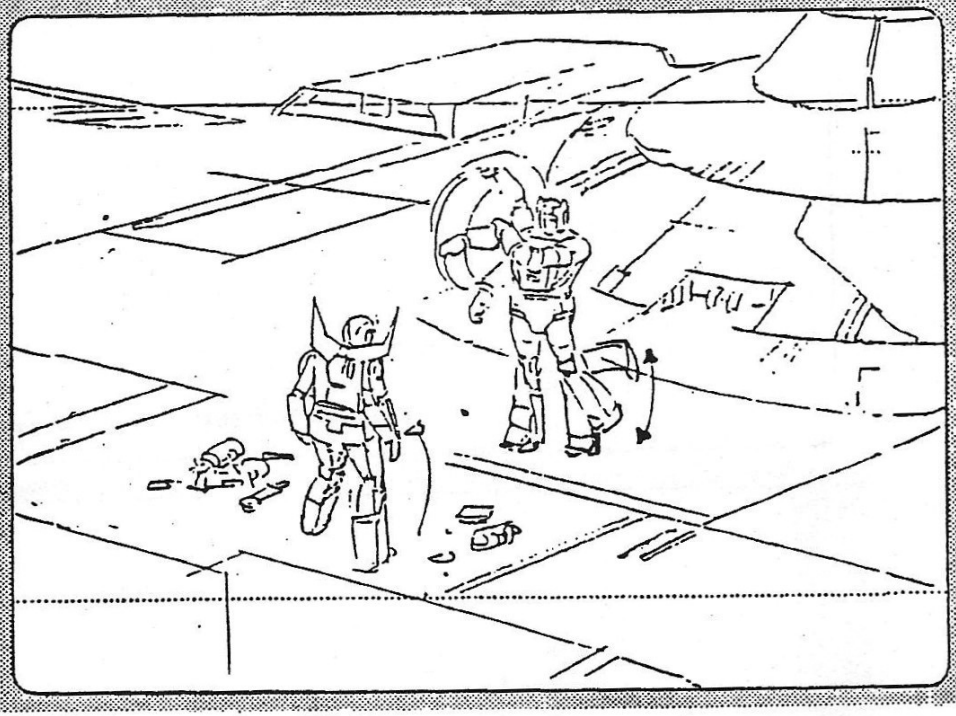
DIAL HOT ROD (BRIGHTENING) Really?

MUSIC/SFX

CAMERA

SC. 19-9

SEQ. 19 Page 7



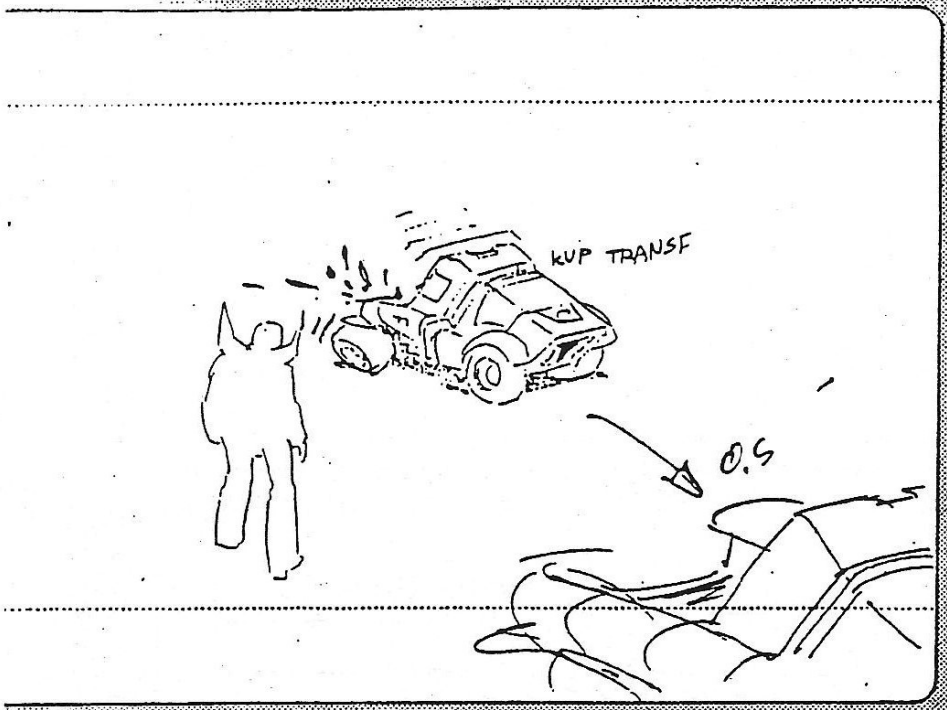
ACTION L.S. KUP AND HOT ROD. HOT ROD STANDS UP AS KUP CHECKS OUT HIS ARM BY ROTATING IT RAPIDLY AND BENDS HIS LEG UP AND DOWN.

DIAL KUP (ROTATES ARM RAPIDLY) Yeah, you even got rid of a nasty burr on my rotator! Now let's find the Dinobots and get off this twisted planet!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ON ...KUP TRANSFORMS INTO AUTO MODE AND DRIVES O.S.

/SFX

RA

ACTION M.C.U. HOT ROD. HE WATCHES KUP DRIVE AWAY.

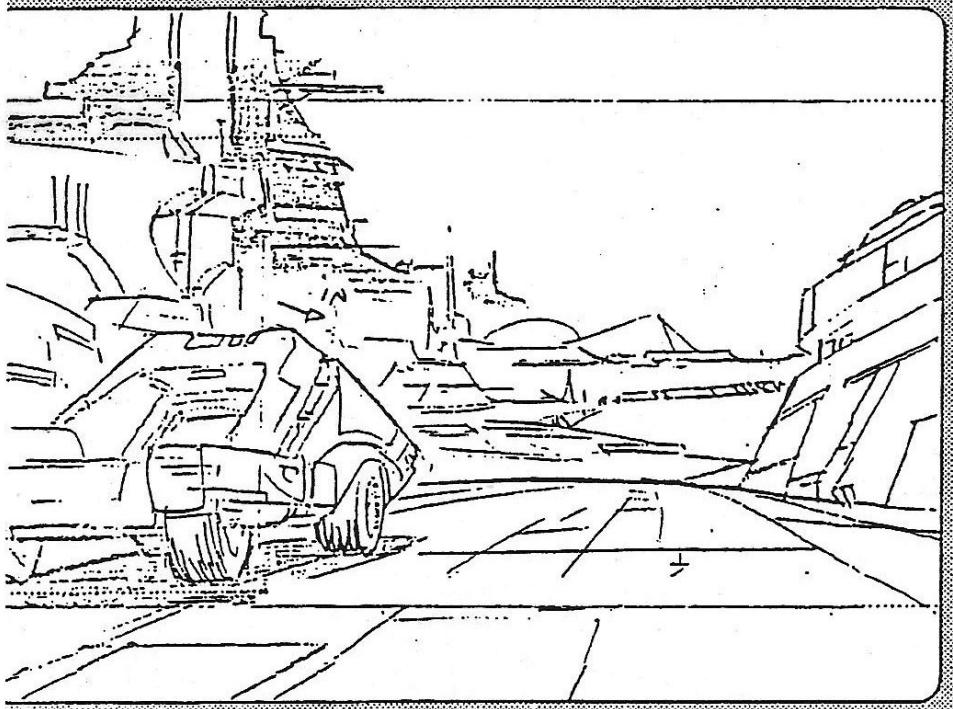
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-11 SC. SEQ. 19 Page 9



ON L.S. KUP. HE DRIVES AWAY ACROSS THE QUINTESSON LANDSCAPE.

C/SFX

RA

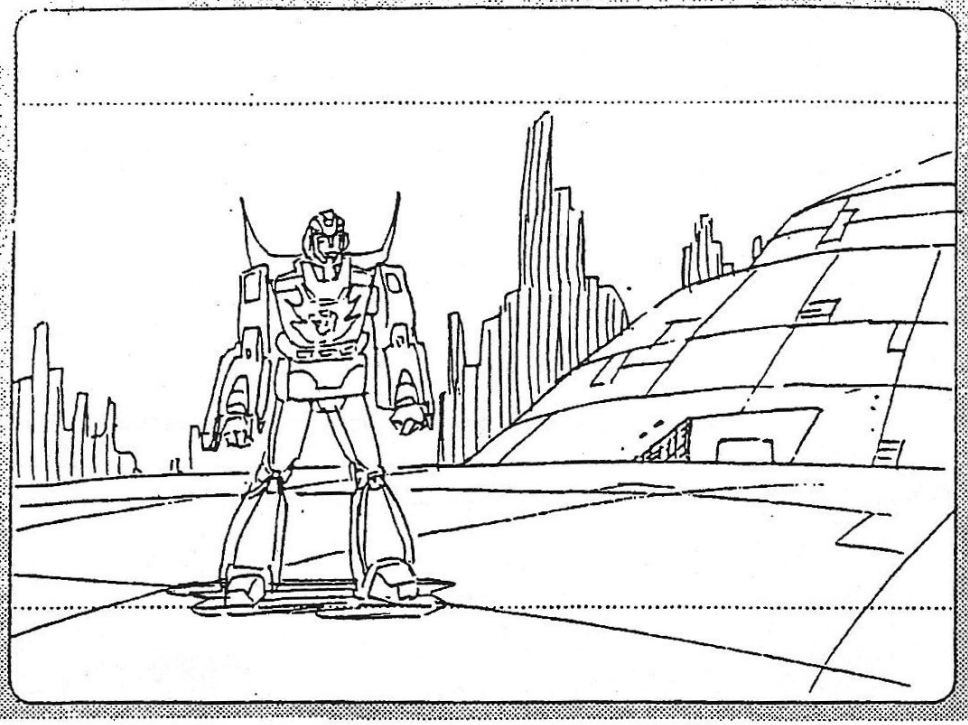
ACTION

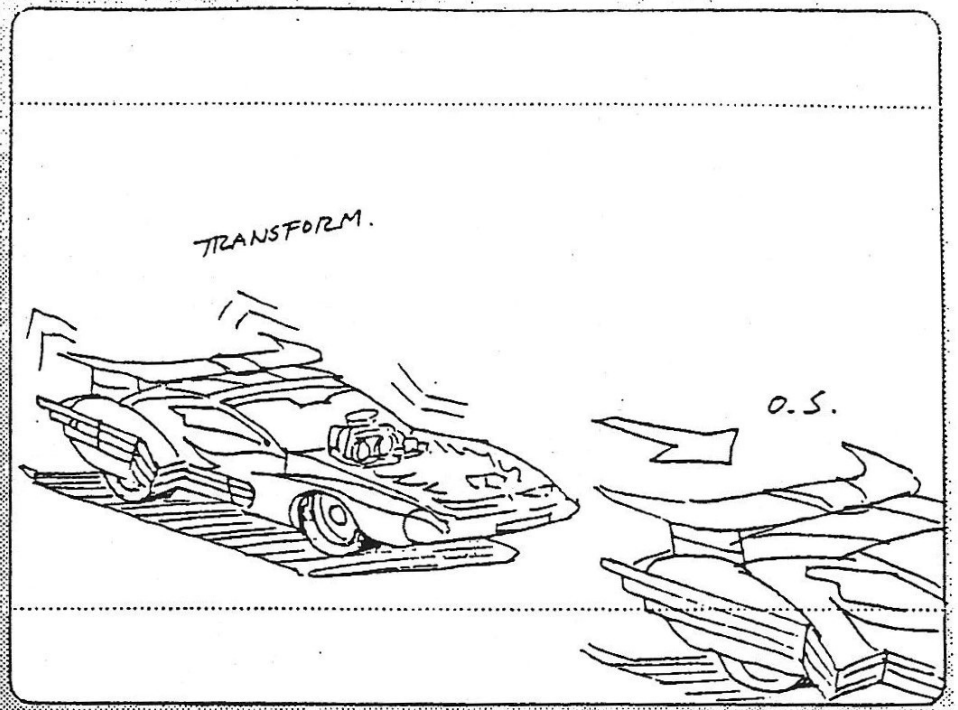
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. HOT ROD. HE WATCHES KUP. THEN...

DIAL

MUSIC/SFX

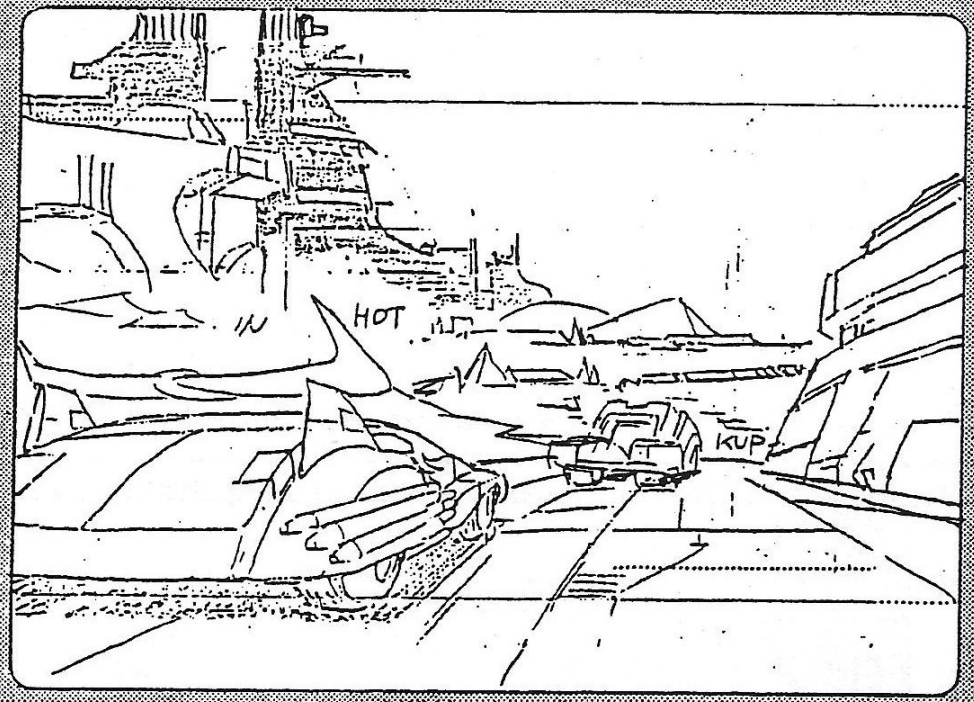
ACTION ...HE TRANSFORMS INTO AUTO MODE AND FOLLOWS O.S.

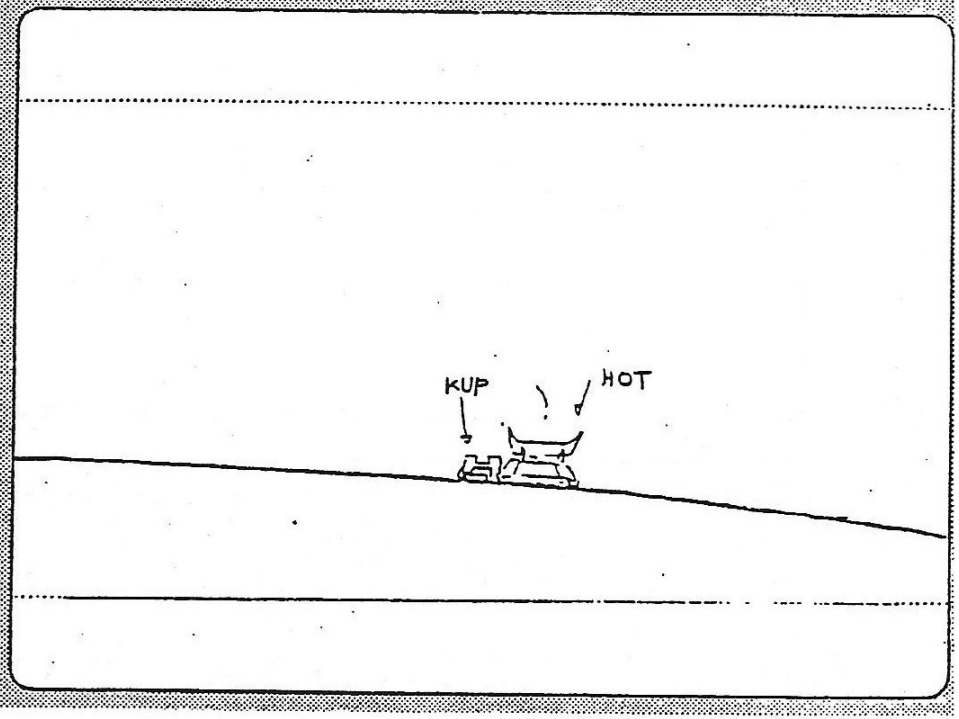
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-13 SC. CONT SEQ. 19 Page 11





ACTION L.S. KUP AND HOT ROD. HOT ROD ENTERS THE SCENE AND FOLLOWS KUP..

DIAL

MUSIC/SFX

CAMERA

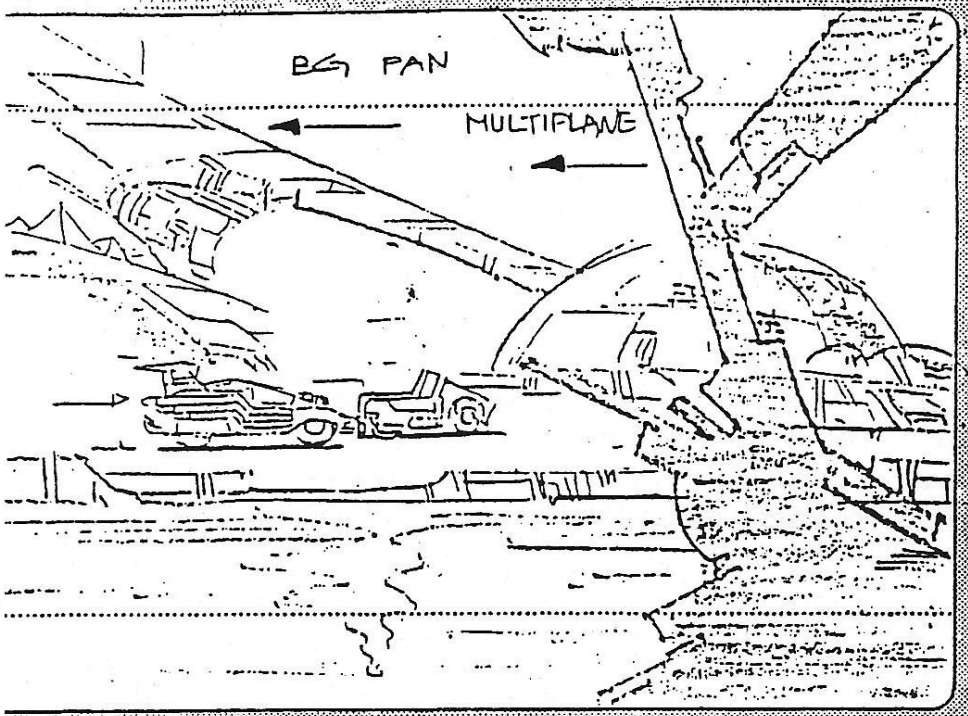
ACTION ...DOWN OVER THE EDGE OF A HILL.

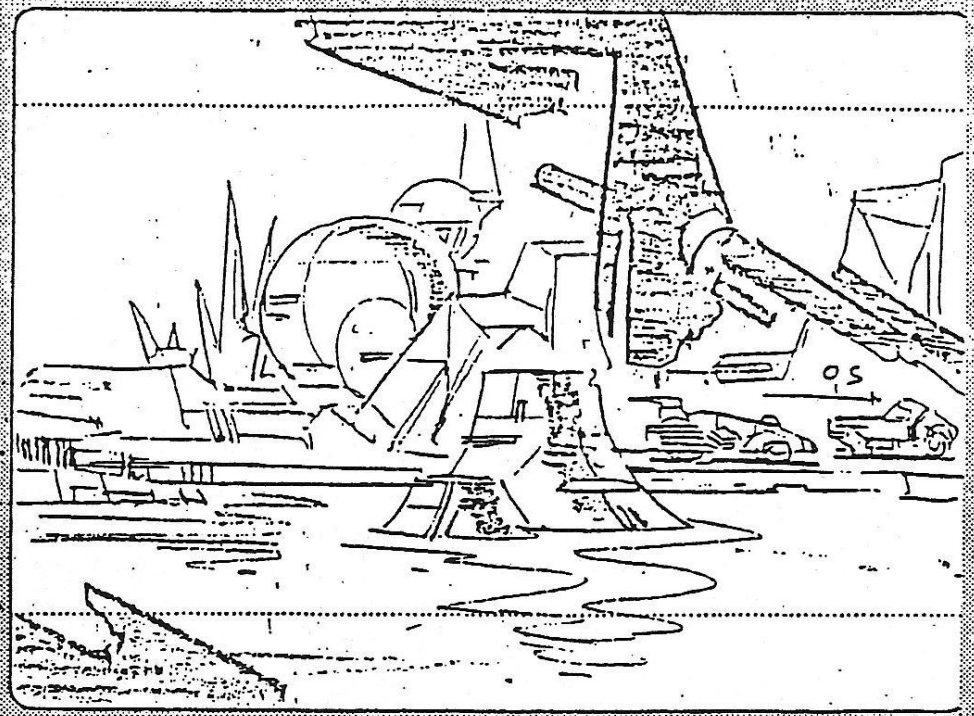
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON X.L.S. HOT ROD AND KUP IN AUTO MODE. WE PAN WITH THEM AS THEY RACE ACROSS THE QUINTESSON LANDSCAPE.

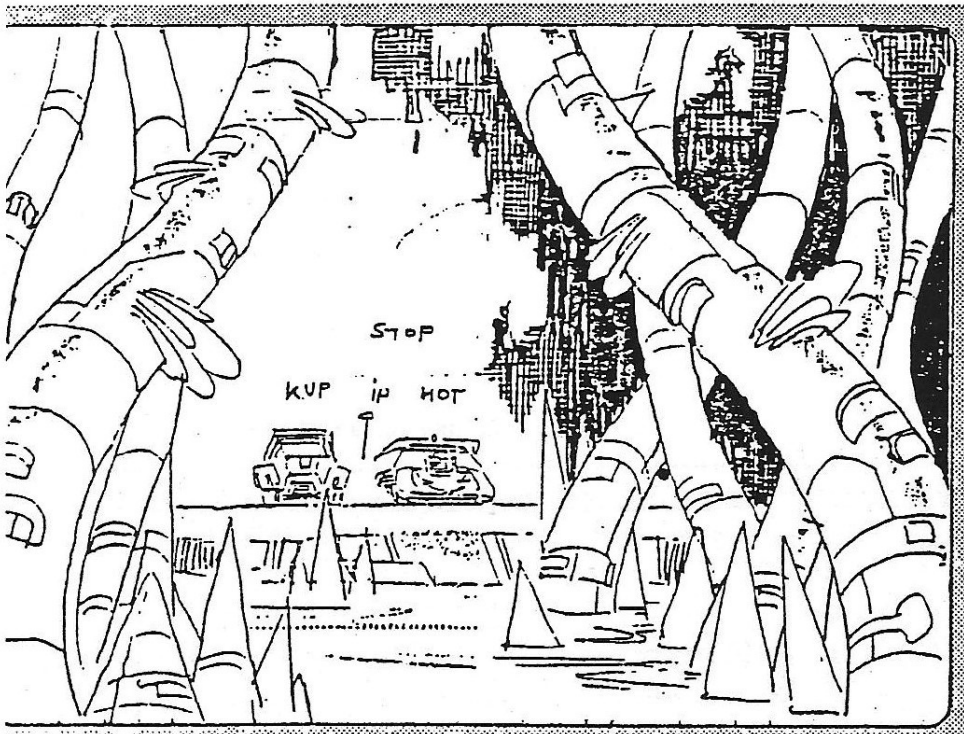
ACTION

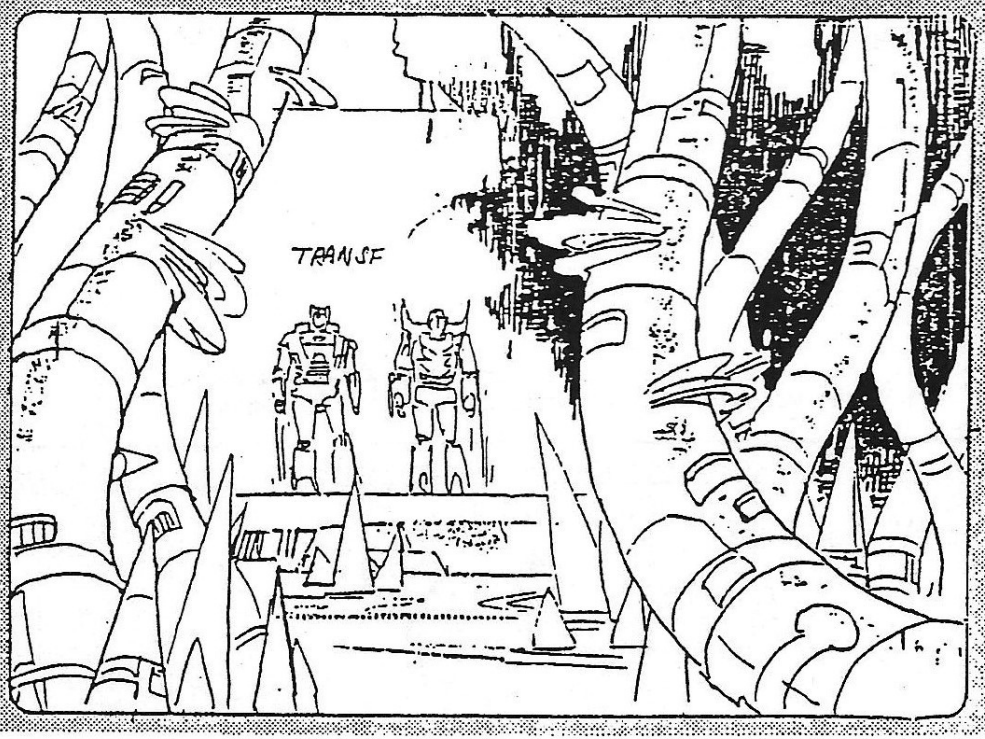
DIAL

:/SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON L.S. KUP AND HOT ROD. THEY DRIVE FORWARD INTO SCENE AND COME TO A STOP AT THE EDGE OF A SWAMPY AREA INFESTED WITH TOWERING PLANTS.

C.SFX

BA

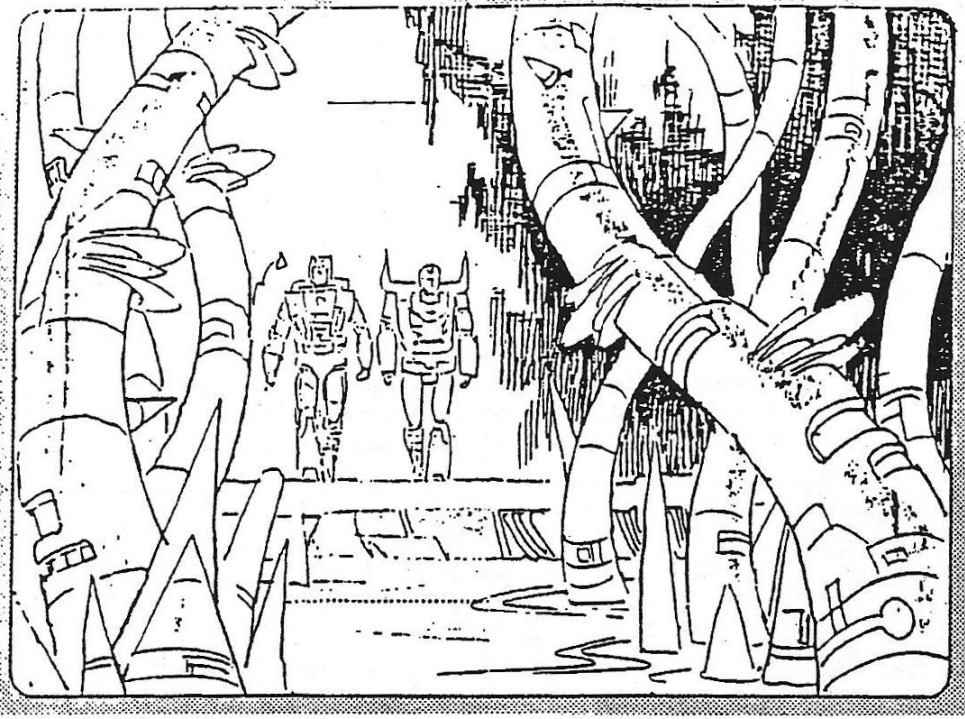
ACTION ...THEY TRANSFORM INTO ROBOT MODE...

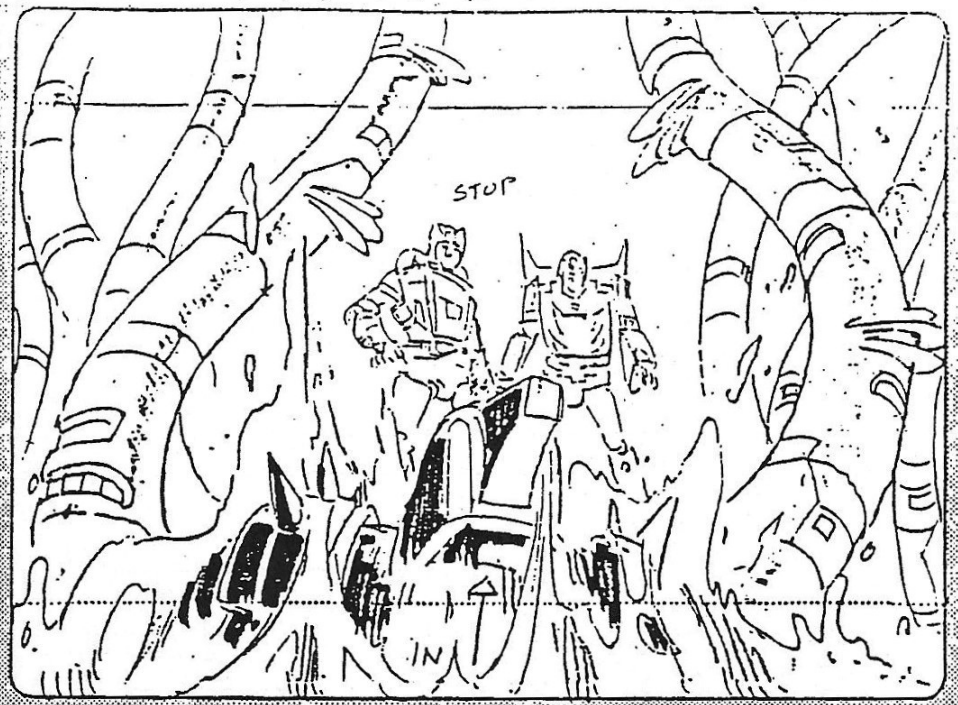
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND WALK TOWARD THE SWAMP.

DIAL

MUSIC/SFX

ACTION SUDDENLY, A STRANGE CREATURE (QUINTESSON GUARD #1) EMERGES FROM OUT OF THE SWAMP.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-16

ACTION 2 SHOT KUP AND HOT ROD. THEY ARE SHOCKED AND TAKEN BACK BY THE SUDDEN APPEARANCE OF THESE CREATURES. HOT ROD TAKES AIM AT THEM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-17

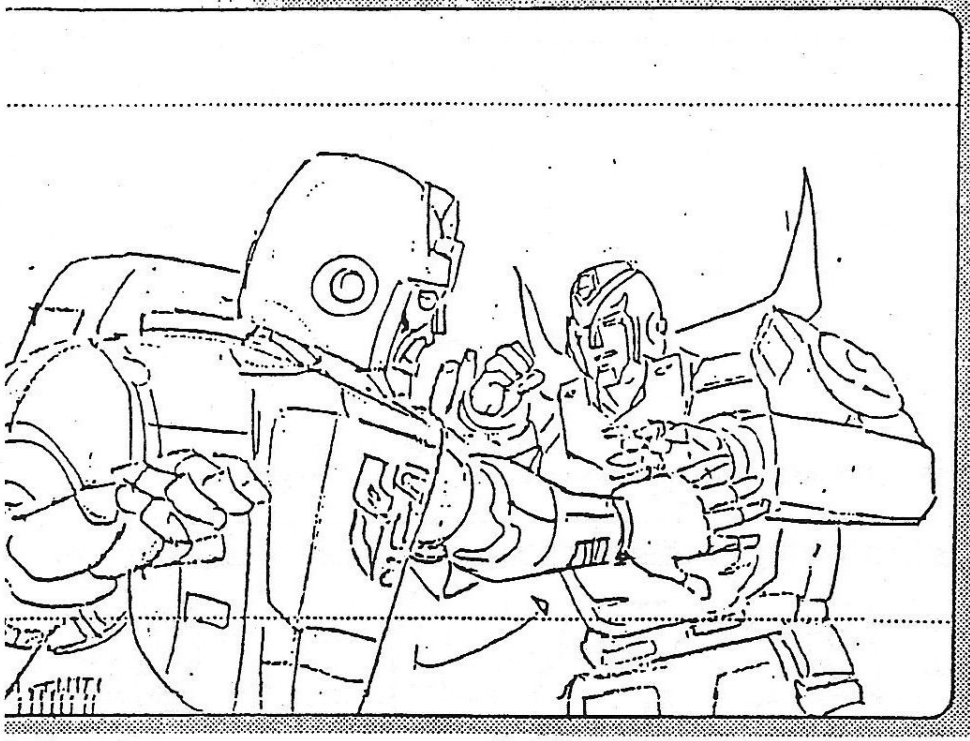
ACTION M.L.S. MANY QUINTESSON #1 GUARDS COME UP OUT OF THE SWAMP AND CLOSE IN ON KUP AND HOT ROD O.S.

DIAL

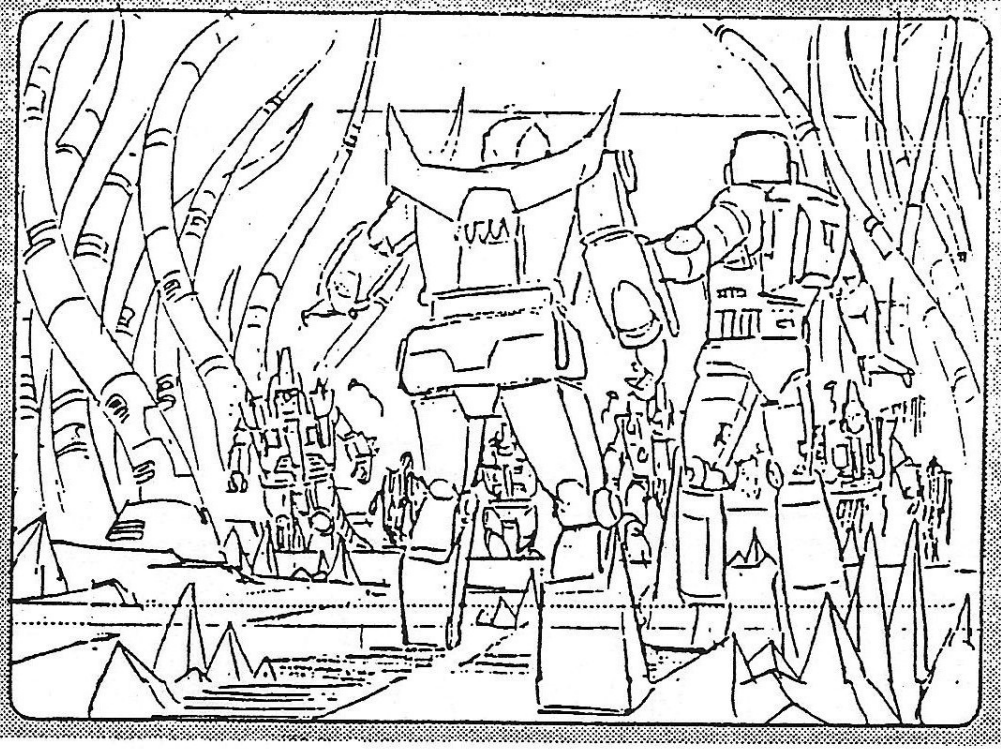
MUSIC/SFX

CAMERA

SC. 19-18



SC. 19-19



SEQ. 19 Page 16

V 2 SHOT KUP AND HOT ROD. KUP MOTIONS TO HOT ROD TO PUT HIS WEAPONS DOWN.

| KUP Don't act hostile...

SFX

A

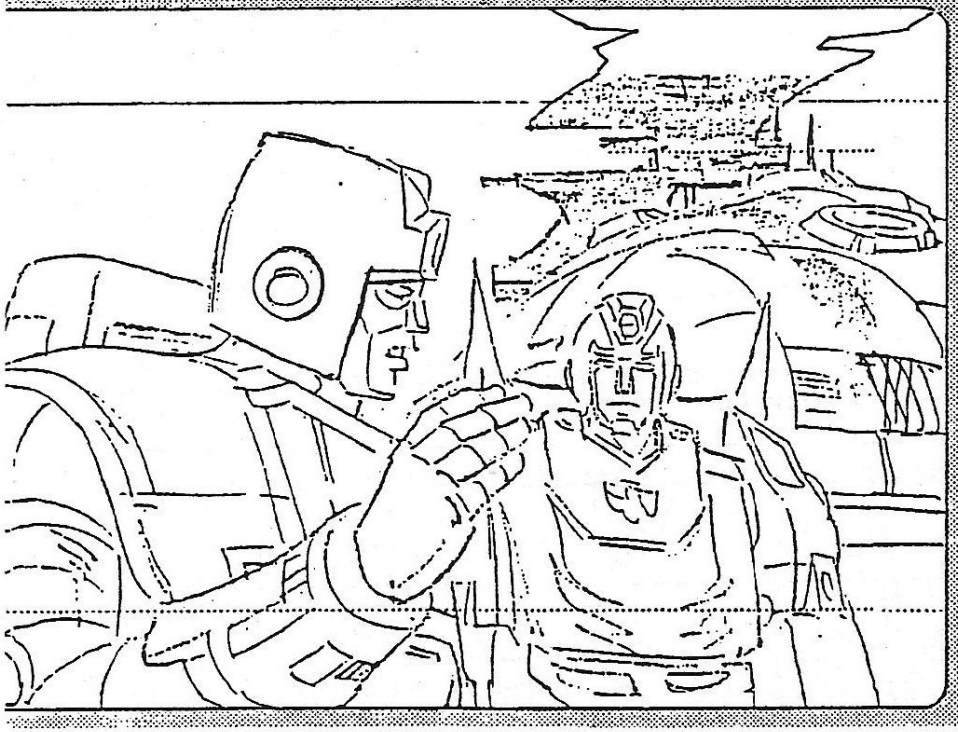
ACTION M.L.S. KUP AND HOT ROD. AS THE QUINTESSON #1 GUARDS MOVE IN FROM THE DISTANCE.

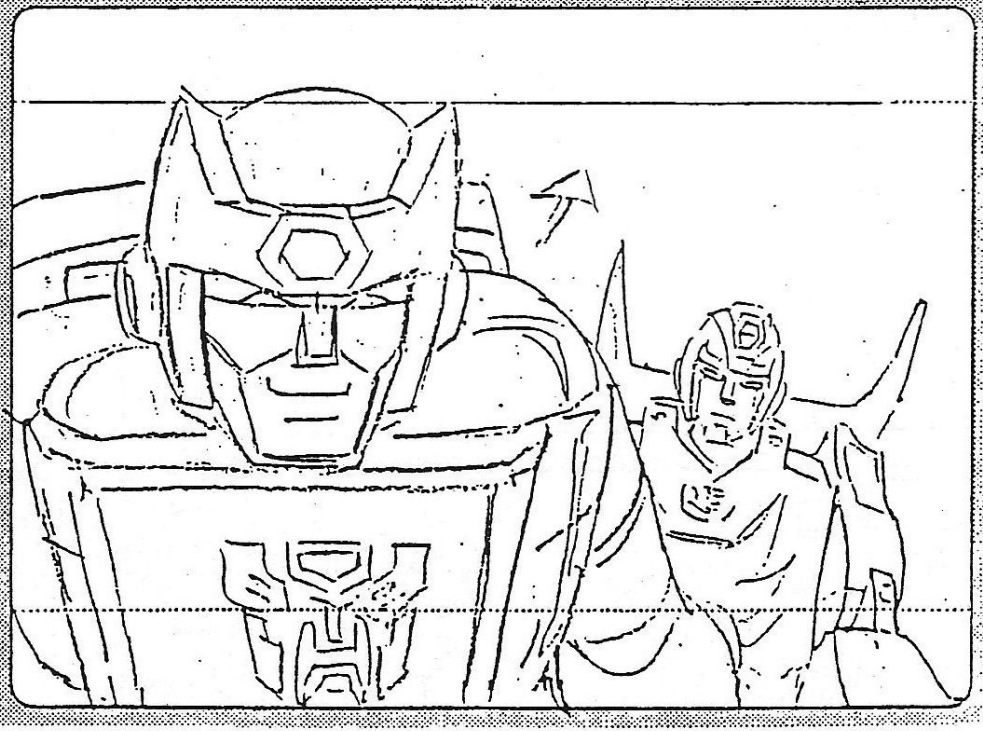
DIAL KUP (CONT)...I'll use the universal greeting.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





M.2 SHOT KUP AND HOT ROD. KUP INFORMS HOT ROD ABOUT THE UNIVERSAL GREETING...

HOT ROD Universal greeting???

KUP Watch. I'll have them . . .

SFX

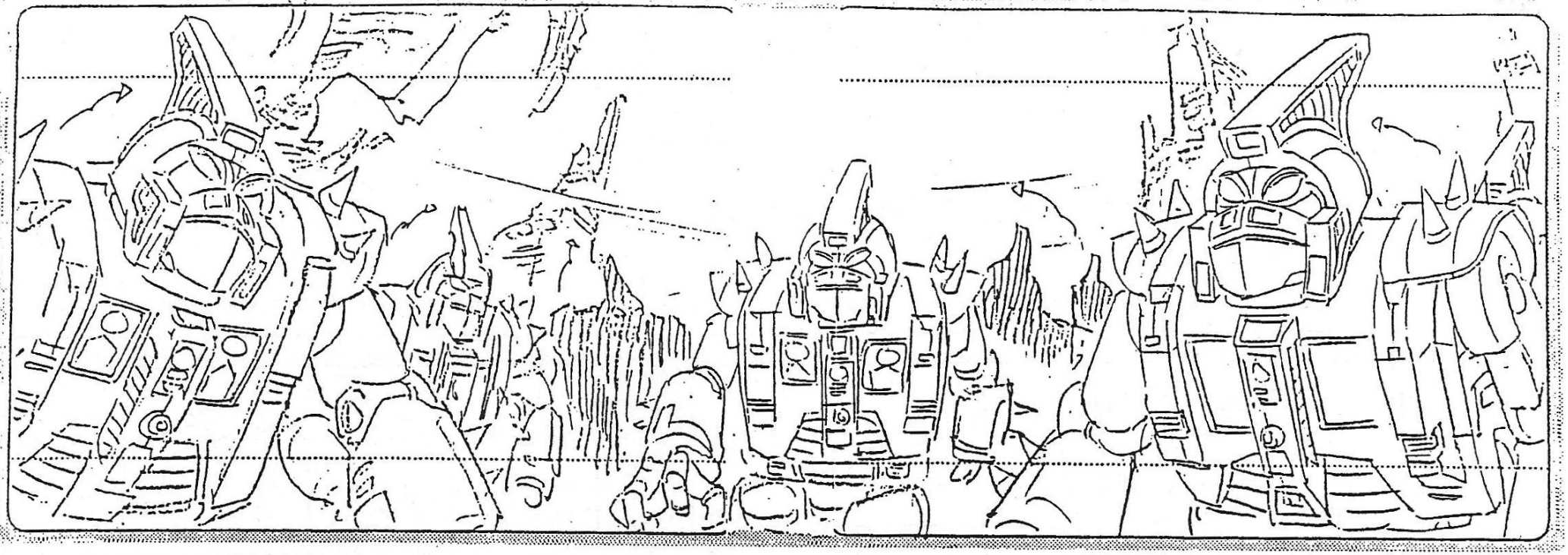
ACTION ...THEN TURNS TO THE O.S. QUINTESSON #1 GUARDS.

DIAL KUP (CONT)...eating out of my hand.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. THE QUINTESSON #1 GUARDS. THEY MOVE IN TOWARD KUP WHO IS O.S. WE PAN ACROSS THE GROUP.

DIAL HOT ROD (V.O.) Or our faces!

MUSIC/SFX

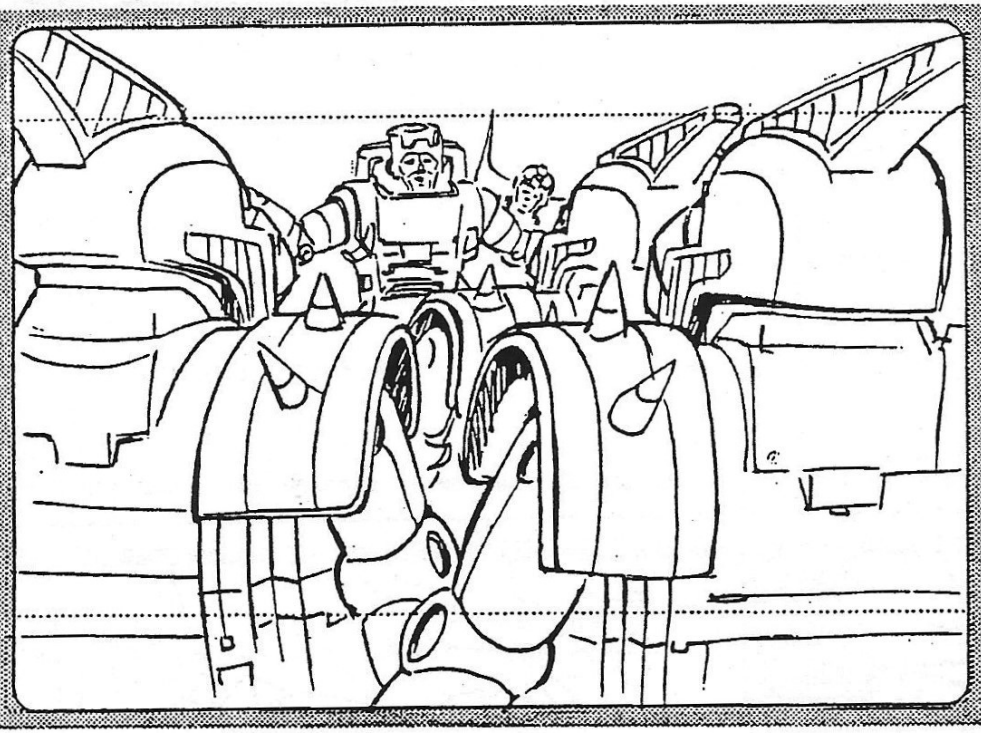
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

SC. 19-23



ACTION X.L.S. KUP, HOT ROD AND THE QUINTESSON #1 GUARDS. KUP WALKS OVER TO THE GUARDS.

DIAL

KUP Bah-weep- ...

MUSIC/SFX

CAMERA

SC. 19-24

ACTION M.2 HOT KUP AND HOT ROD.. HOT ROD WATCHES AS KUP ADDRESSES THE GUARDS.

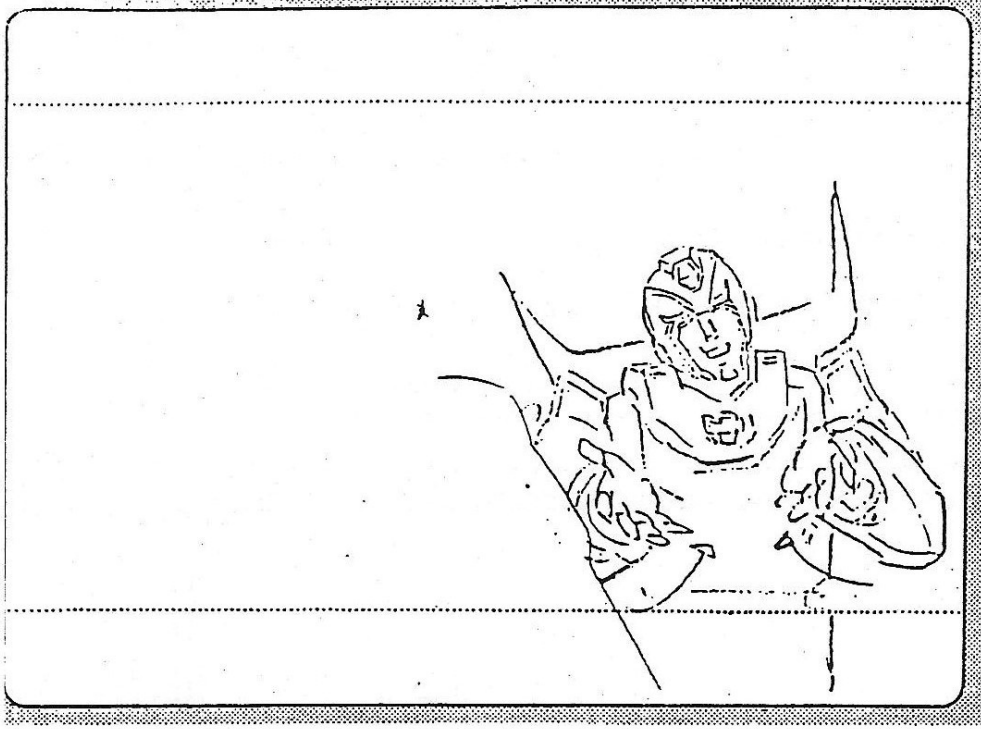
DIAL

KUP (CONT) ...Graaaaagnah wheep ni ni. bong...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ION HOT ROD SMILES AND MOTIONS TO THE QUINTESSON GUARDS.

L HOT ROD Bah-weep-Graaagnah wheep ni ni bong....

IC/SFX

IERA

ACTION M.S. THE QUINTESSON #1 GUARDS. THEY LISTEN, WITH INTEREST TO HOT ROD AND KUP.

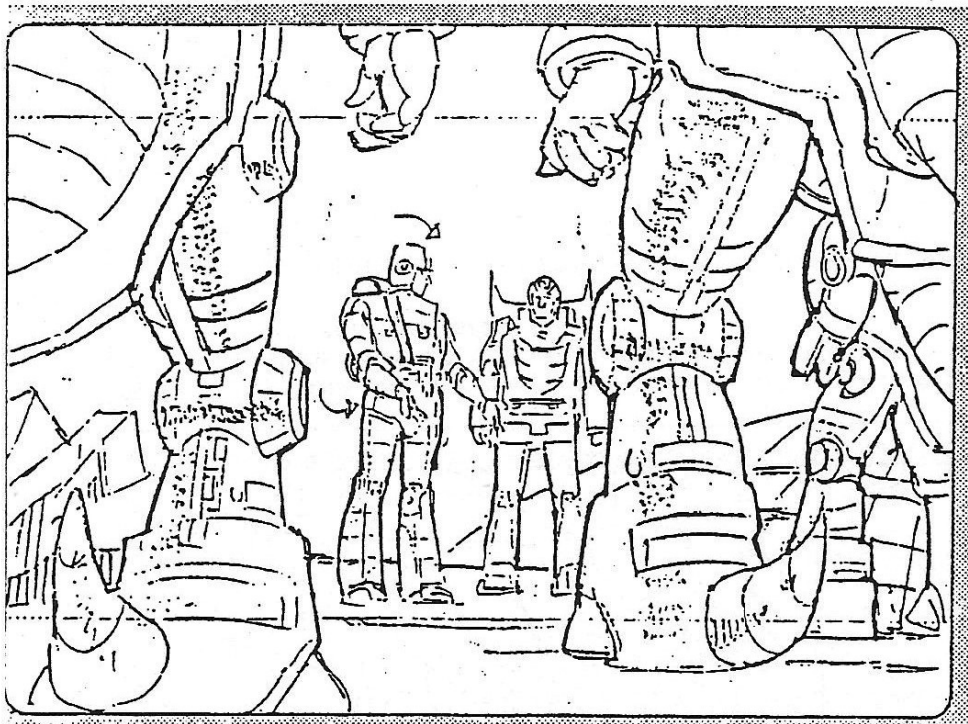
DIAL QUINTESSON GUARDS (GROWL VERSION OF THE SAME THING) Bah-weep-Graaagnah wheep ni ni bong....

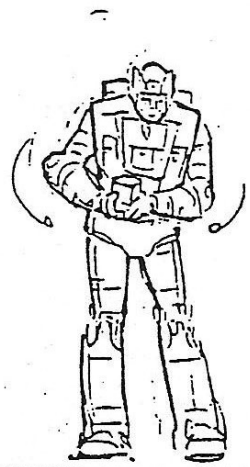
MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-26 SC. CONT SEQ. 19 Page 21





ION L.S. KUP AND HOT ROD FROM BEHIND THE QUINTESSON GUARDS.
KUP INSTRUCTS HOT ROD TO OFFER THEM SOME ENERGON CAPSULES...

L KUP See, the Universal greeting works. everytime (PAUSE)

IC.SFX

ERA

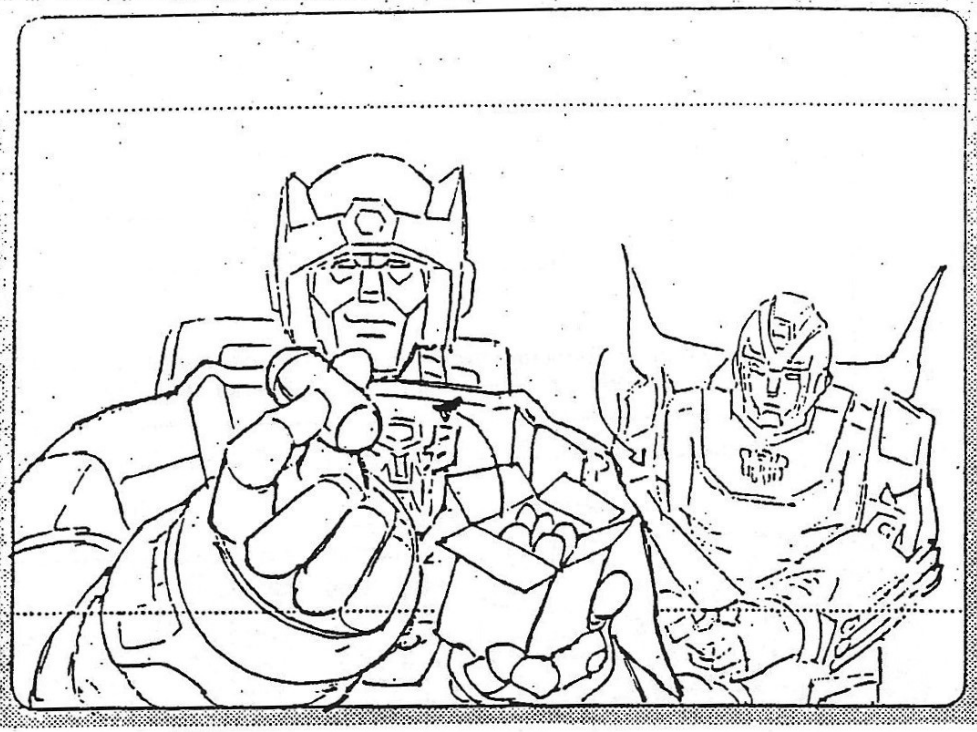
ACTION ...KUP THEN TAKES SOME OUT OF HIS OWN BELT.

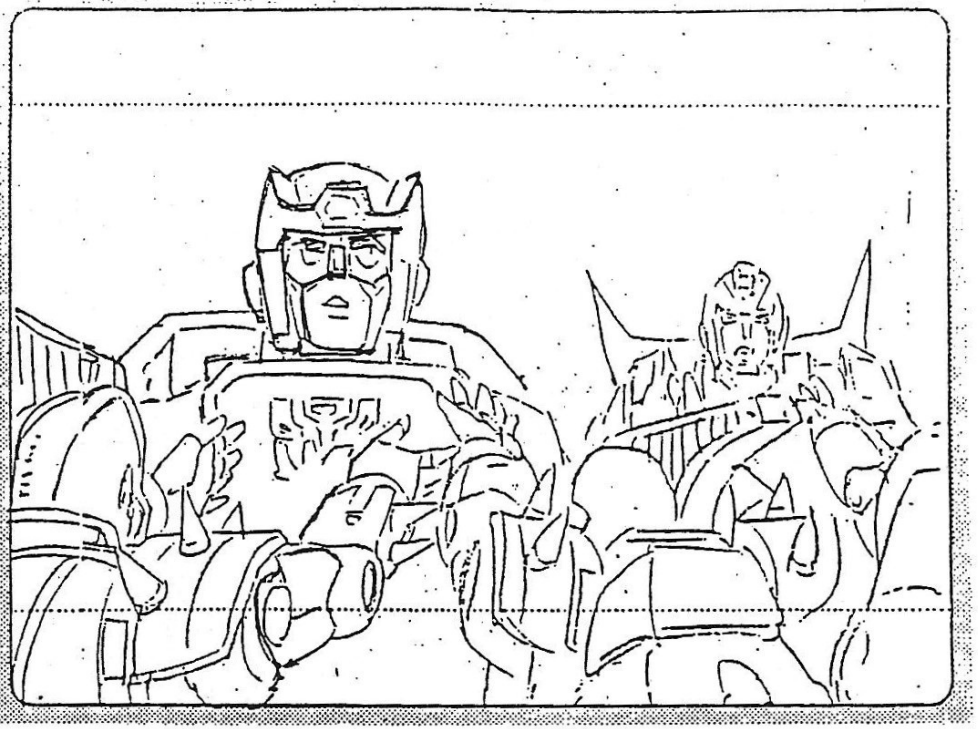
DIAL KUP (CONT) ...Now, without making any sudden...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. KUP AND HOT ROD. KUP REACHES FORWARD AND OFFERS AN ENERGON CAPSULE TO THE GUARDS, HOT ROD REACHES IN HIS BELT POUCH FOR HIS CAPSULES.

DIAL KUP (CONT ...moves, offer them an Energon goody.

MUSIC/SFX

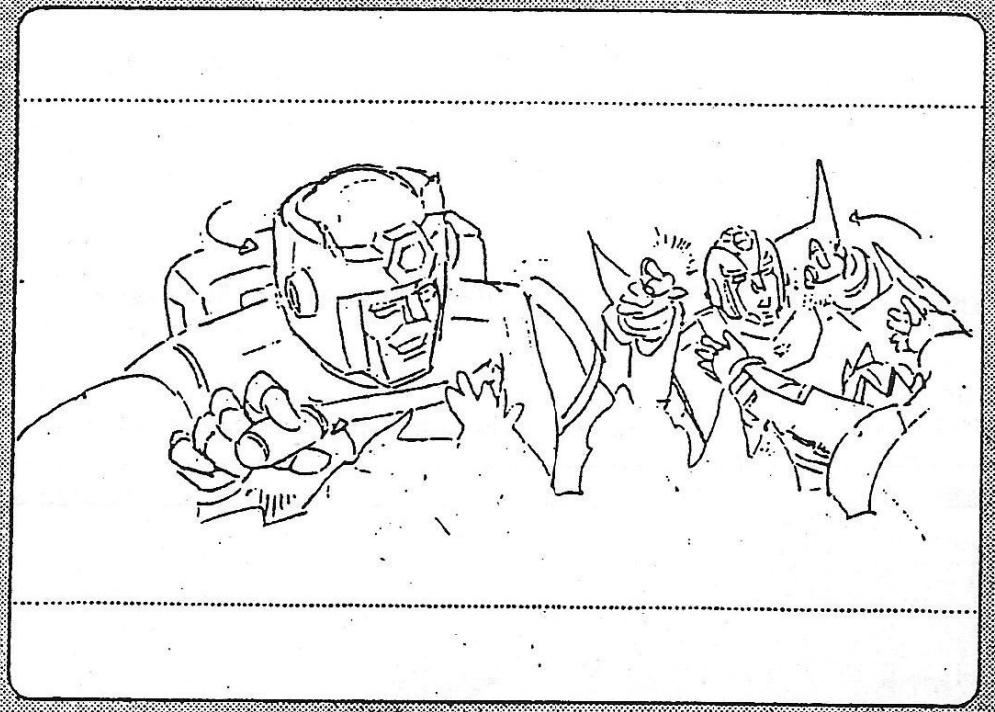
ACTION ...THE QUINTESSON GUARDS RUSH THEM AND EAGERLY TAKE THE CAPSULES.

DIAL QUINTESSON GUARDS (EAT FOOD)

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 19-27



ACTION KUP SMILES AND TURNS TO HOT ROD WHO SEEMS A LITTLE OVERWHELMED BY THE GUARDS' ENTHUSIASM.

DIAL

HOT ROD — This is getting expensive.

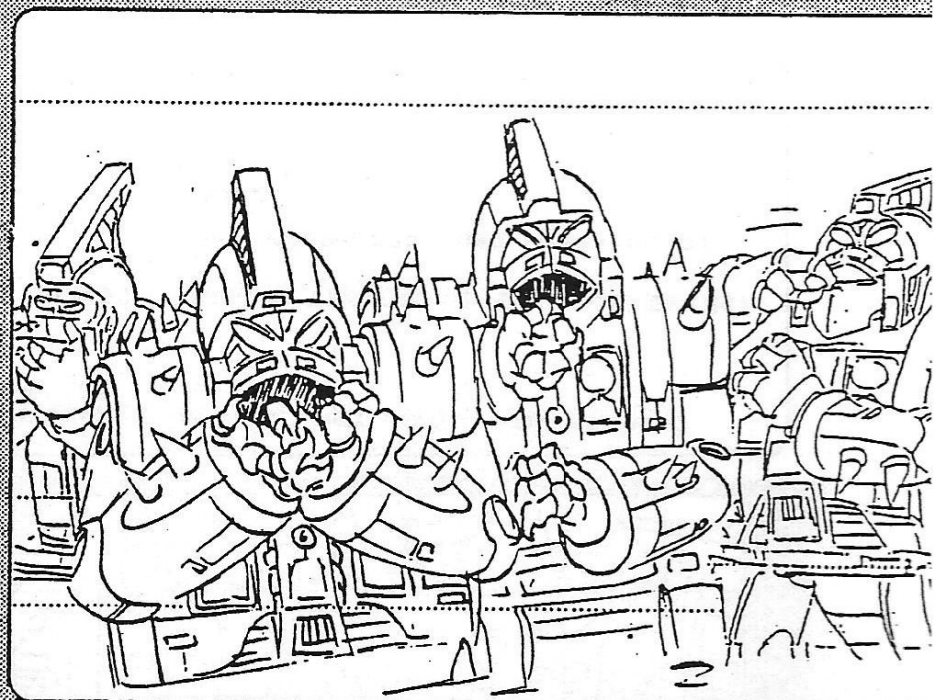
KUP — Don't worry, they'll reciprocate.

MUSIC/SFX

QUINTESSON GUARDS (EAT)

CAMERA

SC. 19-28



ACTION M.L.S. HOT ROD, KUP AND THE GUARDS. THE GUARDS DEVOUR TH ENERGON CAPSULES...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-29

ACTION M.S. THE QUINTESSON GUARDS. THEY CHEW ON THE ENERGON CAPSULES.

DIAL QUINTESSON GUARDS (CONT) (EAT)

MUSIC/SFX

CAMERA

SC. 19-30

SEQ. 19 Page 24

ACTION M.C.U. HOT ROD. HE TURNS TO KUP, HE IS SOMEWHAT SUSPICIOUS OF THESE GUARDS.

DIAL HOT ROD I thought they were supposed to reciprocate.

MUSIC/SFX

CAMERA

TF RAW
For Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-30A

TION M.S. THE QUINTESSON #1 GUARDS. THEY ALL SMILE.

AL

SIC SFX

CAMERA

SC. 19-30B

SEQ. 19 Page 24A

ACTION M.S. HOT ROD. HE SHOWS THE GUARDS THAT HE IS OUT OF ENERGON CAPSULES.

DIAL HOT ROD No more.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. THE QUINTESSON #1 GUARDS. THEY ARE NOT VERY HAPPY WITH THIS DEVELOPMENT.

DIAL

MUSIC/SFX

ACTION M.S. KUP AND HOT ROD. KUP TELLS THE GUARDS THAT THEY ARE ALL OUT OF CAPSULES.

DIAL

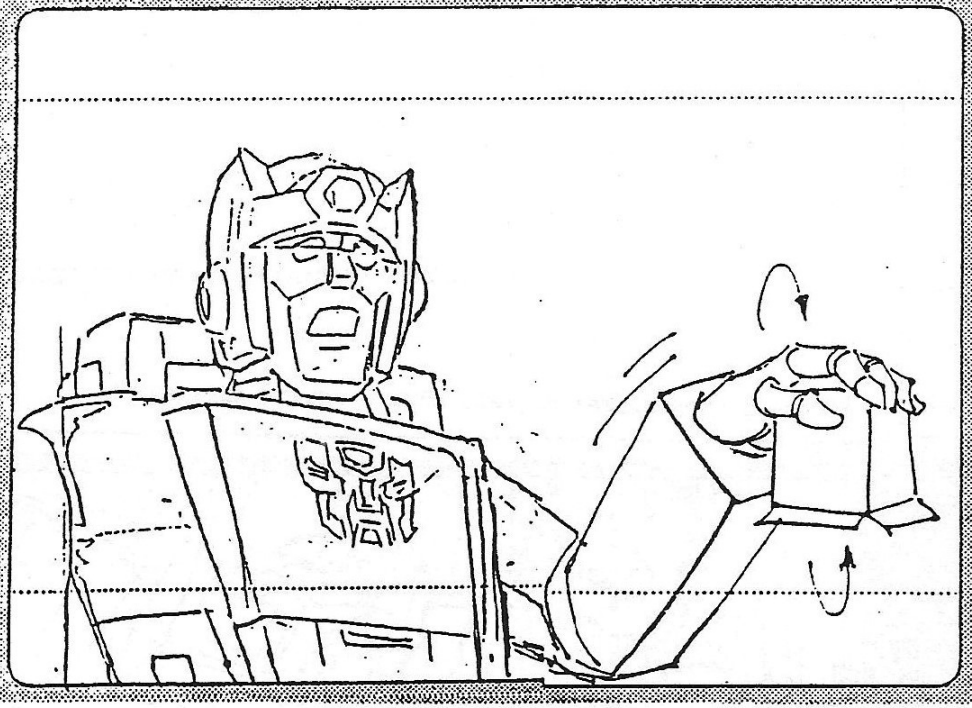
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC: CONT 19-32

SC. CONT

SEQ. 19 Page 25A



ACTION KUP SHAKES THE EMPTY BOX UPSIDE DOWN...

DIAL

MUSIC/SFX

CAMERA

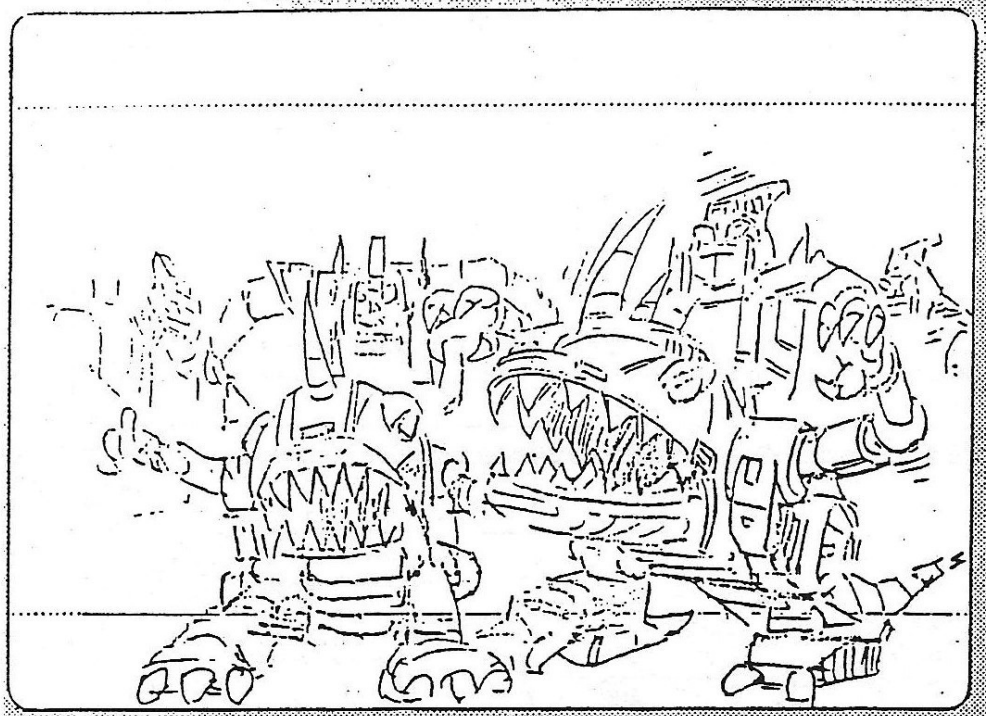
ACTION ...THEN HE FLINGS IT OVER HIS SHOULDER.

DIAL KUP Empty!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



TION M.L.S. THE QUINTESSON #1 GUARDS. THEY SUDDENLY TRANSFORM INTO THEIR VICIOUS MONSTER MODE...

L QUINTESSON GUARDS (TRANSFORM AND ATTACK)

SIC/SFX

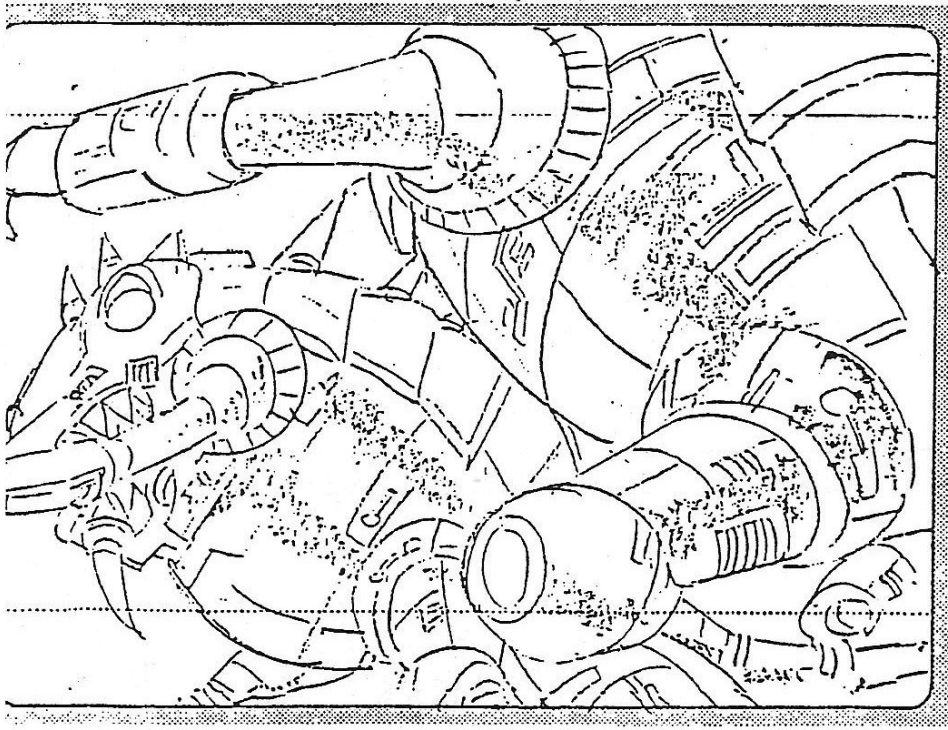
ACTION ...AND LUNGE AT THE O.S. AUTOBOTS.

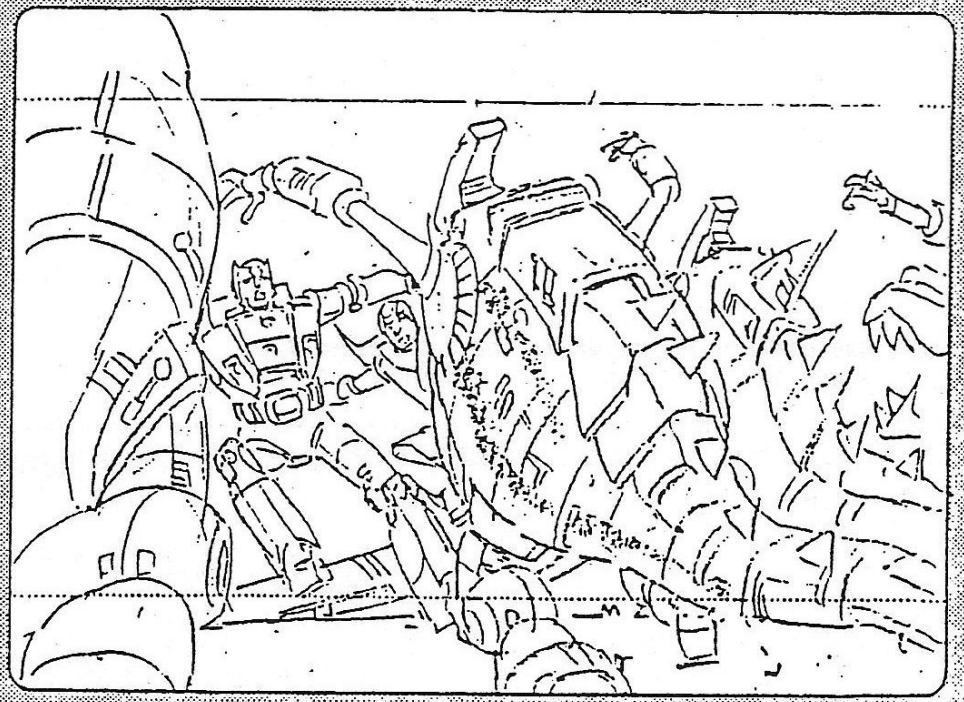
DIAL

MUSIC/SFX

IFRAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 19-33 [FOLLOW PAN] SC. CONT SEQ. 19 Page 27





OU M.S. THE QUINTESSON GUARDS #1 IN MONSTER MODE. WE PAN WITH THEM AS THEY...

C'SFX

DIA

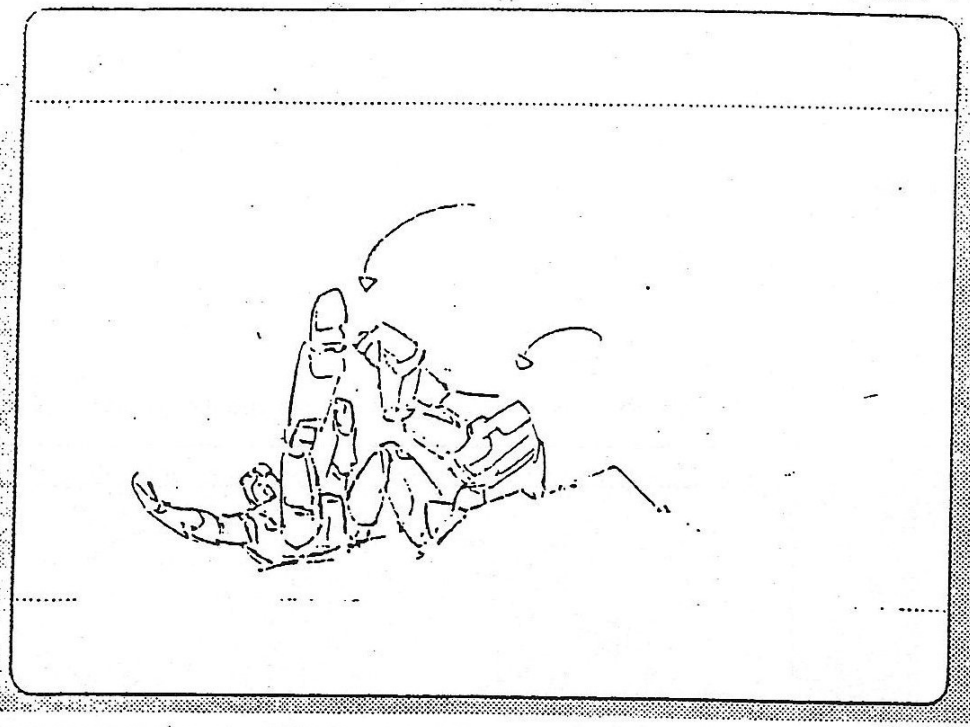
ACTION ...SWARM OVER HOT ROD AND KUP...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

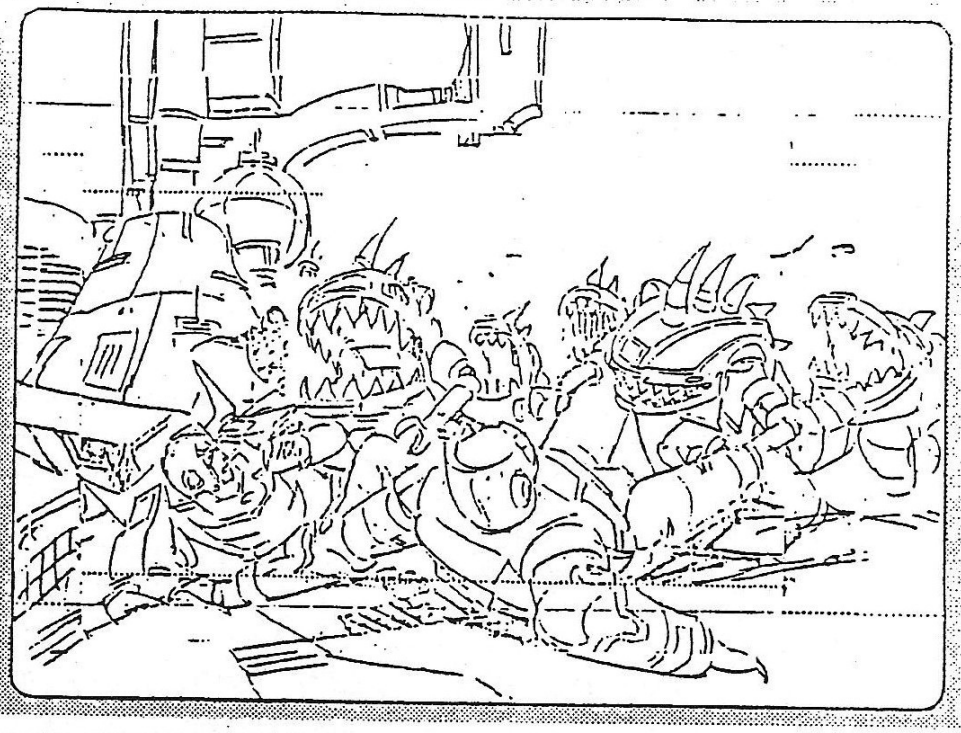


ACTION ...WHO ARE KNOCKED OVER.

DIAL

MUSIC/SFX

CAMERA



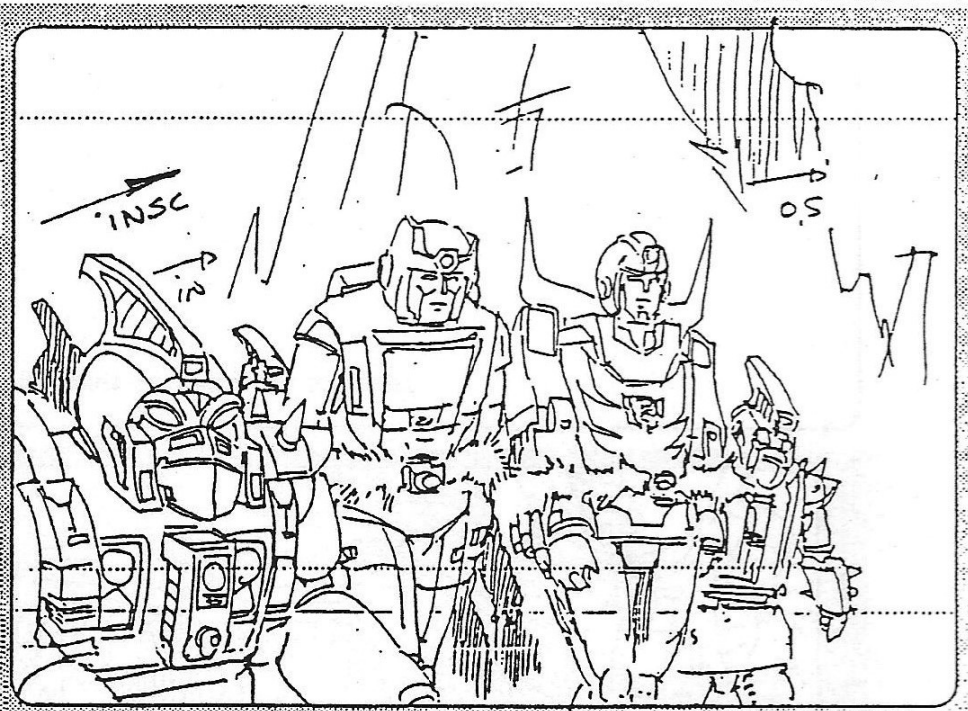
ACTION L.S. THE QUINTESSON GUARDS #1, HOT ROD AND KUP, THE GUARDS IN MONSTER MODE POUNCE ON TOP OF HOT ROD AND KUP.

DIAL

MUSIC/SFX

CAMERA

TF RAW
Transformers Generation 1 to Beast Hunters and Beyond!!!!



ACTION C.U. WHEELIE. HE PEEKS OUT FROM BEHIND A ROCKY OUTCROPPING. THEN MOVES BACK O.S. WE TRUCK OUT TO SEE...

DIAL

MUSIC/SFX

CAMERA

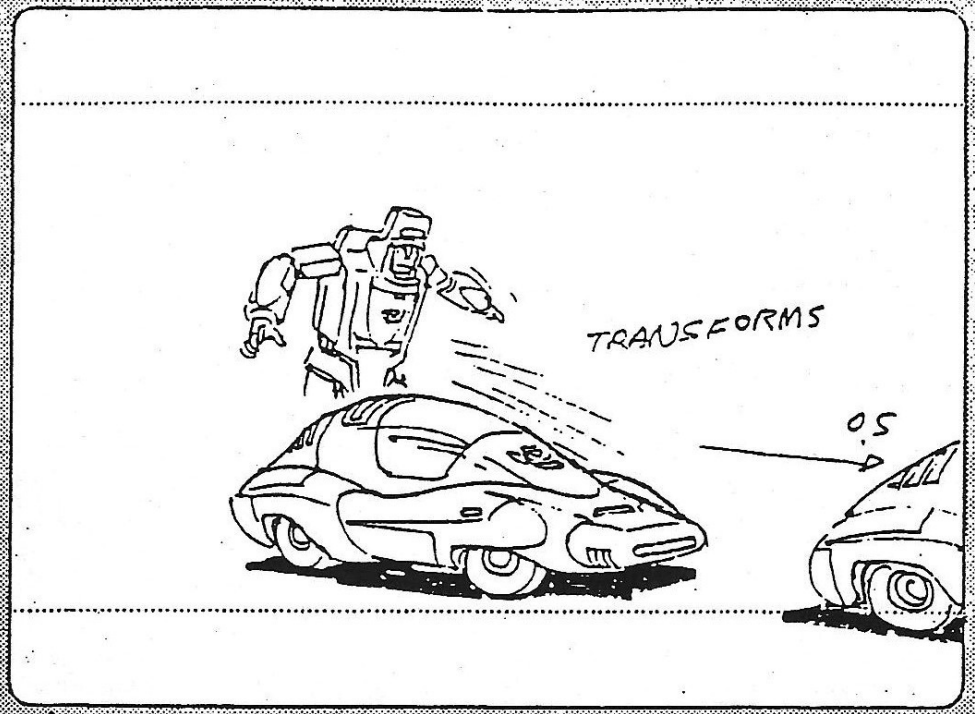
ACTION ...THE QUINTESSON #1 GUARDS LEAD THE BOUND, HOT ROD AND KUP THROUGH THE SCENE FASTENED AROUND KUP'S AND HOT ROD'S ARMS AND WAIST ARE GLOWING ELECTRIFIED RESTRAINING RINGS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ION ...WHEELIE THEN JUMPS OUT FROM BEHIND THE ROCK...

IC/SFX

ERA

ACTION ...TRANSFORMS INTO AUTO MODE, AND DRIVES OUT AFTER THE OTHERS.

DIAL

MUSIC/SFX

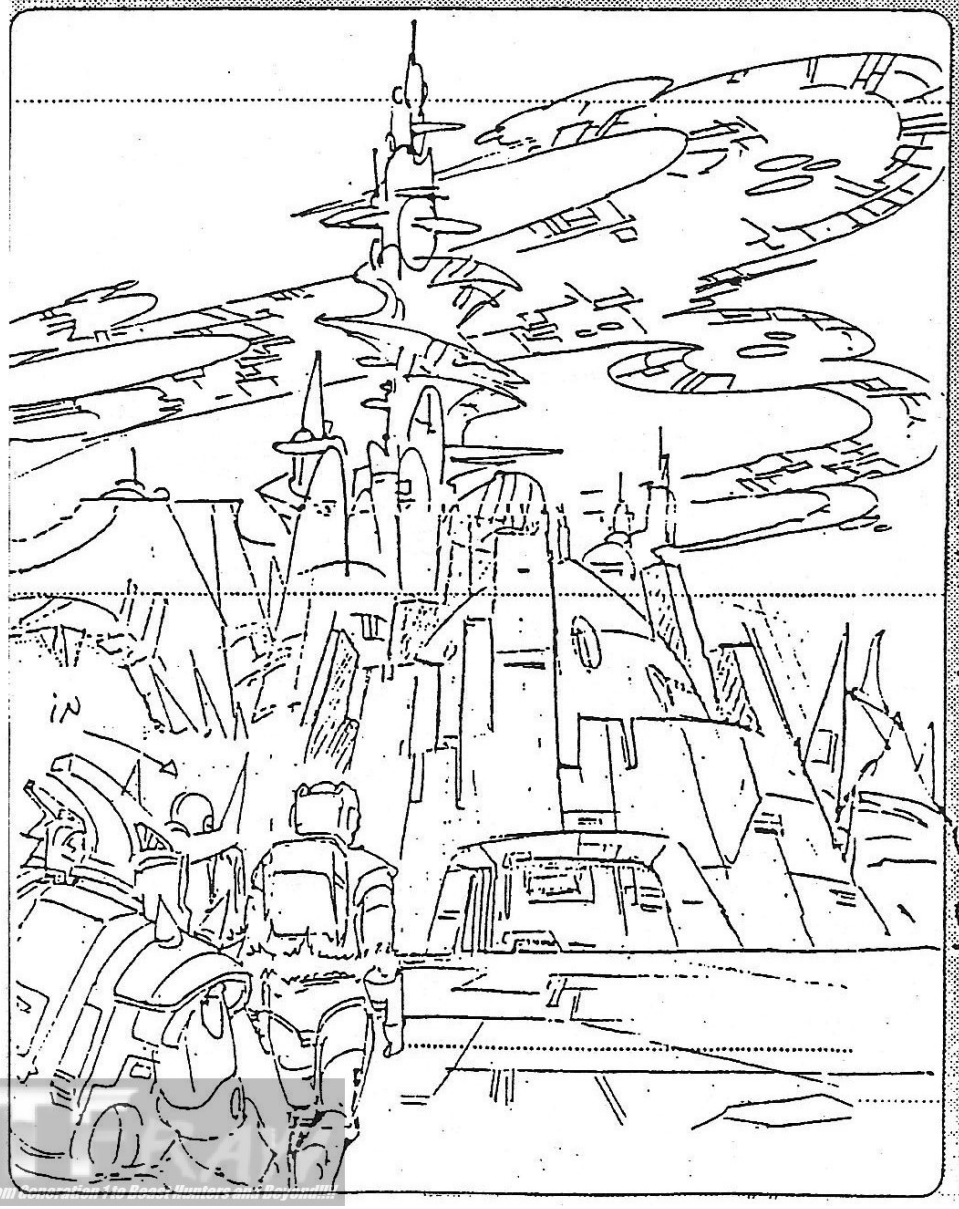
CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

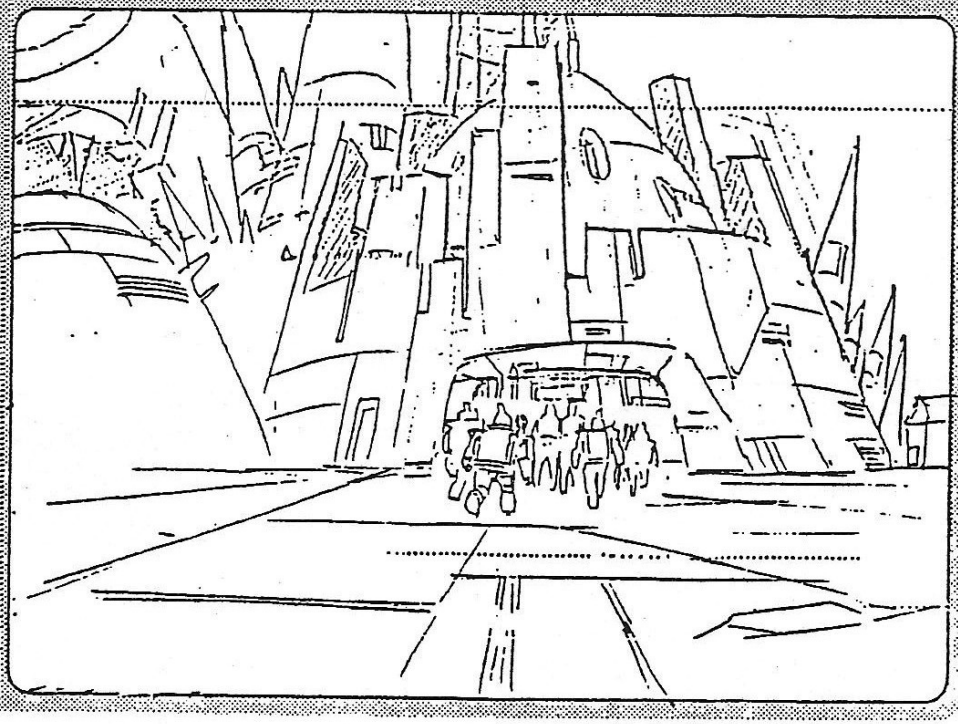
SC. 19-36

SC. CONT

SEQ. 19 Page 31



START PAN-TA STOP



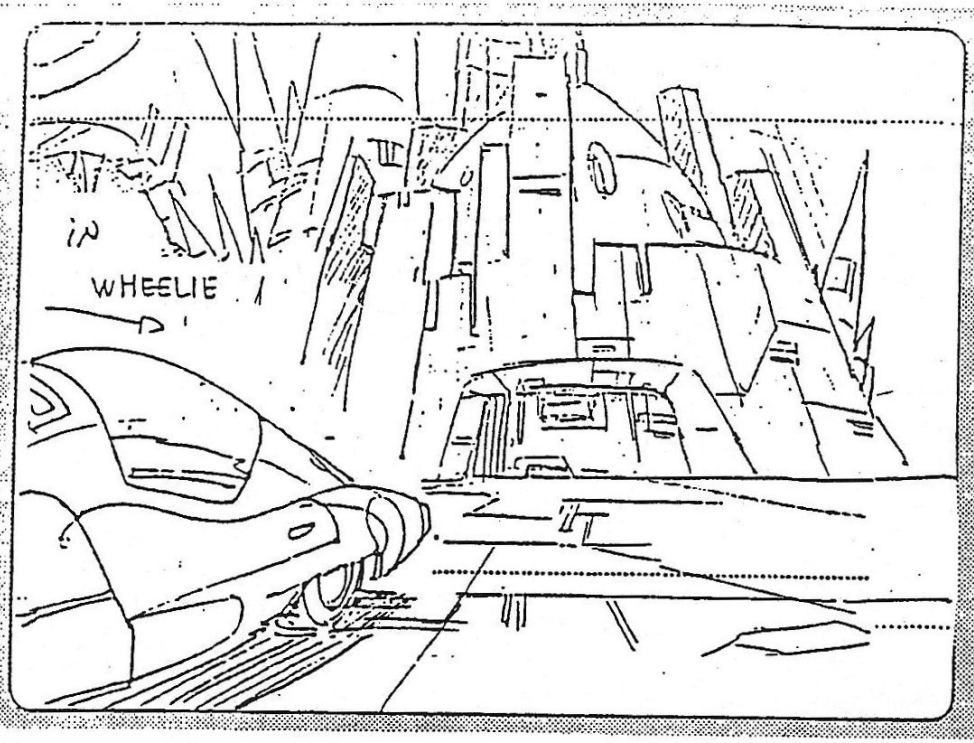
ACTION L.S. THE QUINTESSON CASTEL. AS HOT ROD AND KUP ARE FORCED ALONG BY THE QUINTESSON #1 GUARDS.

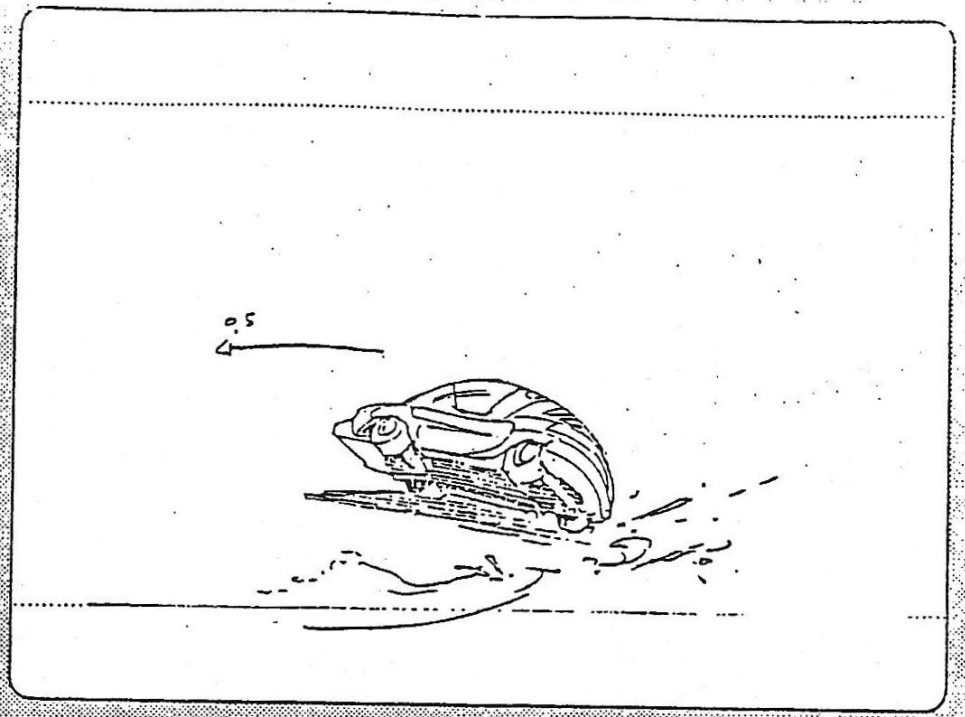
DIAL

MUSIC/SFX

CAMERA

From Generation 1 to Real Transformers and Beyond





ACTION ...WHEELIE ROLLS INTO SCENE, PAUSE...

DIAL

MUSIC/SFX

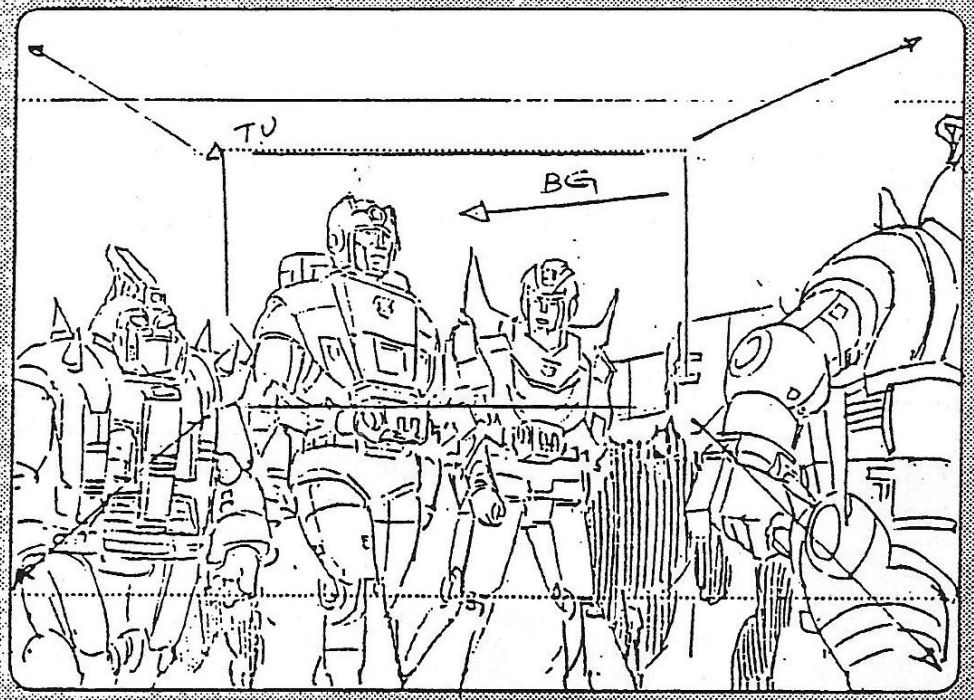
ACTION ...THEN TURNS AND SPEEDS OFF O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-37 TRUCK-OUT



ACTION M.S. KUP AND HOT ROD. WE TRUCK OUT TO SEE THAT THEY ARE BEING LEAD BY THE QUINTESSON #1 GUARDS THROUGH THE CASTLE.

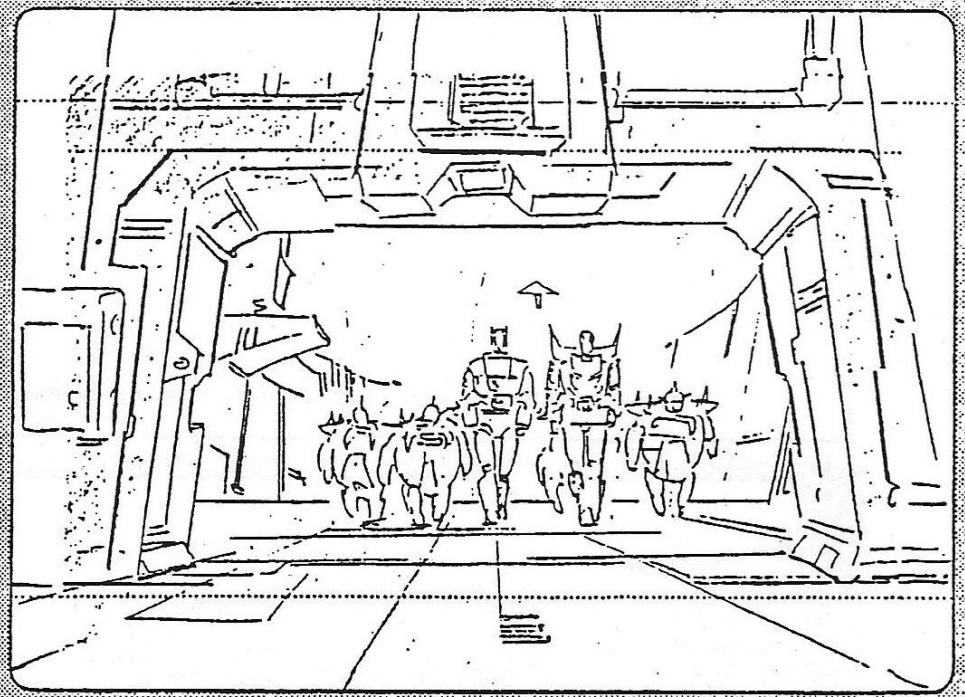
DIAL KUP Reminds me of the Niter Slave Mines on Golgonath Seven...

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-38

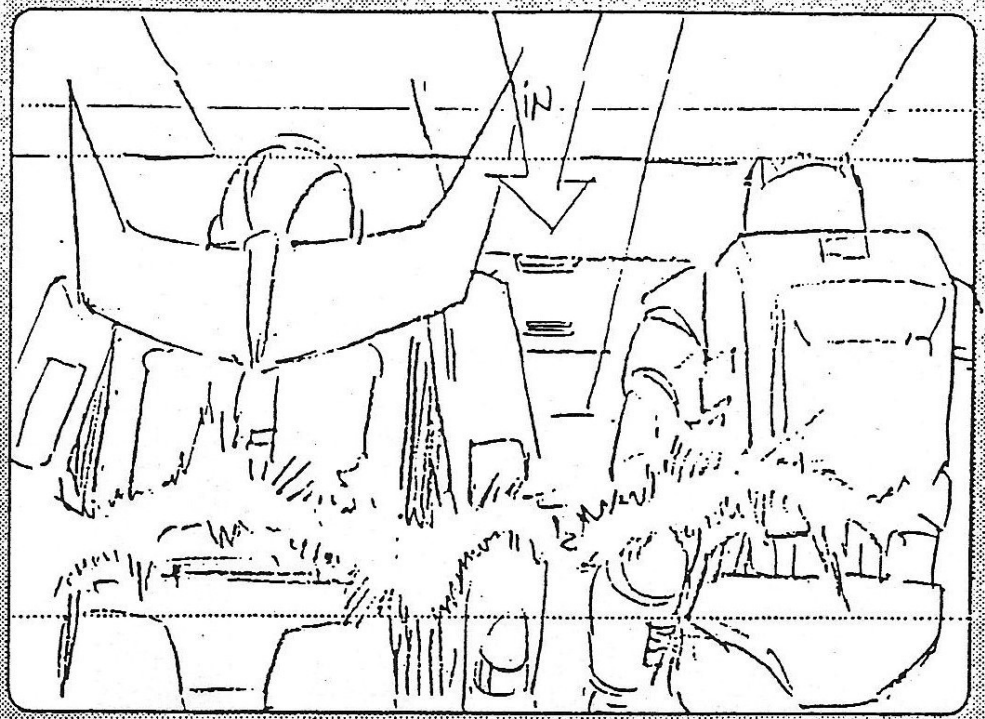


ACTION L.S. HOT ROD, KUP, AND THE QUINTESSON #1 GUARDS. THEY WALK TOWARDS US THROUGH THE HALLS OF THE QUINTESSON CASTLE.

DIAL HOT ROD (SURLY) Every place reminds you of some place else...

MUSIC/SFX

CAMERA



KUP Experience, lad. You should learn to appreciate it.

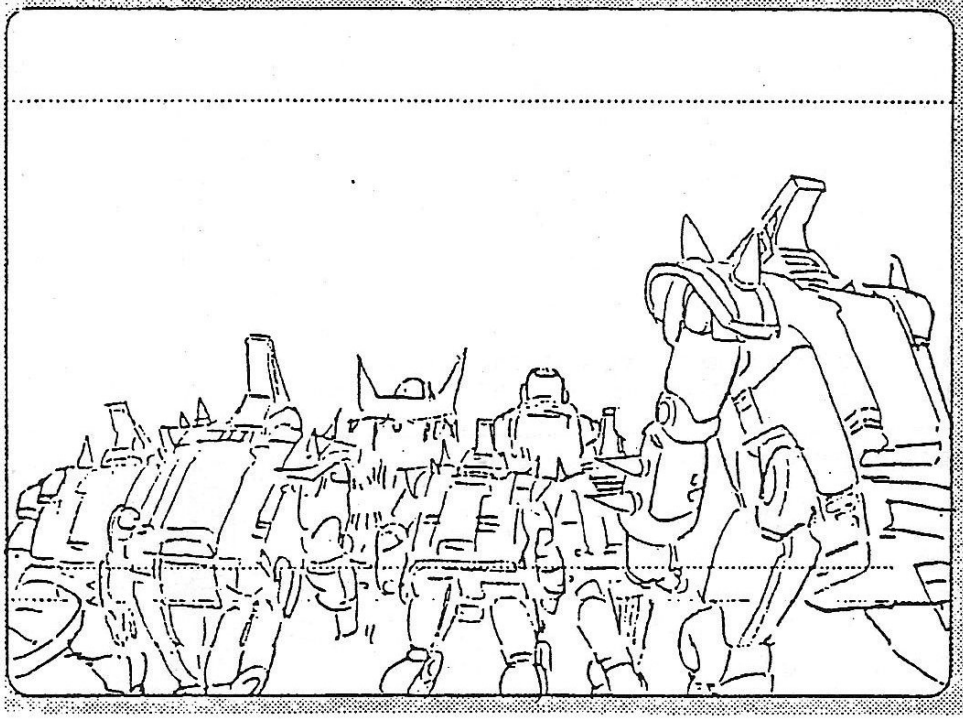
ACTION M.S. HOT ROD AND KUP AS THEY MOVE AWAY FROM US.

DIAL HOT ROD A lot of good it's done us so far!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 19-39



TION ...SURROUNDED BY THE QUINTESSON GUARDS.

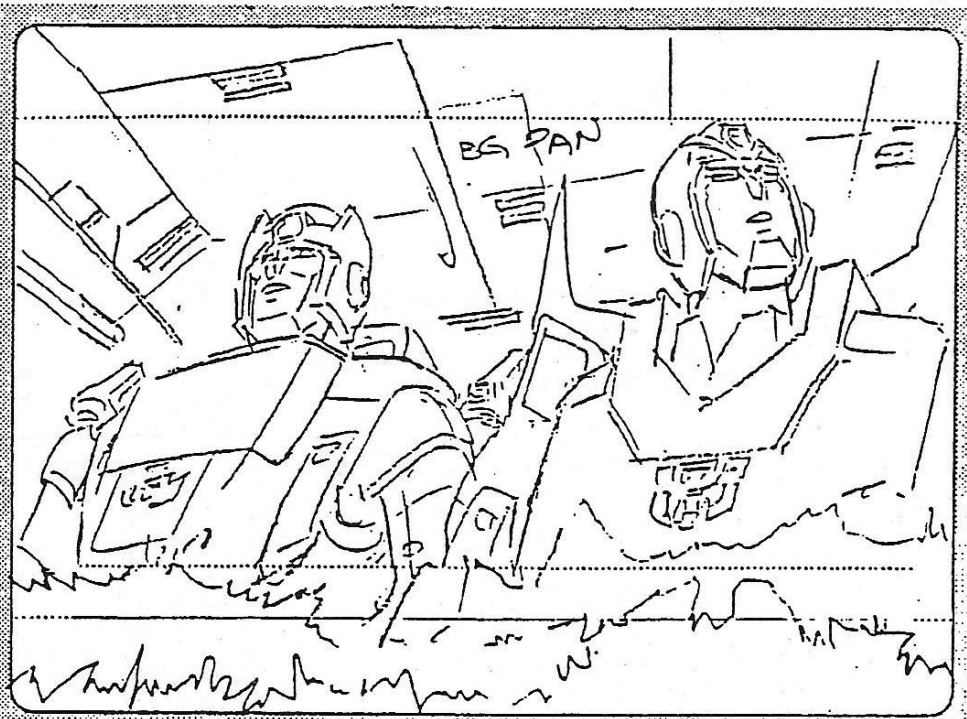
L

SIC SFX

MERA

SC. 19-40

SEQ. 19 Page 35



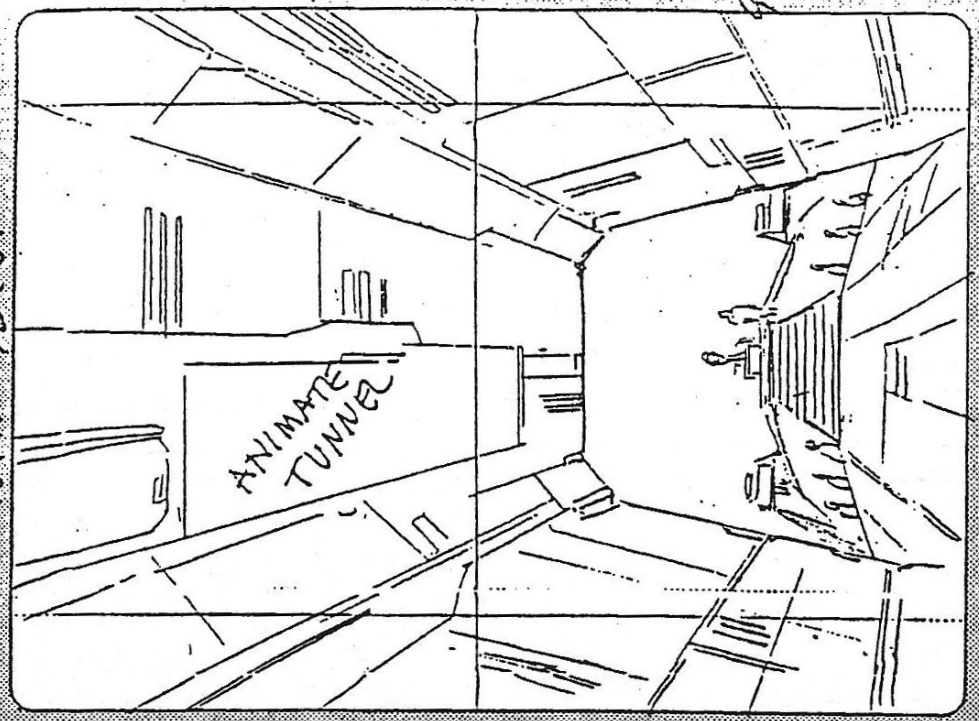
ACTION M.S.-KUP AND HOT ROD. WE FOLLOW THEM AS THEY LOOK AROUND, CHECKING OUT THE CASTLE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

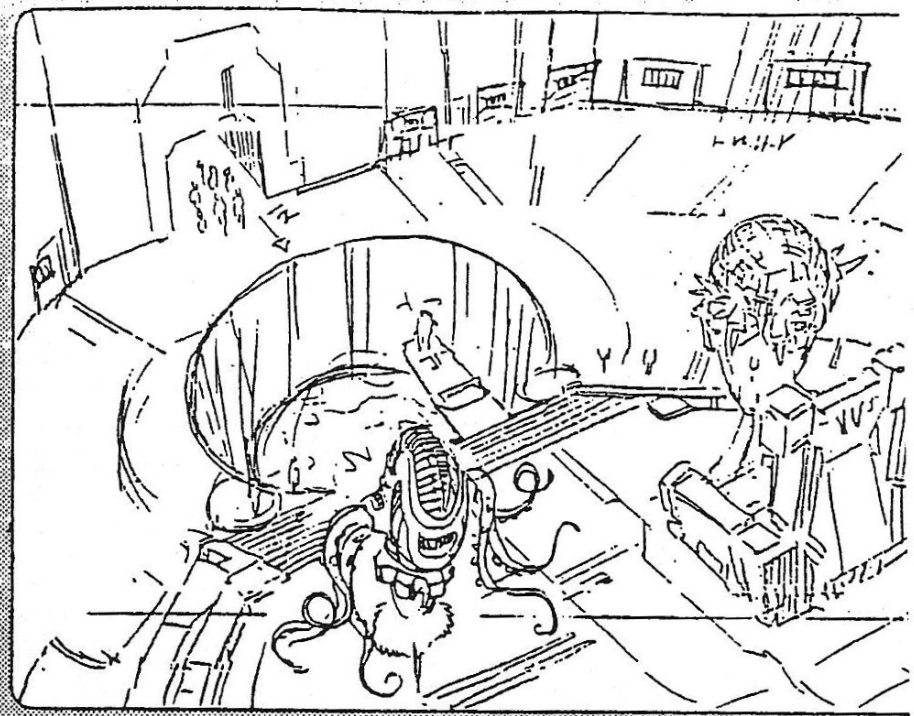


ACTION P.O.V. A HALLWAY IN THE QUINTESSON CASTLE. WE PAN DOWN TO SEE THAT THE HALLWAY OPENS OUT INTO AN OPEN AIR COURT YARD.

DIAL

MUSIC/SFX

CAMERA



ACTION X.L.S. THE QUINTESSON COURT YARD. HOT ROD, KUP AND THE QUINTESSON GUARDS ENTER. WE CAN SEE ARBLUS STANDING ON A PLANK. HE IS BEING TRIED BY THE LEAD QUINTESSON AND THE QUINTESSON JUDGE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 Beast Hunters and Beyond!!!!

SC. 19-43

ACTION M.S. HOT ROD. HE LOOKS UP IN DISBELIEF AT THE SPECTACLE BEFORE HIM.

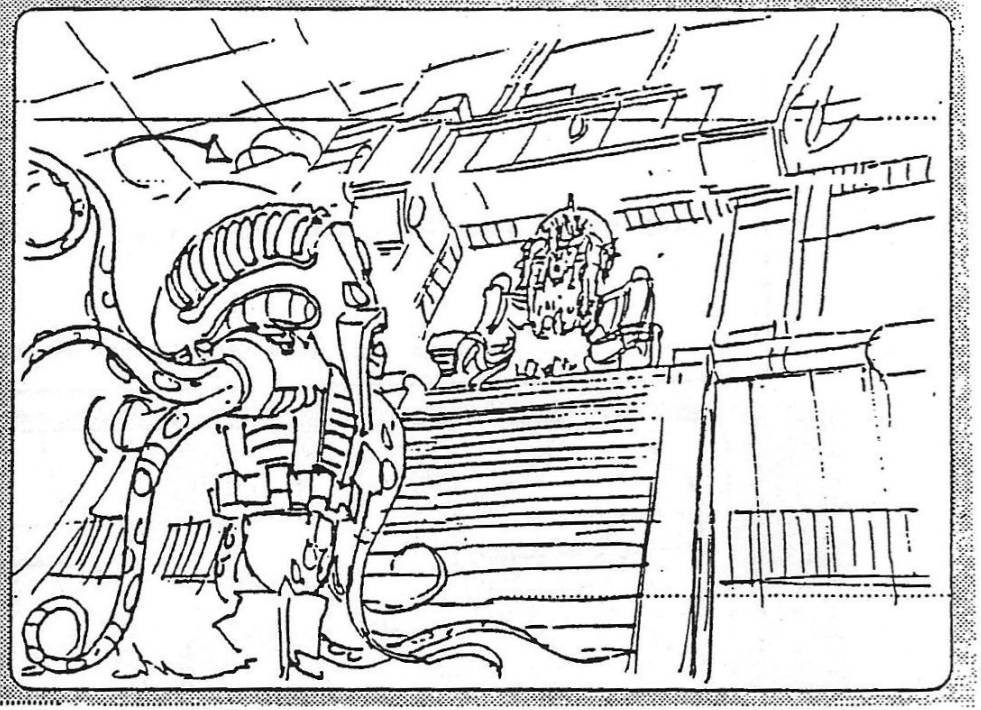
DIAL KUP Hey. What's going on over there.

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-44 SEQ. 19 Page 37



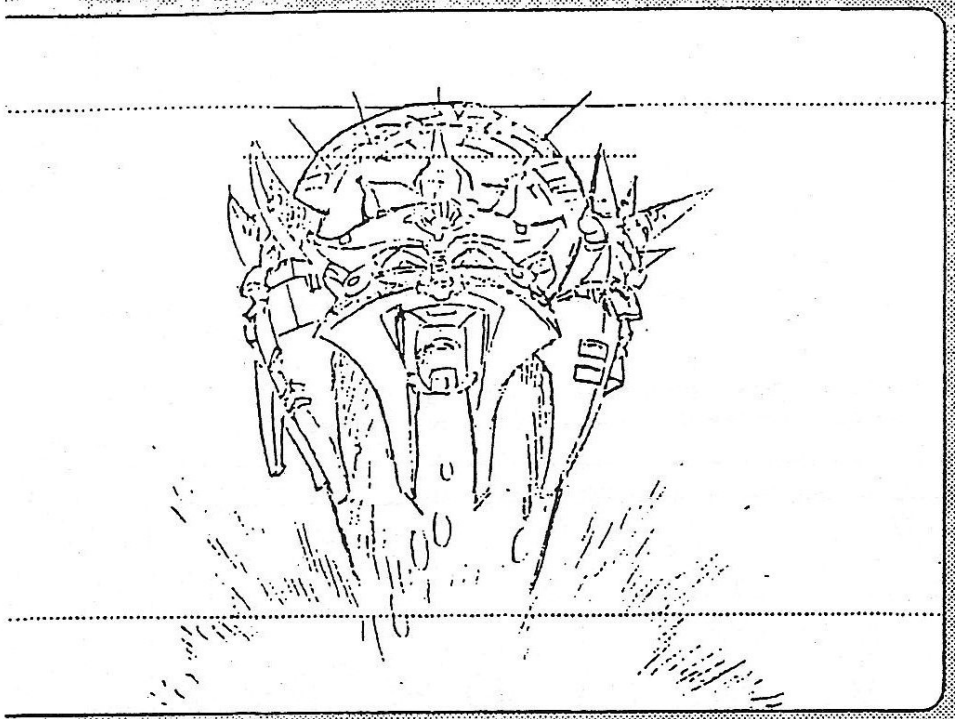
ACTION M.S. LEAD QUINTESSON. HE TURNS TO FACE THE JUDGE. QUINTESSON

DIAL QUINTESSON LEADER Has the IMperial Magistrate reached a verdict.

MUSIC/SFX

CAMERA

C. 19-45

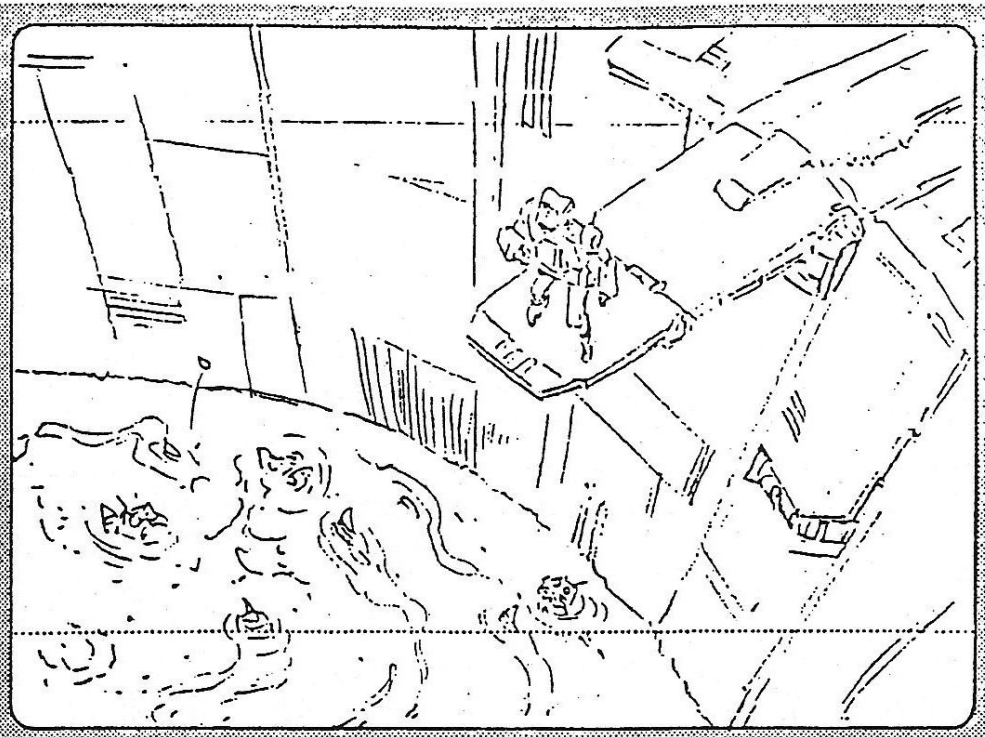


N M.L.S. THE QUINTESSON JUDGE.

QUINTESSON JUDGE I have.

SFX

SC. 19-46 SEQ. 19 Page 38



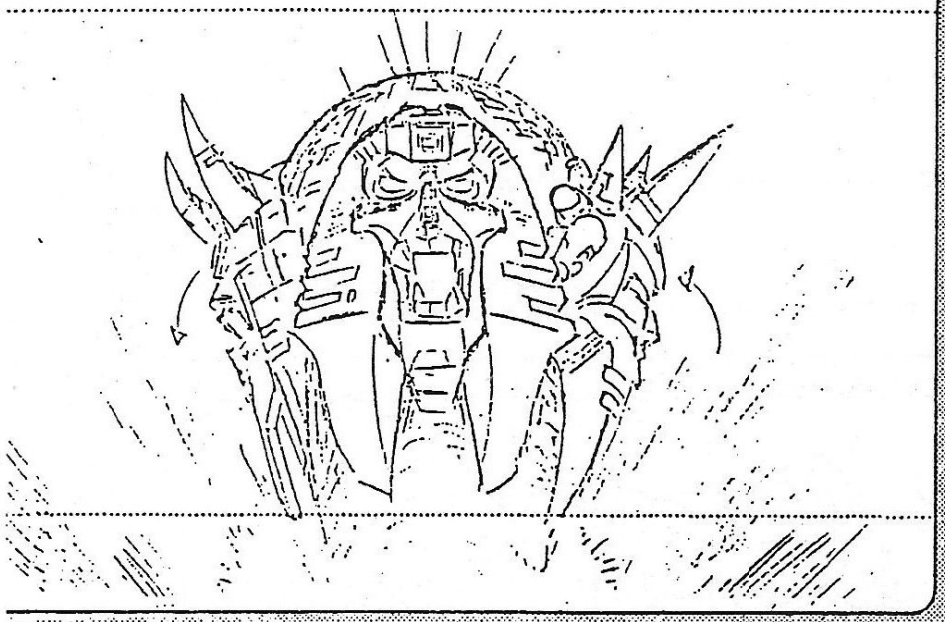
ACTION L.S. ARBLUS. HE STANDS ON THE PLANK ABOVE THE SHARKTICONS PIT.

DIAL QUINTESSON LEADER Guilty or innocent?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



N M.L.S. THE QUINTESSON JUDGE. HIS FACE SPINS AND CLICKS INTO POSITION OF THE DEATH FACE.

QUINTESSON JUDGE Innocent!

SFX

ACTION

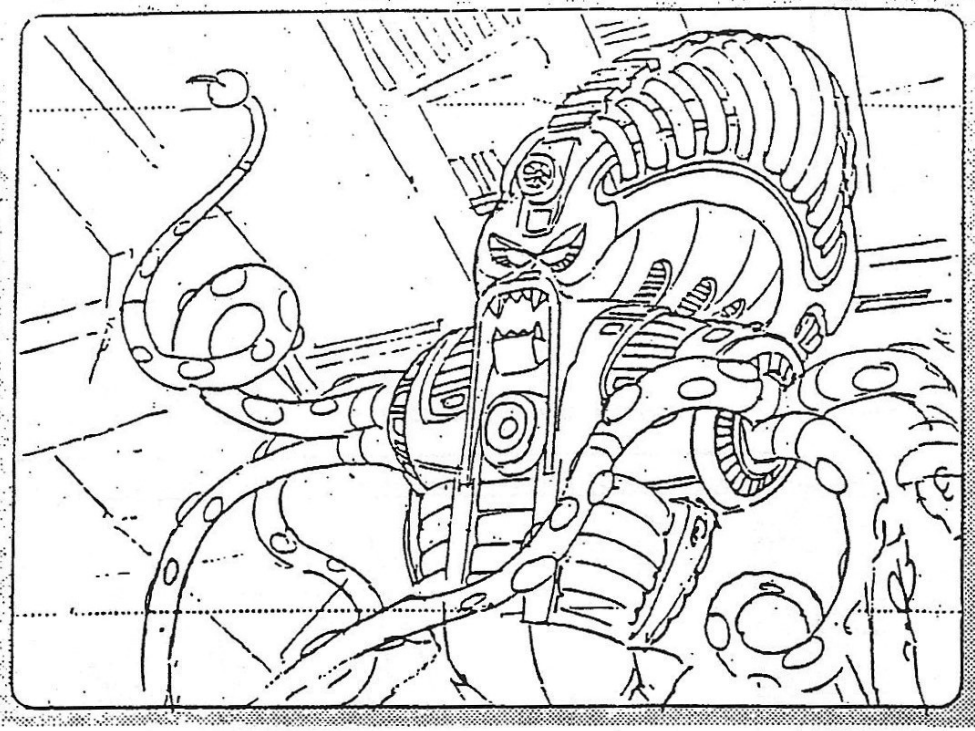
DIAL

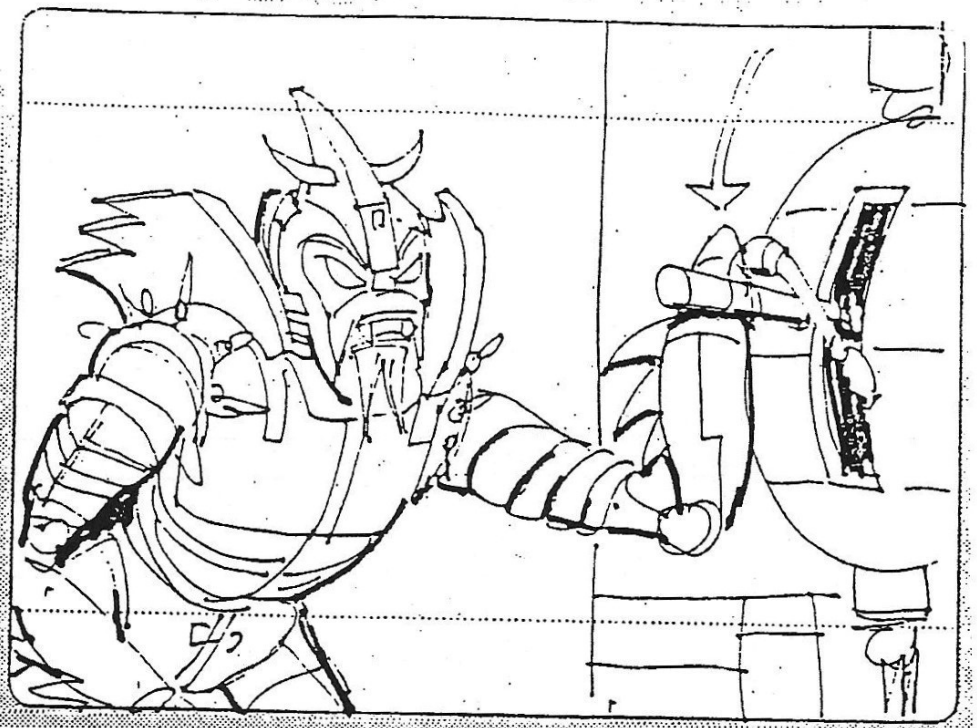
MUSIC. SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-47 SEG. 19 Page 37A





ACTION M.S. THE LEAD QUINTESSON. HE GIVES THE SIGNAL TO CARRY OUT THE JUDGE'S VERDICT.

DIAL

LEAD QUINTESSON Feed him to the Sharkticons.

MUSIC/SFX

CAMERA

ACTION M.S. THE QUINTESSON GATEKEEPER PULLS DOWN ON THE HANDLE OF THE RELEASE SWITCH.

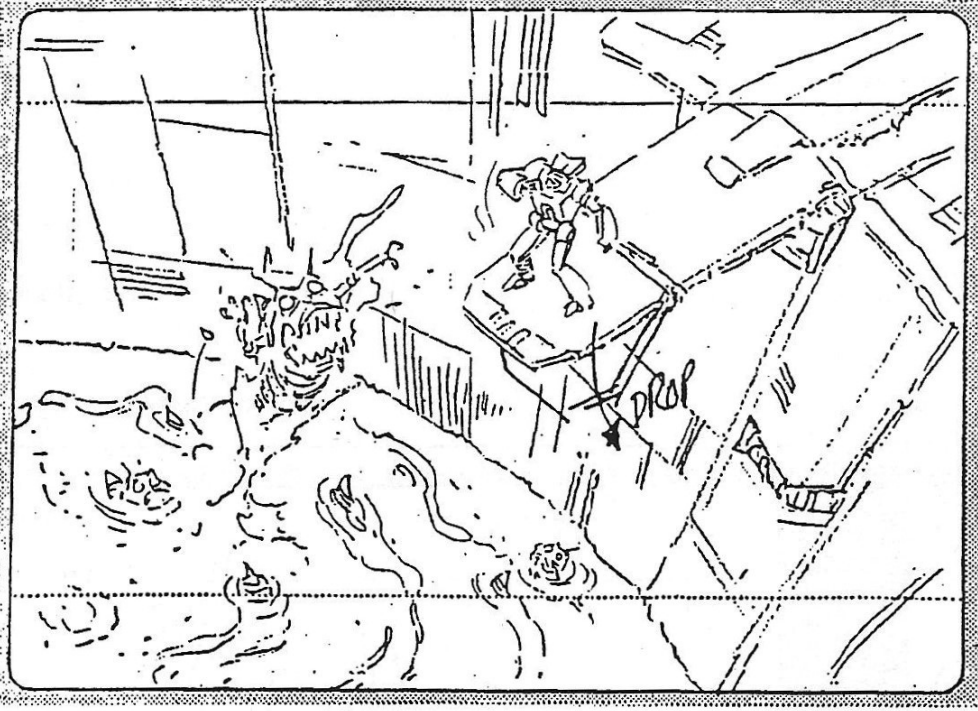
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-50



ACTION L.S. ARBLUS AND SHARKTICONS. SOME SHARKTICONS JUMP UP AS THE PLANK DROPS OUT FROM UNDER ARBLUS' FEET.

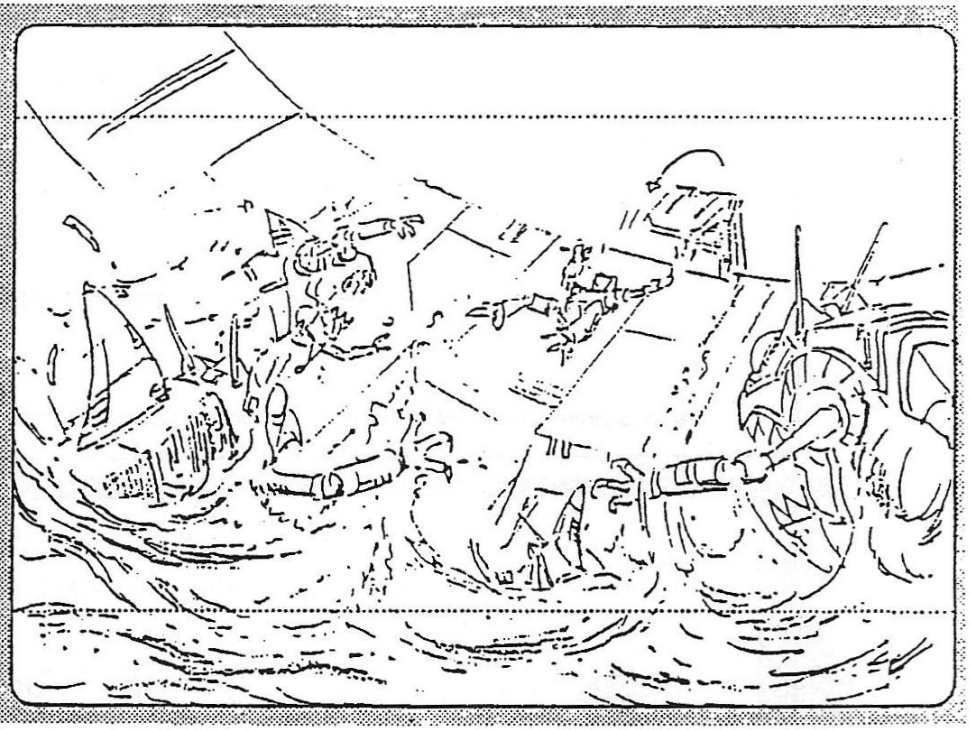
DIAL SHARKTICONS (GROWS)

MUSIC/SFX

CAMERA

SC. 19-51

SEQ. 19 Page 40



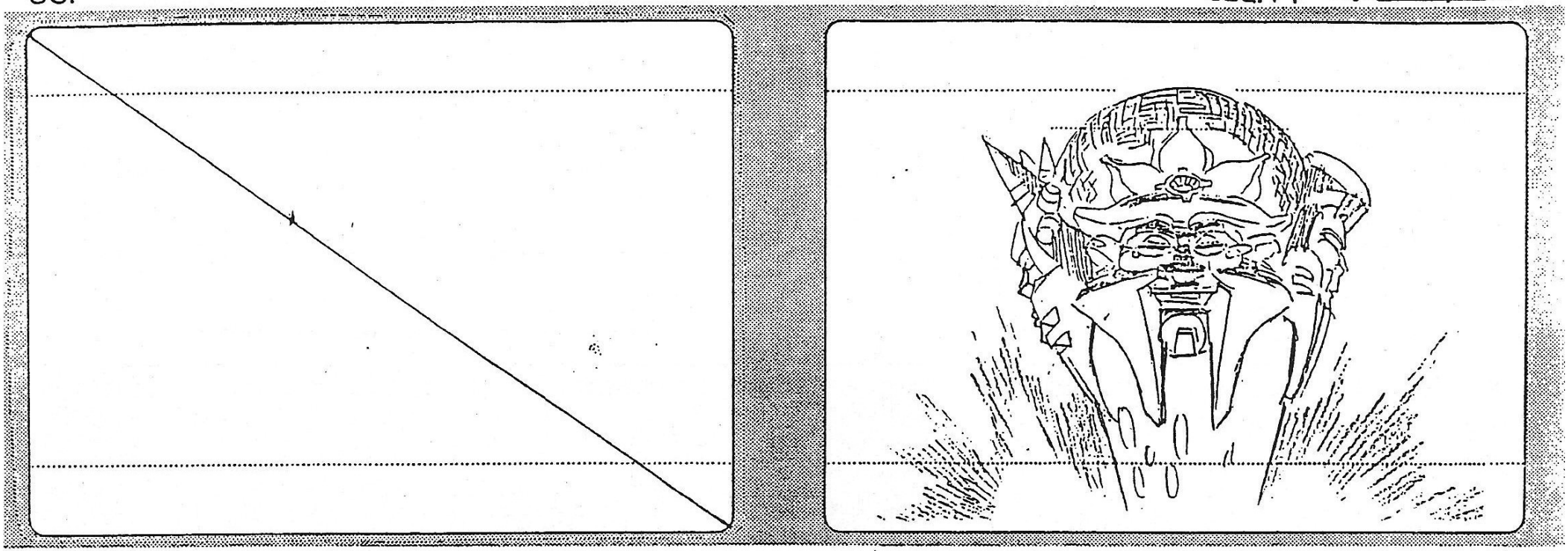
ACTION UPSHOT ARBLUS AND SHRKTICONS. ARBLUS FALLS THROUGH SPACE TO THE WAITING SHARKTICONS WHO CHURN THE WATER BELOW.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

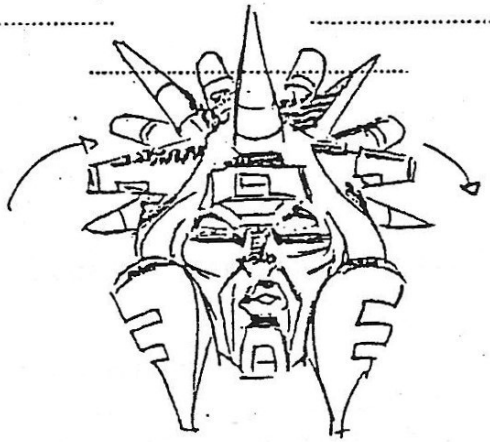
ACTION M.S. THE QUINTESSON JUDGE.

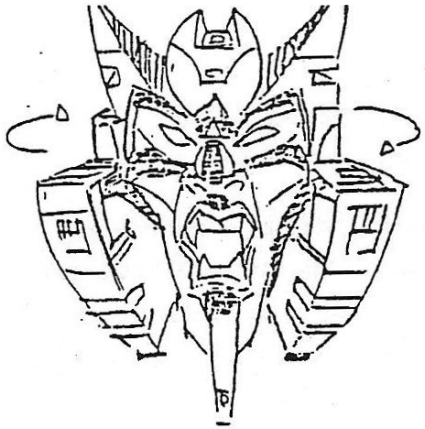
DIAL QUINTESSON JUDGE (LAUGHS)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION HIS FACE SPINS AROUND...

IAL QUINTESSON JUDGE (CONT) (LAUGH)

USIC/SFX

AMERA

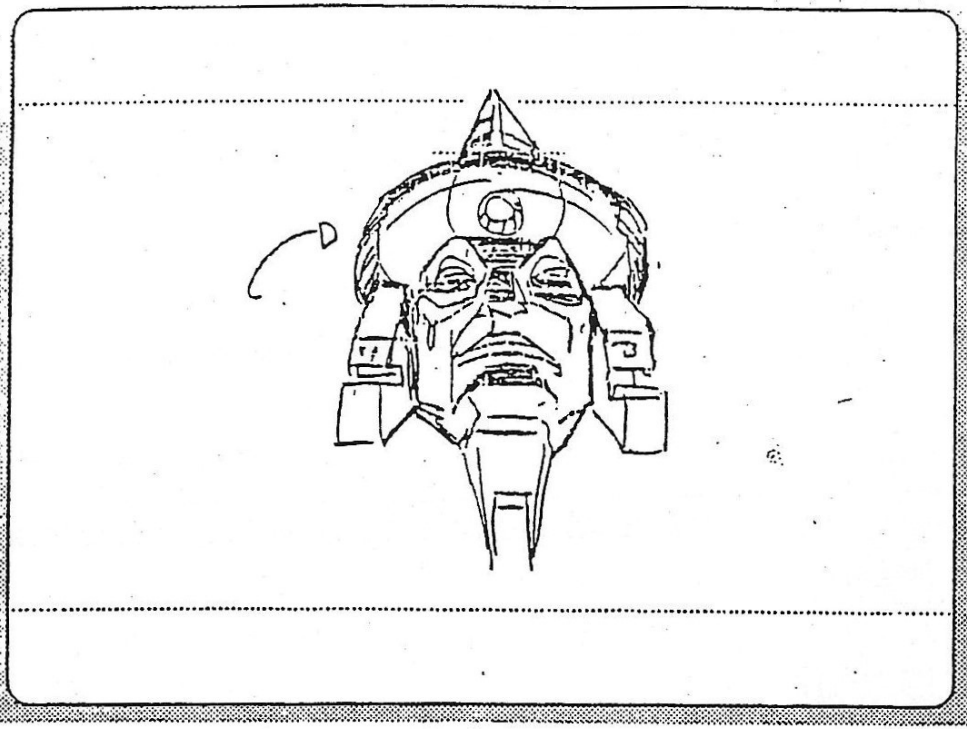
ACTION ...TO REVEAL HIS VARIOUS...

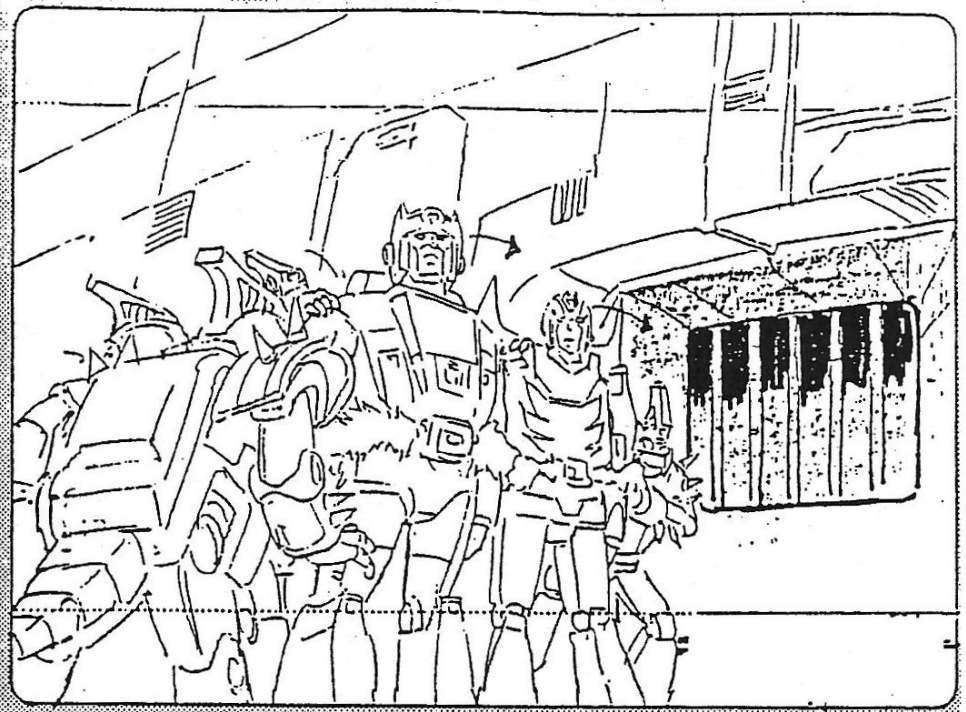
DIAL QUINTESSON JUDGE (CONT) (LAUGH)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...EXPRESSIONS.

DIAL QUINTESSON JUDGE (CONT) (LAUGH)

MUSIC/SFX

ACTION M.L.S. HOT ROD, KUP AND THE QUINTESSON #1 GUARDS...
KUP AND HOT ROD TURN TO LOOK INSIDE THE BARRED WINDOW.

DIAL HOT ROD (LOOKING AROUND) We got to get a new travel agent...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 19-53

ACTION THE GUARDS LEAD THE AUTOBOTS OUT OF THE COURT YARD.

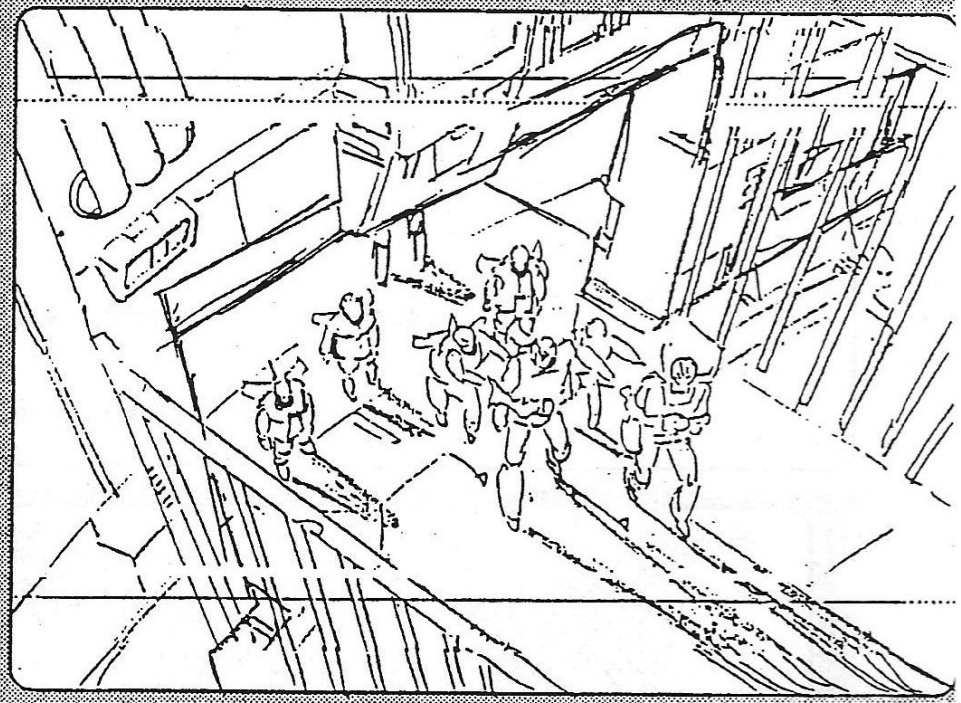
DIAL QUINTESSON GUARDS Wheep ni ni bong!

MUSIC/SFX

CAMERA

SC. 19-54

SEQ. 19 Page 44



ACTION L. DOWN SHOT. HOT ROD, KKUP AND THE QUINTESSON #1 GUARDS. HOT ROD AND KUP ARE PUT INTO ONE OF THE HOLDING PENS. (CELLS)

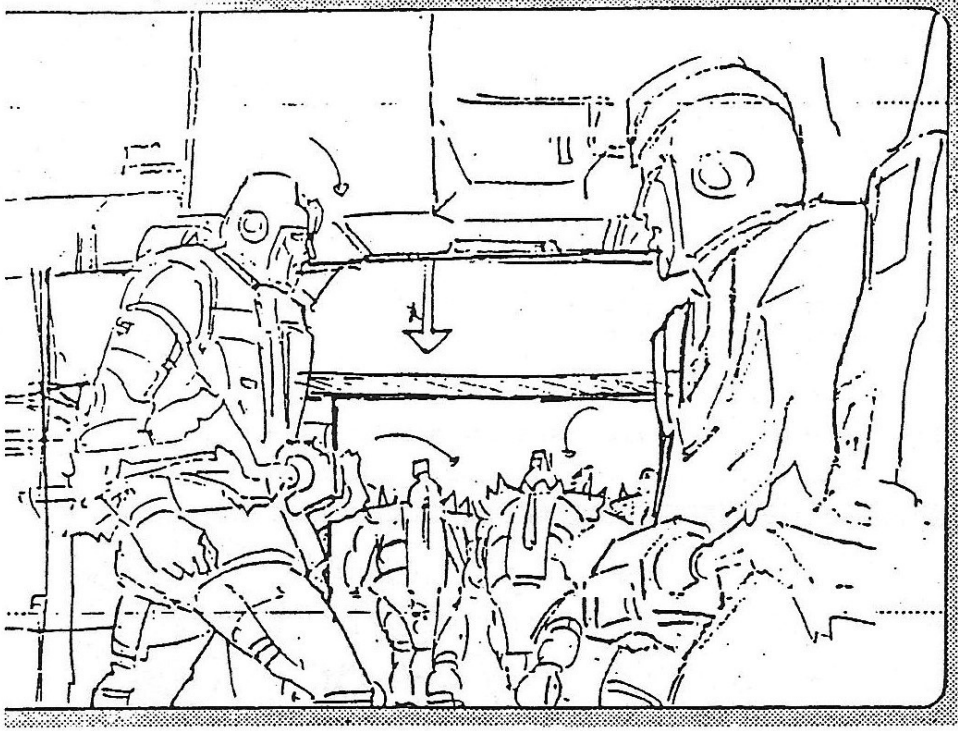
DIAL QUINTESSON GUARDS (CONT) Ni ni bong bong!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-55 SC. SEQ. 19 Page 45



ON M.L.S. KUP, HOT ROD AND THE QUINTESSON #1 GUARDS. THE GUARDS TURN AND WALK OUT OF THE CELL...

ACTION

DIAL

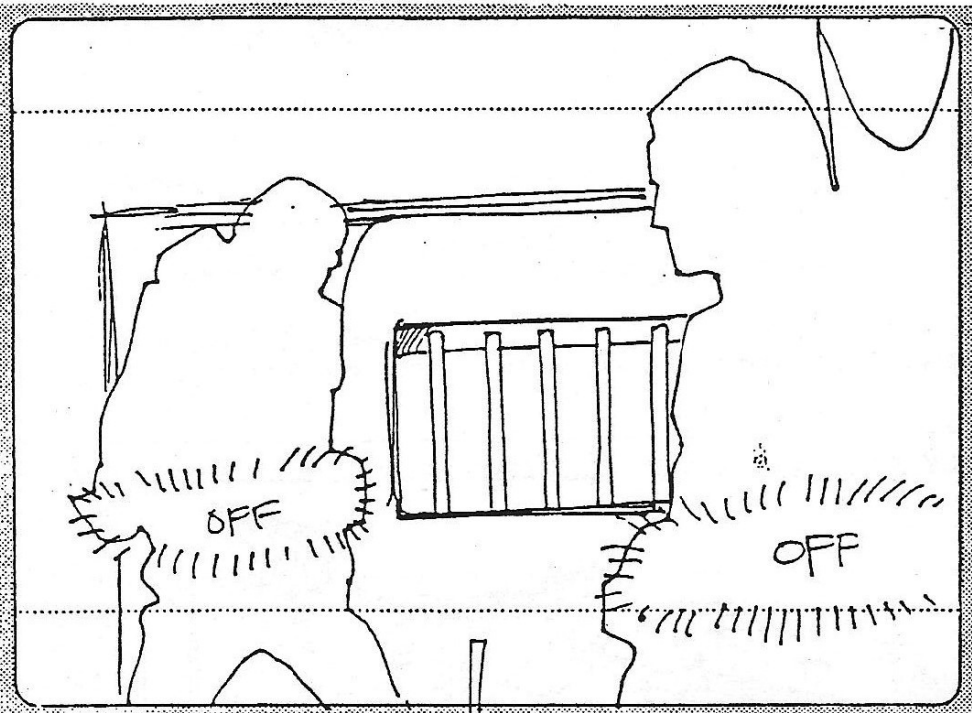
MUSIC/SFX

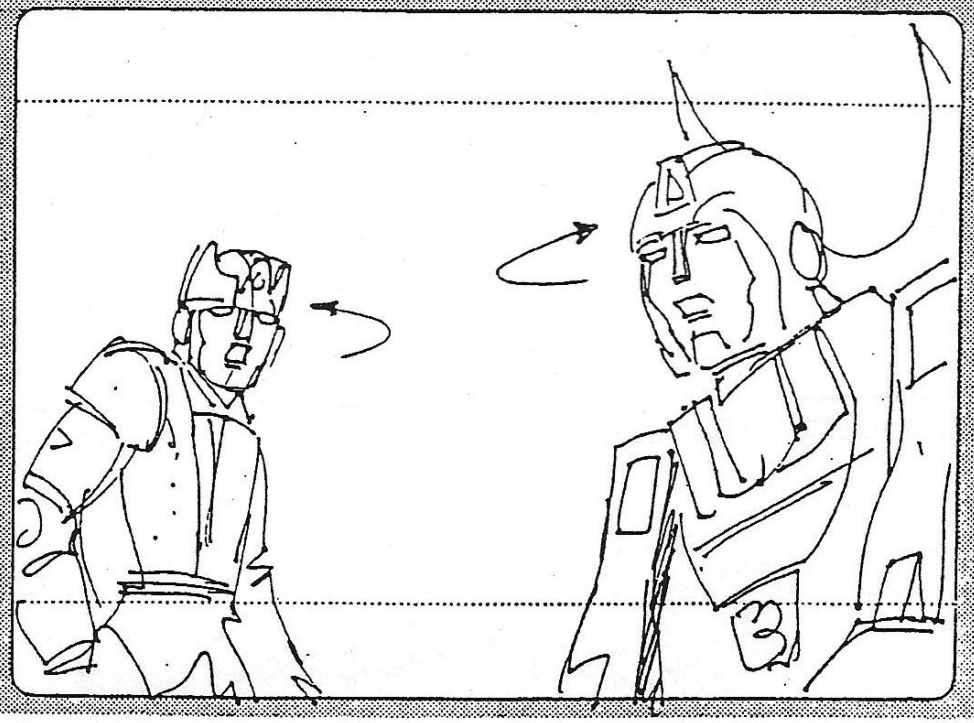
CAMERA

/SFX

BA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...THE RESTRAINING BOLTS ON HOT ROD AND KUP TURN OFF AS THE BARS TO THE CELL ARE LOWERED INTO PLACE.

DIAL

MUSIC/SFX

CAMERA

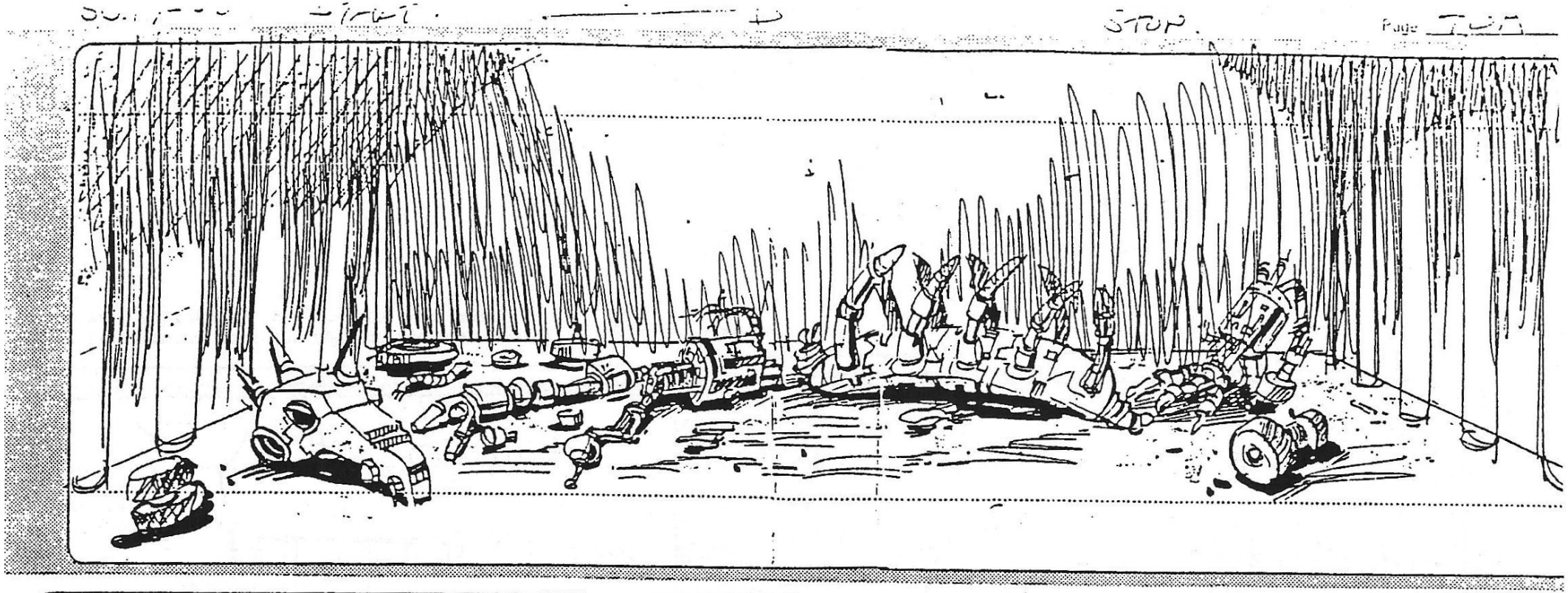
ACTION

DIAL HOT ROD What is this place?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

L.S. INSIDE THE CELL. WE CAN SEE THE REMAINS OF VARIOUS PRISONERS OF THE QUINTESSONS.

DIAL

KRANIX — The world of the savage Sharkticons...

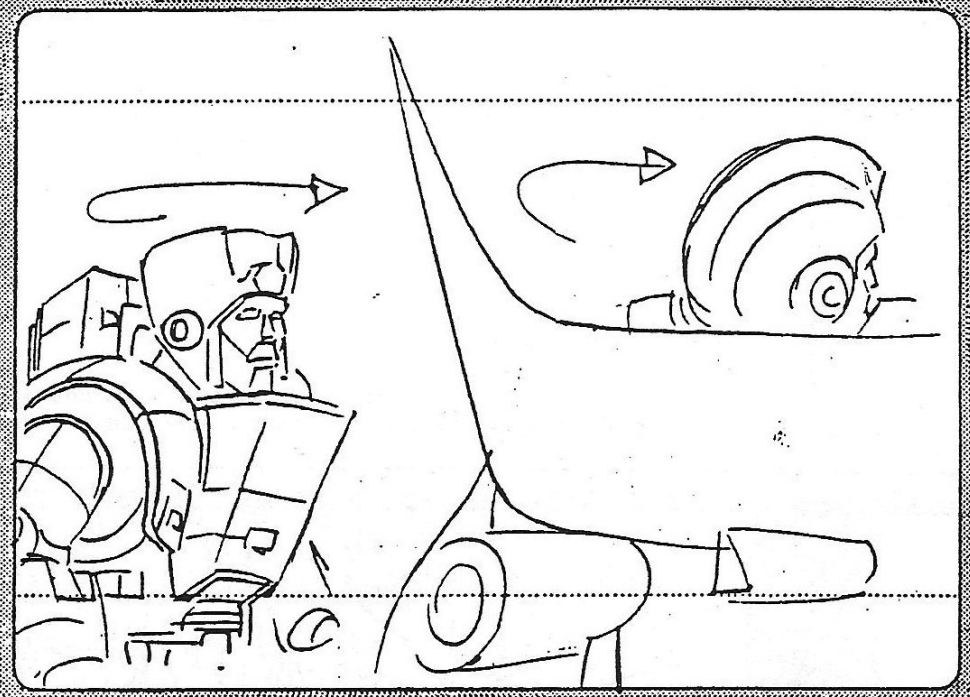
MUSIC/SFX

ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. HOT ROD AND KUP. THEY TURN TO SEE WHO IS TALKING.

DIAL KRANIX (CONT) and their cruel masters the Quintessons.

MUSIC/SFX

CAMERA

ACTION

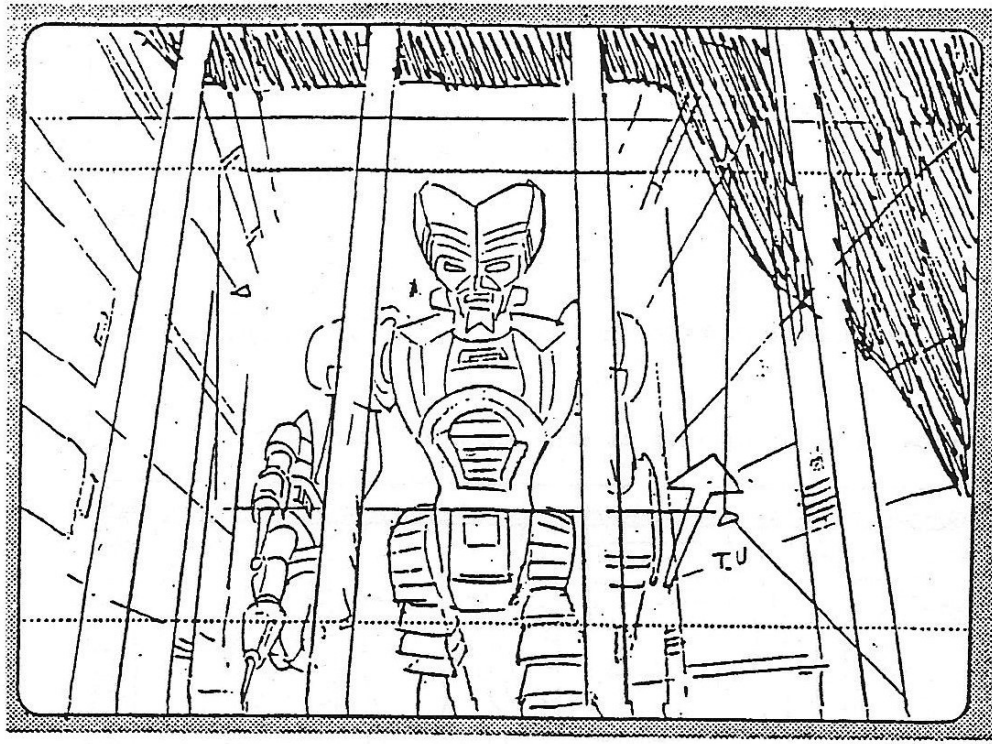
DIAL

MUSIC/SFX

CAMERA

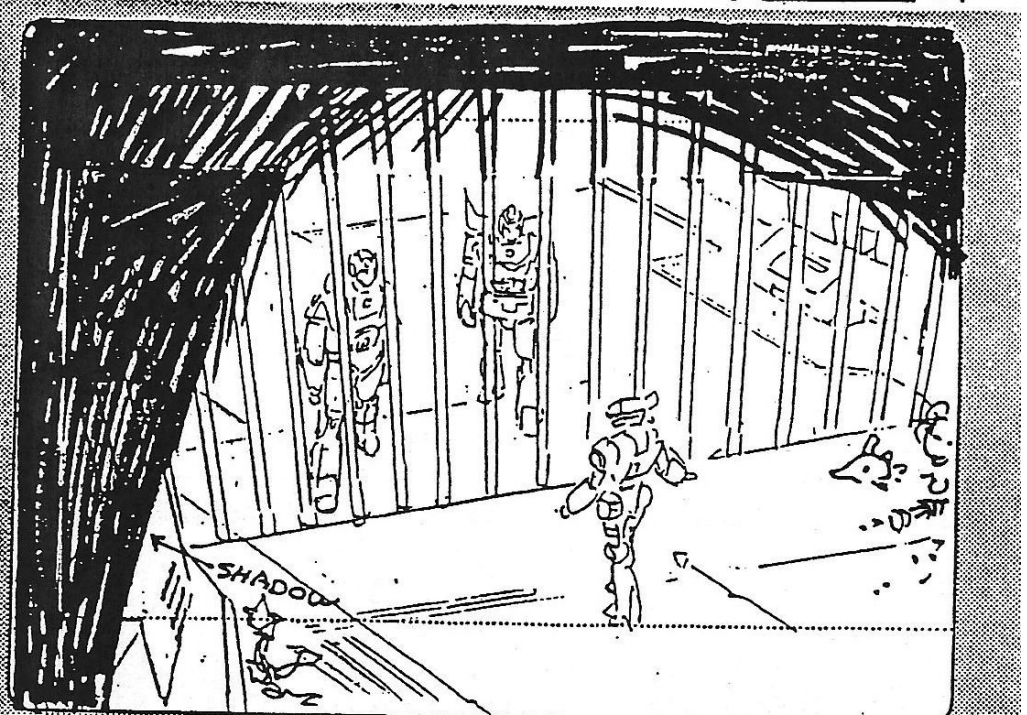
TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-56



SC. 19-57

SEQ. 19 Page 46.C.



TION L.S. KRANIX. HE WALKS UP TOWARS CAMERA AND THE O.S. AUTOBOTS.

AL KRANIX (CONT) ~~They hunt down those like me who try to escape the wrath of Unicron.~~

I am Kranix

SIC/SFX

ACTION L. DOWN SHOT. KUP, HOT ROD AND KRANIX. KRANIX WALKS UP TO THE AUTOBOTS' CELL.

DIAL KRANIX (CONT) Guilty or innocent, the sentence is always the same -

MUSIC/SFX

my planet was destroyed by ~~Unicron~~

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-57A SC. SEQ. 19 Page 46 D

TION

L KRANIX (CONT) ~~death.~~

Uncan!

SIC/SFX

MERA

ACTION

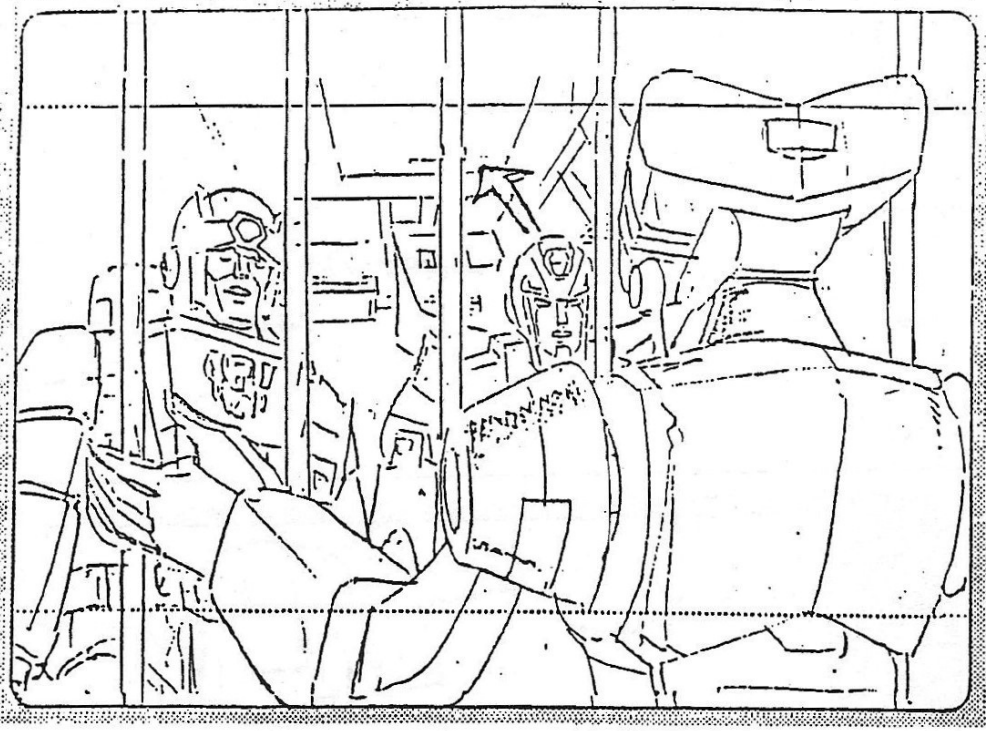
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-50



ACTION M.L.S. KUP, HOT ROAD AND KRANIX. KRANIX STOPS BY THE BARS IN FRONT OF HOT ROD AND KUP.

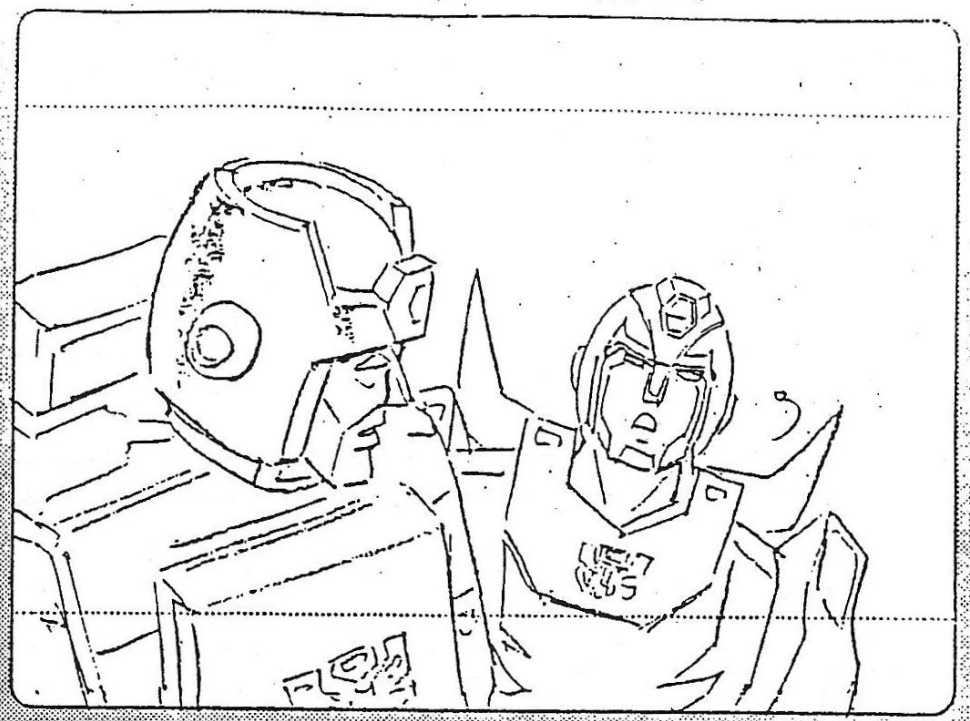
DIAL HOT ROD Unicron?!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-51

SEQ. 19 PAGE 51

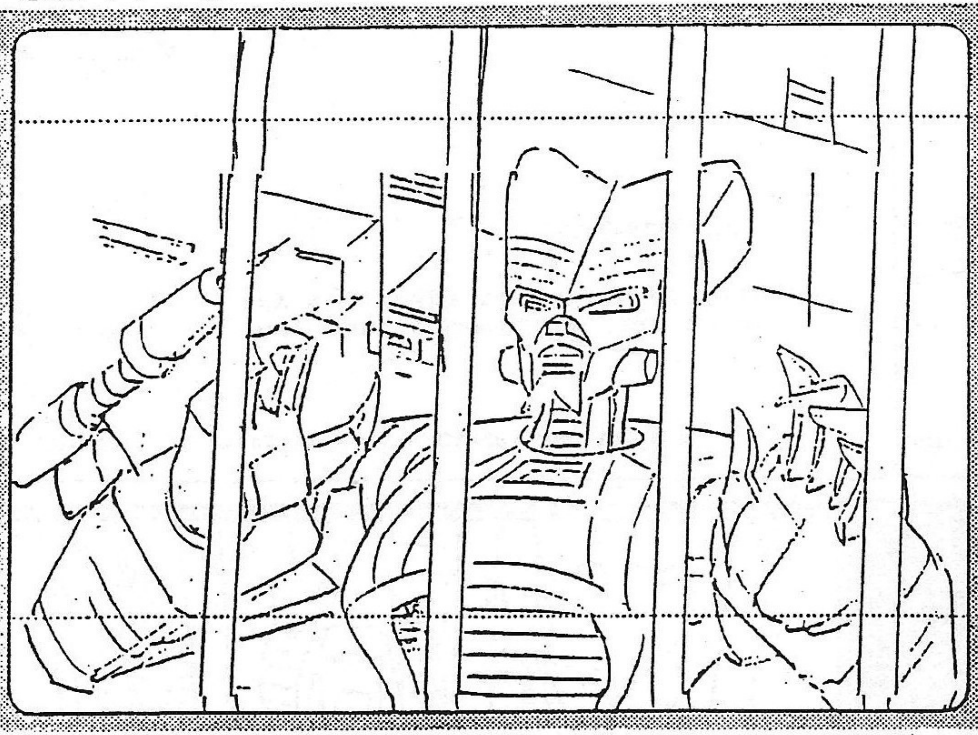


ACTION M. 2 SHOT. KUP AND HOT ROD. THEY TURN AND LOOK AT ONE ANOTHER.

DIAL HOT ROD (CONT) Who's Unicron?

MUSIC/SFX

SC. 19-60



ACTION M.S. KRANIX. HE CONTINUES TO TALK TO THE O.S. AUTOBOTS.

DIAL KRANIX A planet that devours everything...

MUSIC/SFX

CAMERA

SC. 19-61 SEQ. 19 Page 48

ACTION L. DOWN SHOT. KUP, HOT ROD AND KRANIX. ALL FACING EACH OTHER.

DIAL KRANIX (CONT). in its path.

MUSIC/SFX

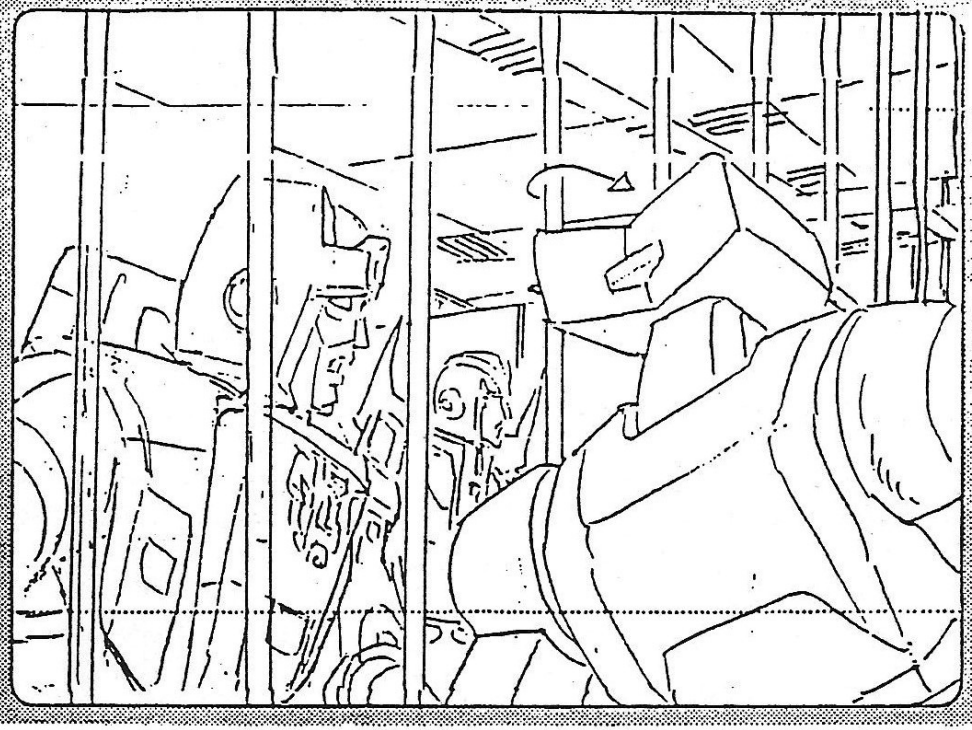
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-62

SC. 19-63

SEQ. 19 Page 49



ON M.S. KUP AND HOT ROD. THEY LISTEN TO KRANIX.

KUP Unicron! So that's the monster's name.

IC/SFX

ERA

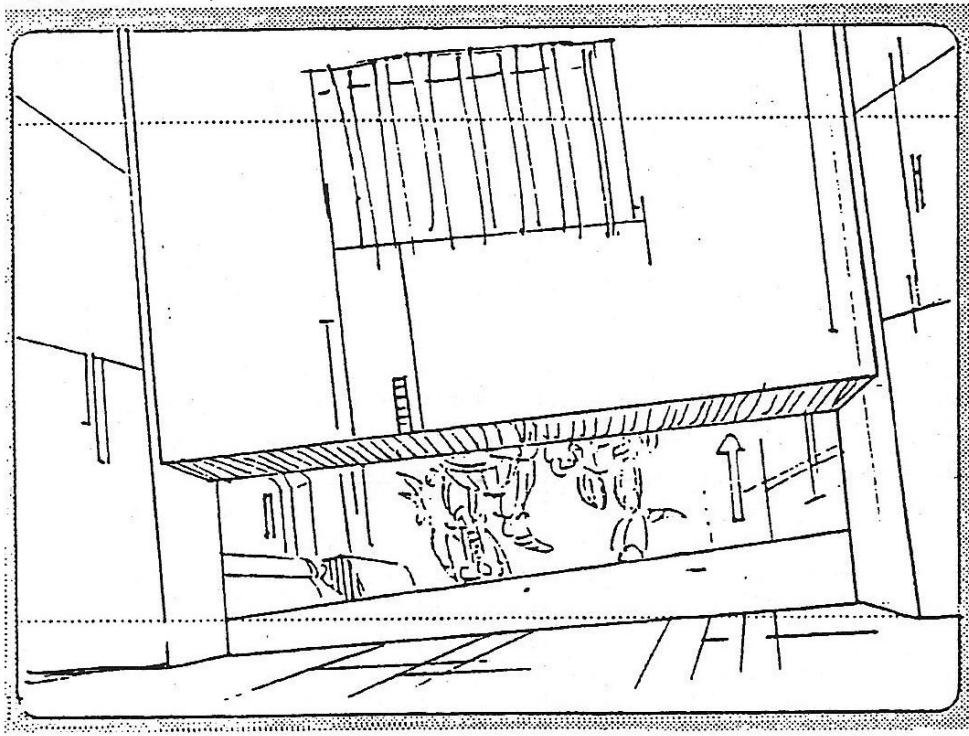
ACTION M.S. KUP, HOT ROD, AND KRANIX. THEY TURN TO LOOK AS THEY HEAR SOMEONE APPROACHING O.S.

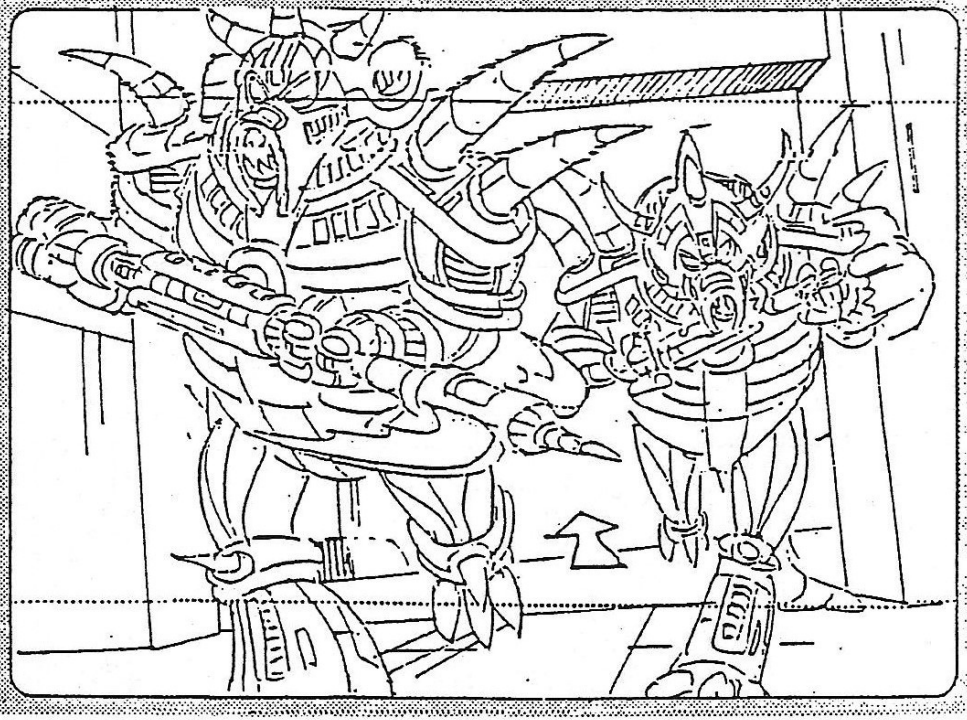
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





:TION L.S. QUINTESSON #2 GUARDS. AS THE DOOR TO THE CELL OPENS WE CAN SEE THE GUARDS RUNNING TOWARD THE CELL...

AL QUINTESSON LEADER That one!

USIC.SFX

CAMERA

ACTION ...THEY RUN UNDER THE OPEN DOOR, INTO THE CELL.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.L.S. THE QUINTESSON #2 GUARDS, HOT ROD, KUP AND KRANIX. THE GUARDS COME UP BEHIND KRANIX...

DIAL KRANIX No, please!..

MUSIC/SFX

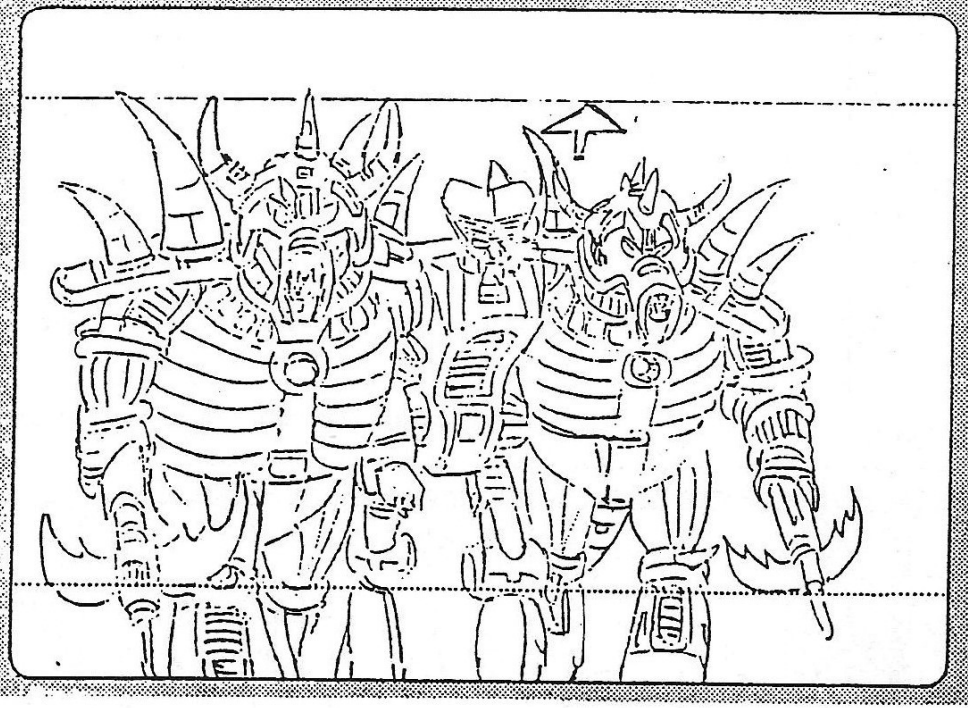
ACTION ...AND LEAD HIM AWAY.

DIAL KRANIX (CONT) ...I'm the last survivor ...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-66



ACTION M.S. THE QUINTESSON #2 GUARDS AND KRANIX, THE GUARDS LEAD HIM AWAY. KRANIX PROTESTS.

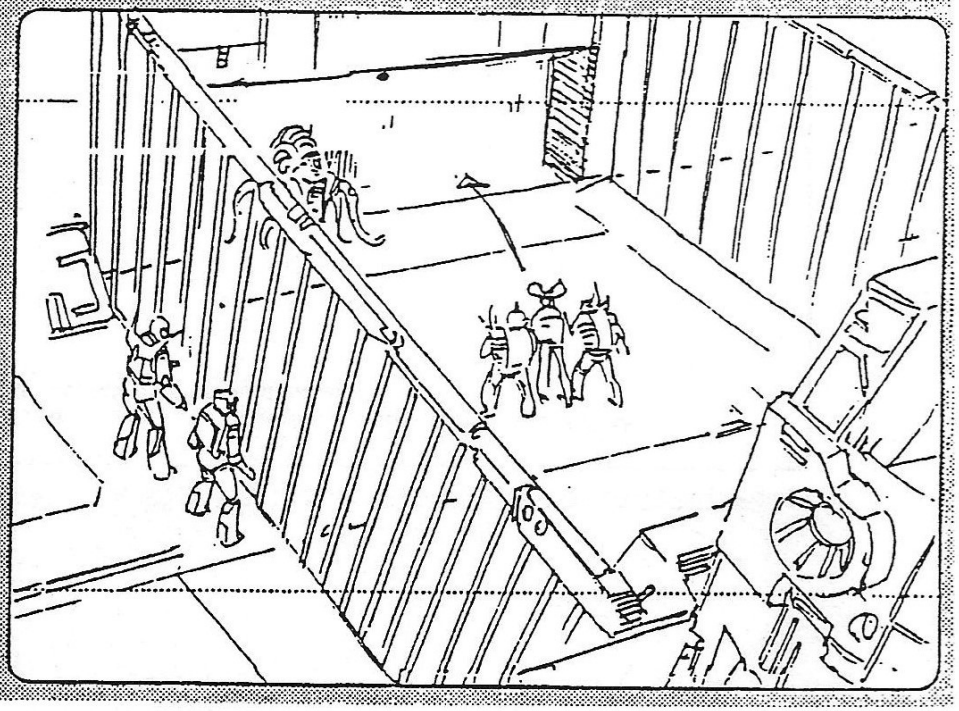
DIAL KRANIX (CONT) ... of Lithone.

MUSIC/SFX

CAMERA

SC. 19-67

SEQ. 19 Page 52



ACTION DOWN SHOT HOT ROD, KUP, KRANIX AND THE QUINTESSON #2 GUARDS. THE GUARDS DRAG KRANIX AWAY.

DIAL KRANIX (CONT) No!!

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-68

SC. CONT

SEQ. 19 Page 53

ACTION M.S. HOT ROD. HE RUSHES FORWARD TOWARD THE CELL BARS...

DIAL HOT ROD Let him go!

MUSIC/SFX

CAMERA

ACTION ...HE GRABS THEM AND RECEIVES A HIGH VOLTAGE DISCHARGE THROUGH HIS BODY THAT...

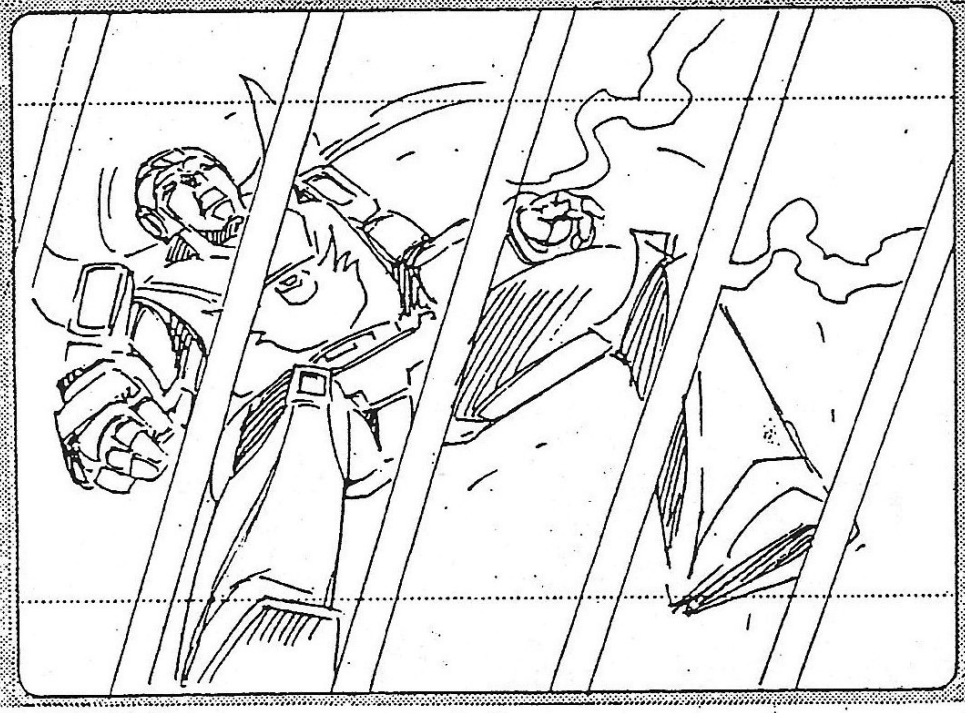
DIAL HOT ROD (GASP OF PAIN!)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-68 CONT



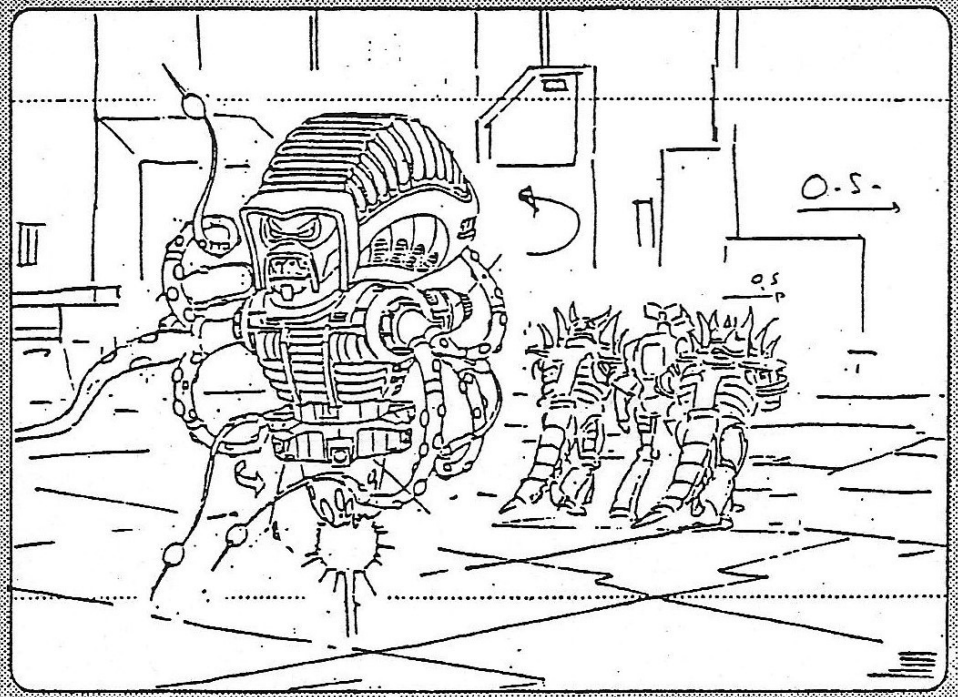
ACTION ...SENDS HOT ROD FLYING BACK.

DIAL

MUSIC/SFX

CAMERA

SC. 19-69 SEQ. 19 Page 54



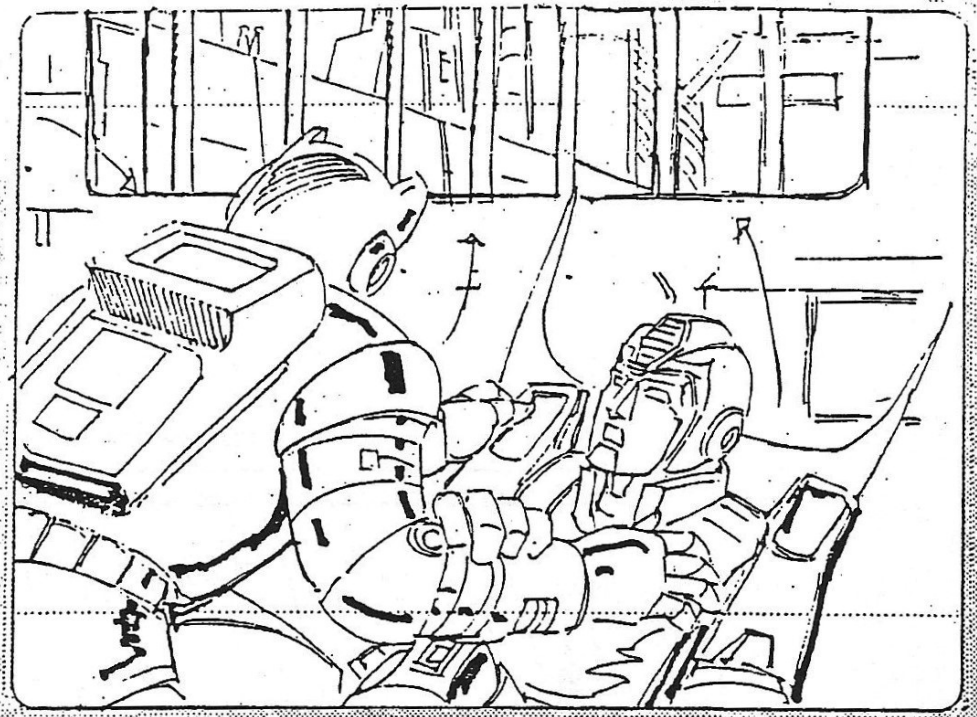
ACTION THE QUINTESSON LEADER, GUARDS AND KRANIX. THE QUINTESSON LEADER TURNS BACK AND ADDRESSES HOT ROD.

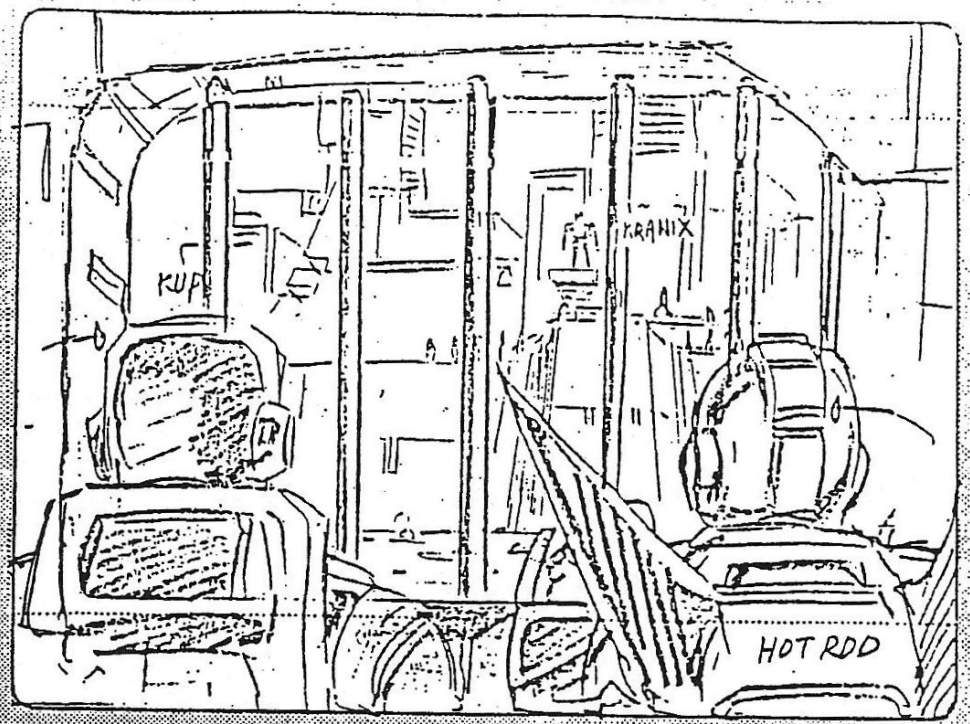
DIAL QUINTESSON LEADER Soon, you too shall receive your sentence.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. KUP AND HOT ROD. KUP REACHES DOWN AND HELPS HOT ROD TO HIS FEET.

DIAL KRANIX (V.O.) No!

MUSIC/SFX

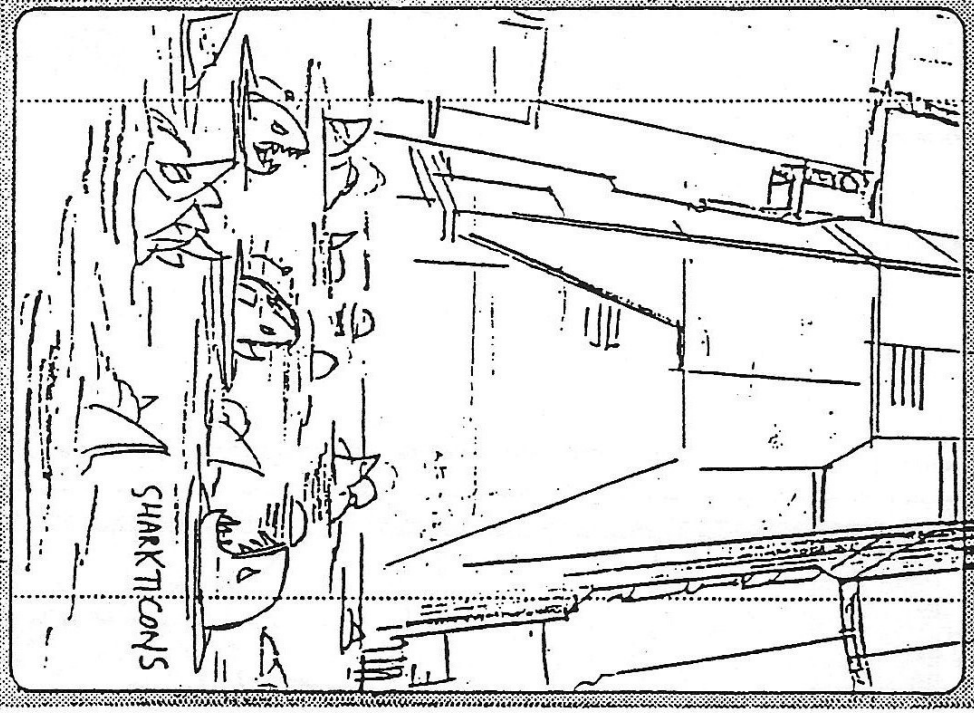
ACTION KUP AND HOT ROD MOVE UP TO THE WINDOW.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-71 STOP PAN DOWN START SEQ. 19 Page 57



ACTION M.L.S. THE SHARKTICONS, IN THEIR PIT. WE PAN UP TO SEE KRANIX WALK OUT ON THE PLANK ABOVE THE PIT.

DIAL

MUSIC/SFX

CAMERA

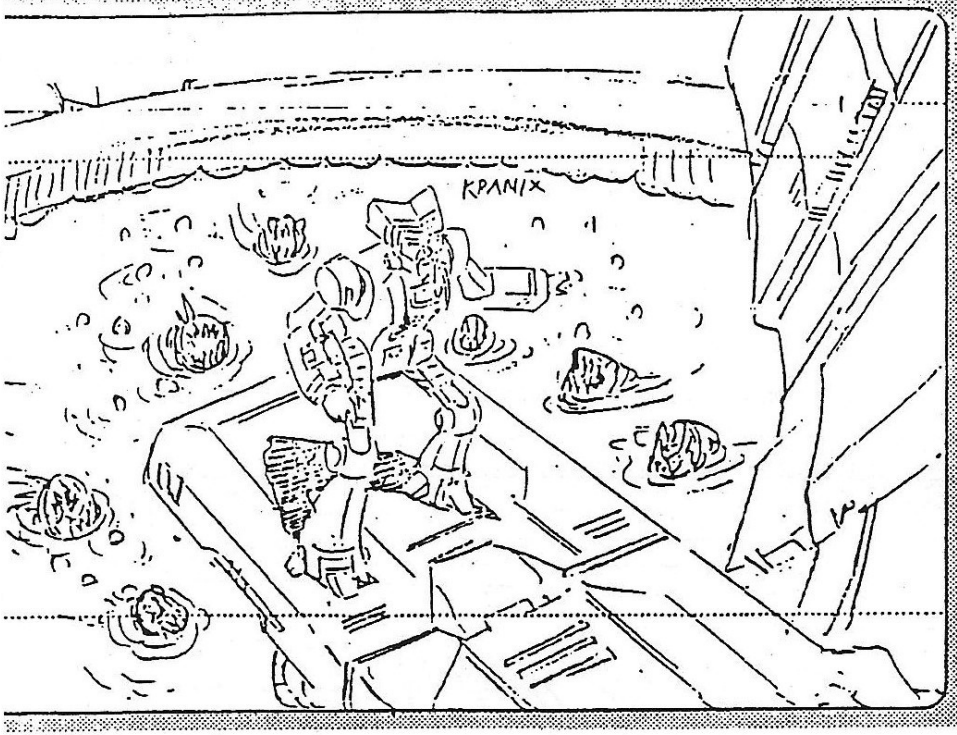
ACTION

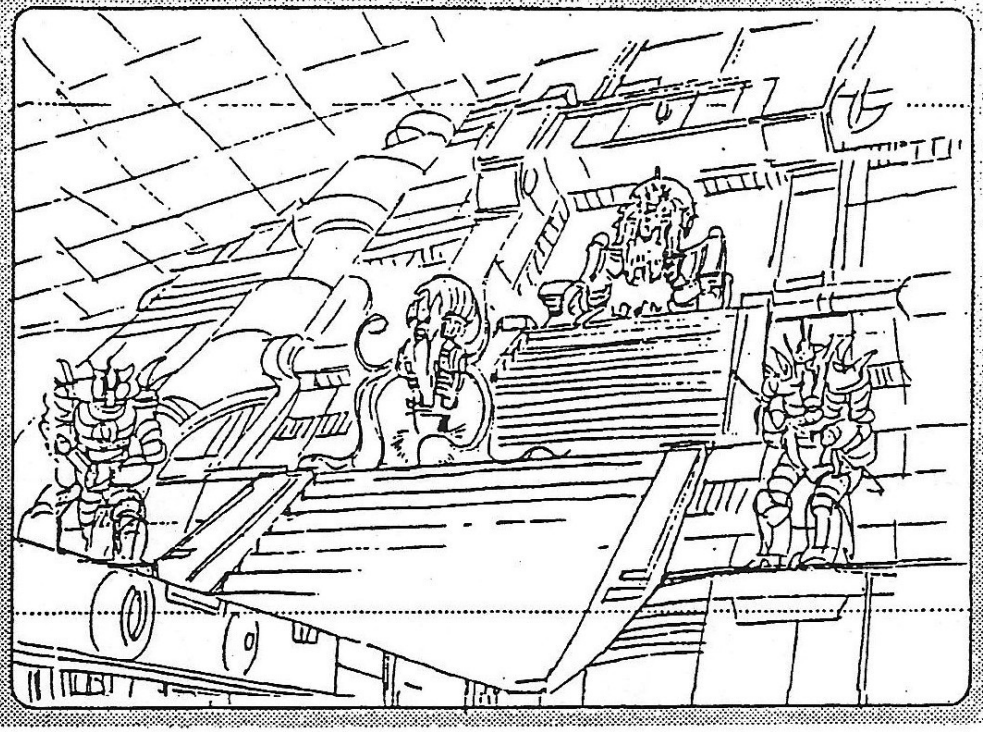
DIAL QUINTESSON LEADER Has the Imperial Magistrate...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





IN M.L.S. KRANIX. HE STANDS ON THE PLANK ABOVE THE WAITING SHARKTICONS.

LEAD QUINTESSON (CONT) ...reached a verdict!

/SFX

RA

ACTION L.S. THE QUINTESSON JUDGE, THE LEAD QUINTESSON AND QUINTESSON #2 GUARDS. THEY ARE LOOKING DOWN AT KRANIX.

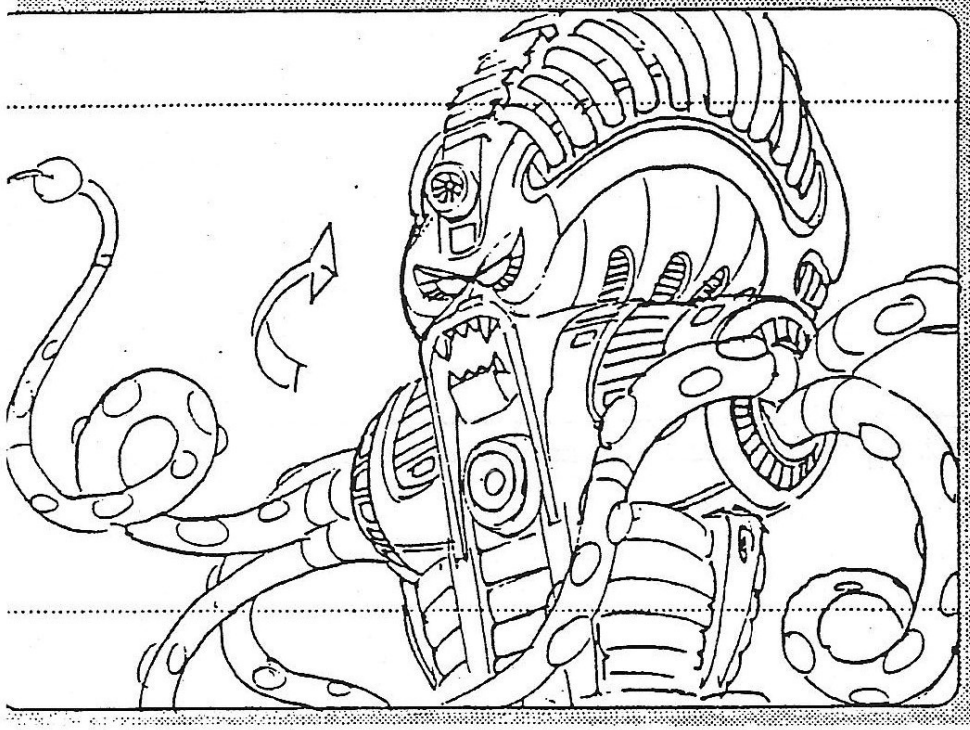
DIAL QUINTESSON JUDGE I have.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-74



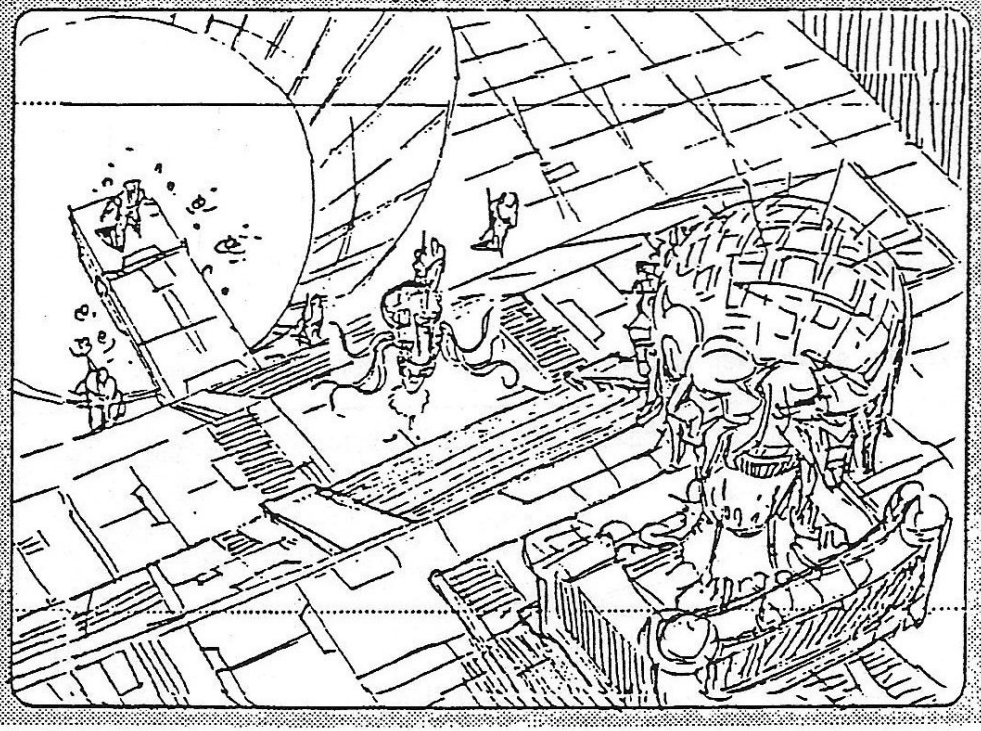
ON M.L.S. KRANIX ON THE PLANK. HE PLEADS HIS CASE.

QUINTESSON LEADER Guilty...

IC/SFX

FRA

SC. 19-75



SEQ. 19 Page 59

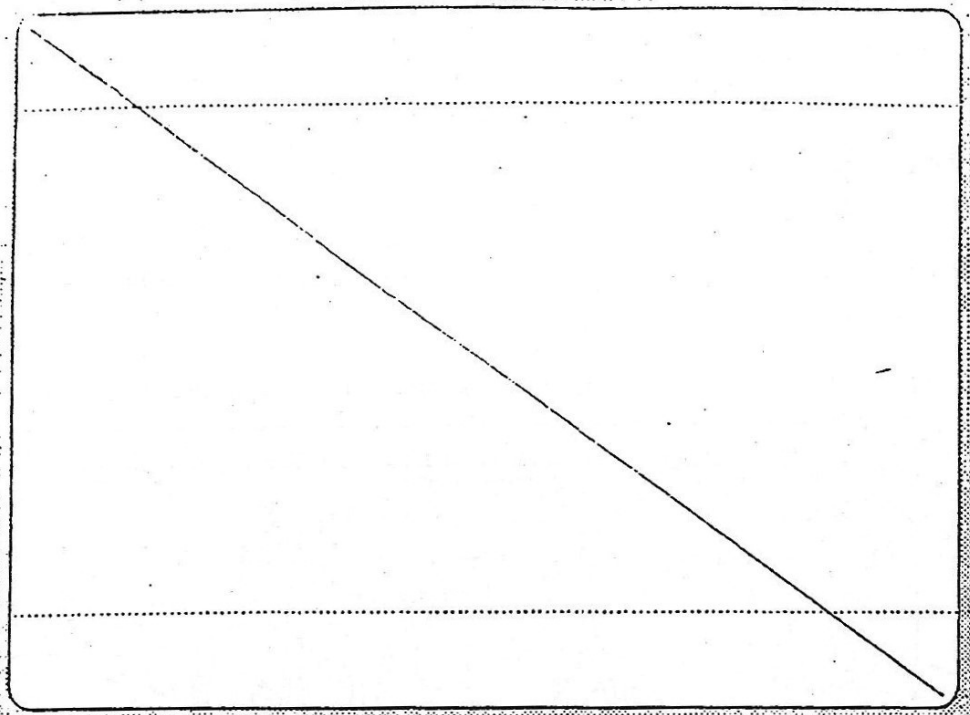
ACTION DOWN SHOT. THE QUINTESSON JUDGE, LEAD QUINTESSON, QUINTESSON #2 GUARDS AND KRANIX. THE TRIAL CONTINUES.

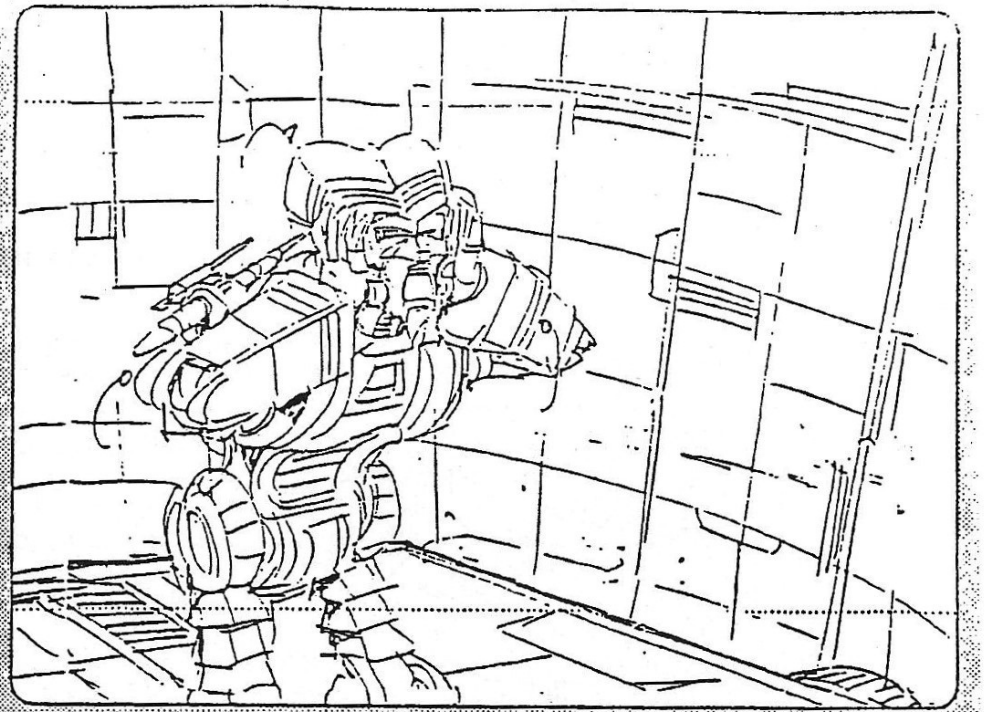
DIAL QUINTESSON LEADER (CONT) or innocent?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION

DIAL

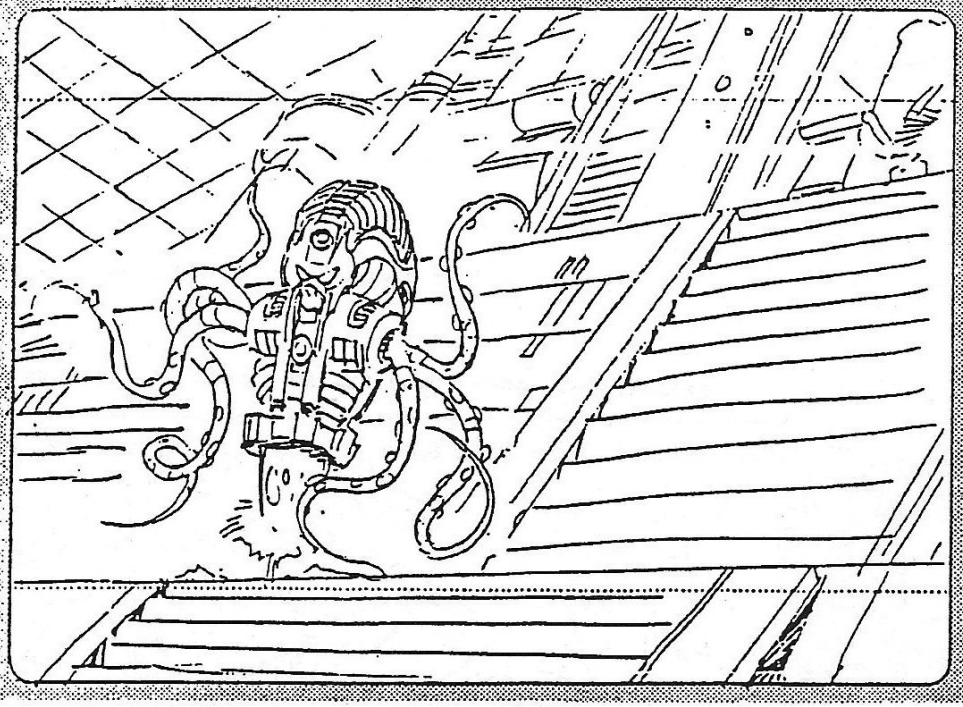
MUSIC/SFX

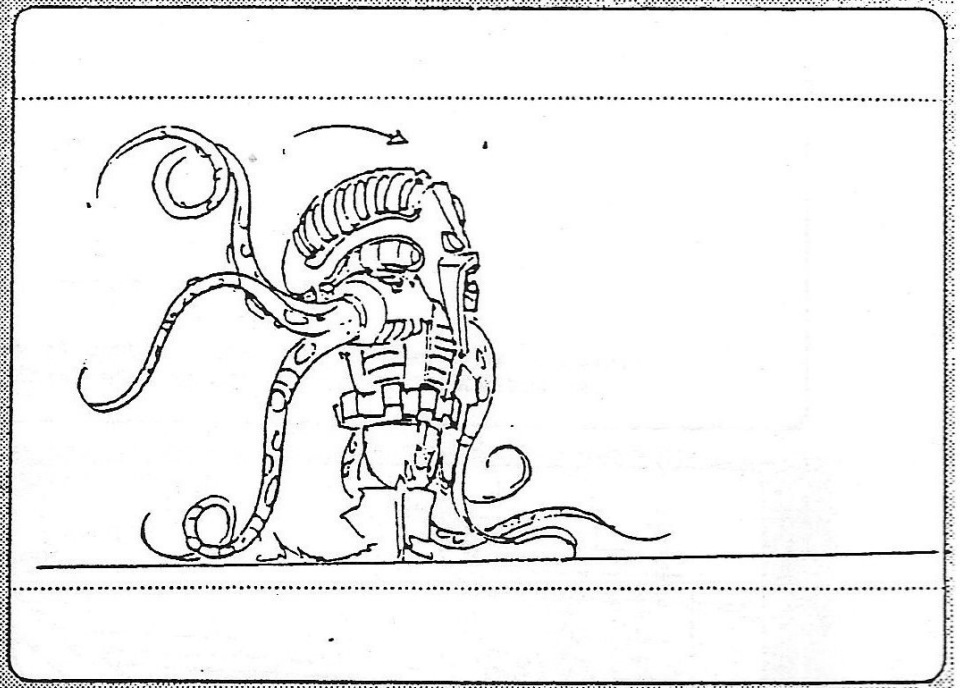
ACTION M.S. KRANIX. HE CAN'T BELIEVE WHAT HE IS HEARING.

DIAL KRANIX Spare me this mockery of justice.

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. LEAD QUINTESSON. HE LOOKS AT KRANIX...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN TURNS TO THE JUDGE FOR HIS VERDICT.

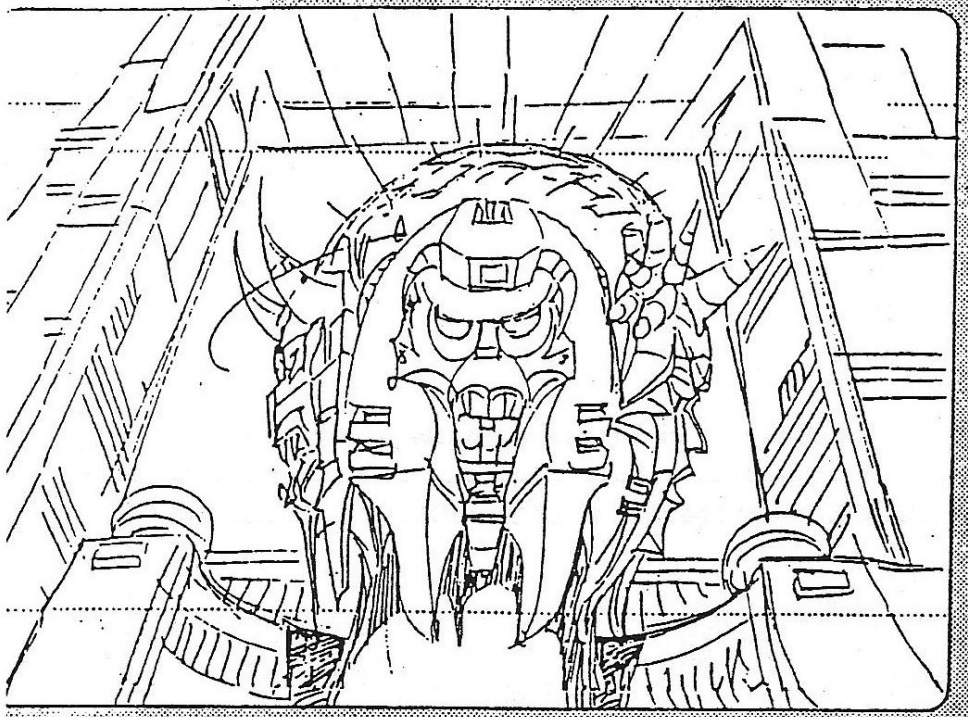
DIAL QUINTESSON LEADER I repeat. Guilty.... Or innocen

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 19-79



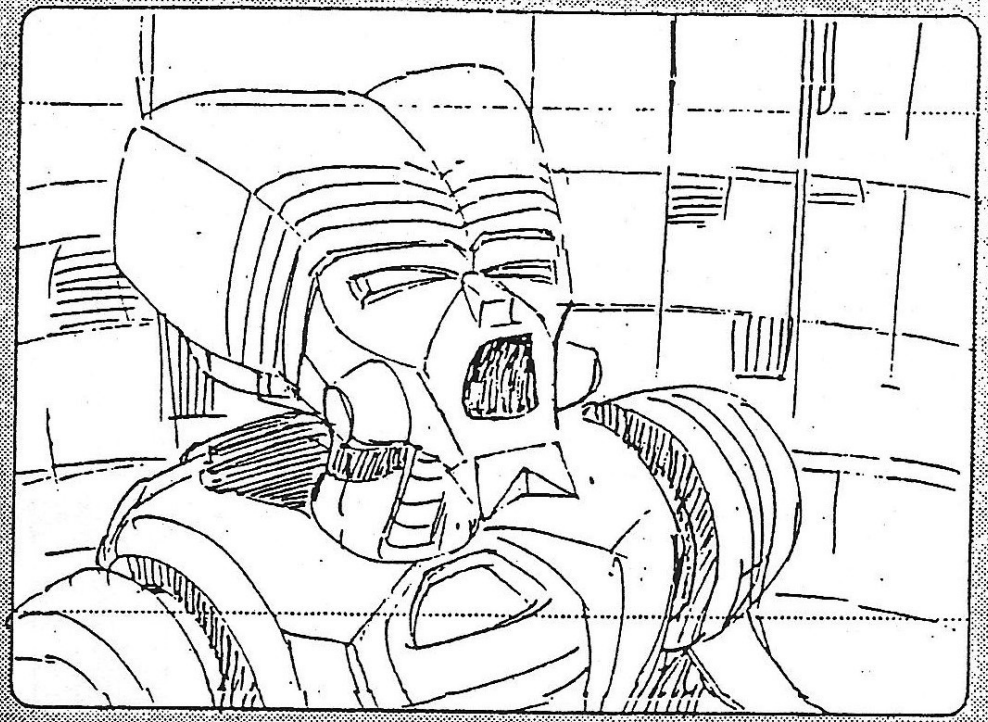
ON C.U. THE QUINTESSON JUDGE. HIS FACE TURNS TO THE DEATH MASK.

QUINTESSON JUDGE Innocent!

/SFX

RA

SC. 19-80 SEQ. 19 Page 62



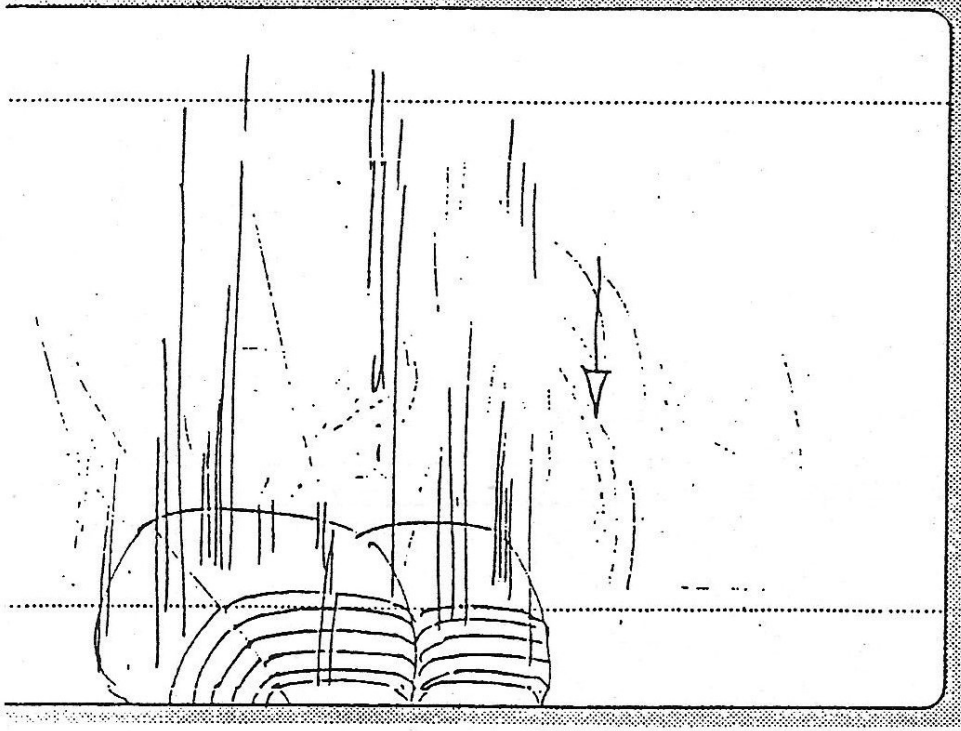
ACTION C.U. KRANIX. HE STANDS THERE MOMENTARILY.

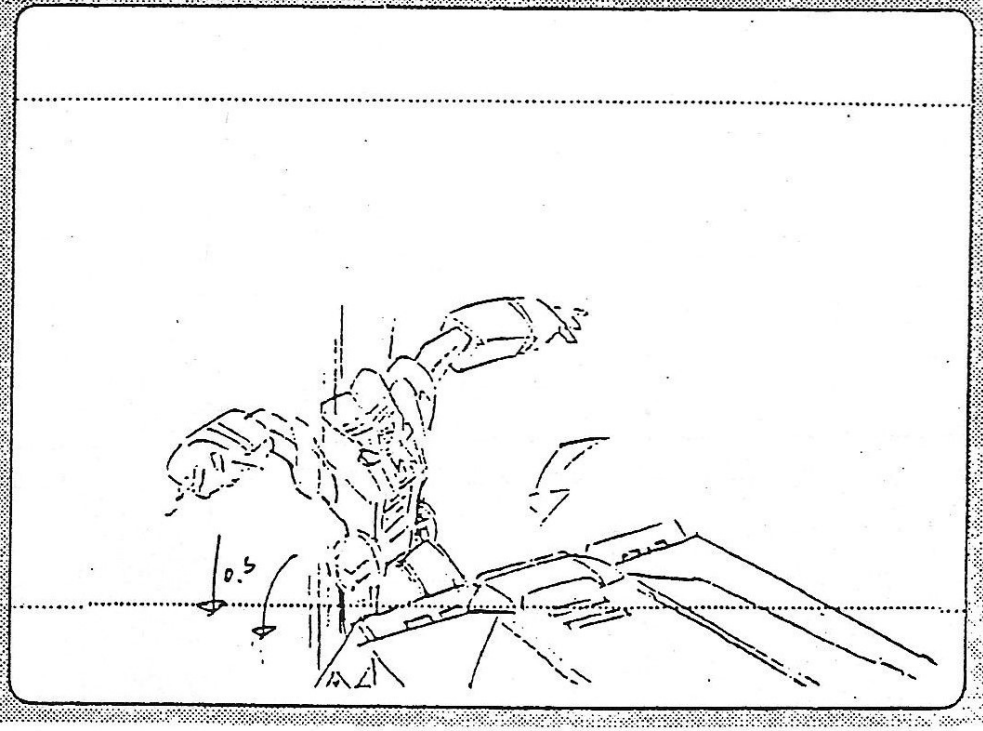
DIAL KRANIX (SCREAMING!!)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON ...THEN FALLS AS THE BOARD BELOW HIM (O.S.) LETS GO.

MUSIC

ACTION M.L.S. KRANIX. HE FALLS FROM THE PLANK...

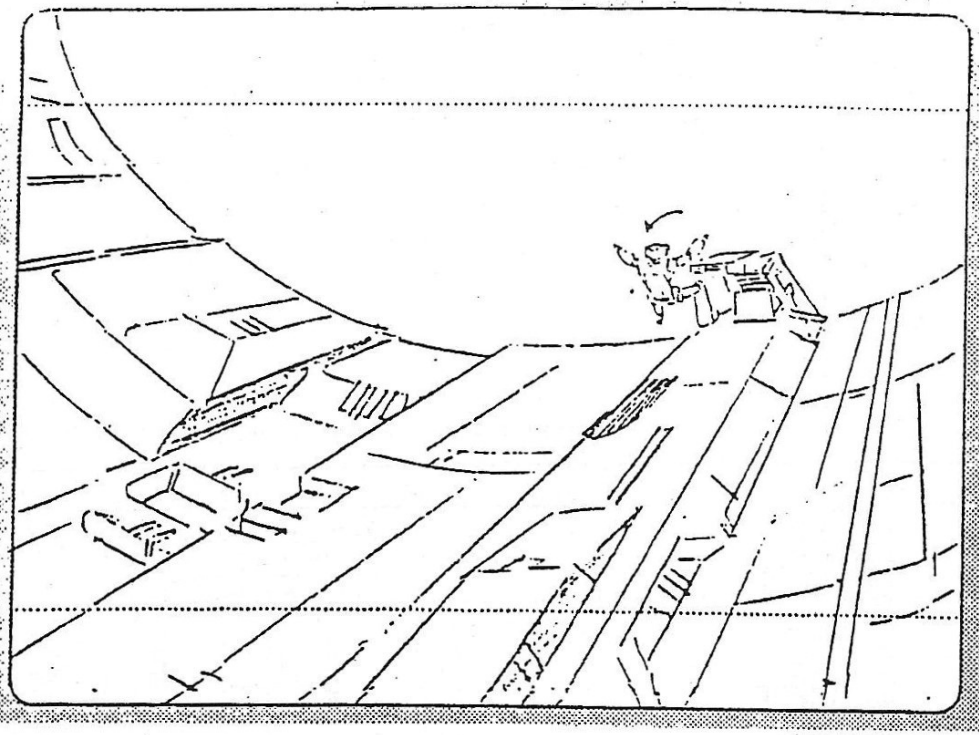
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 17-02



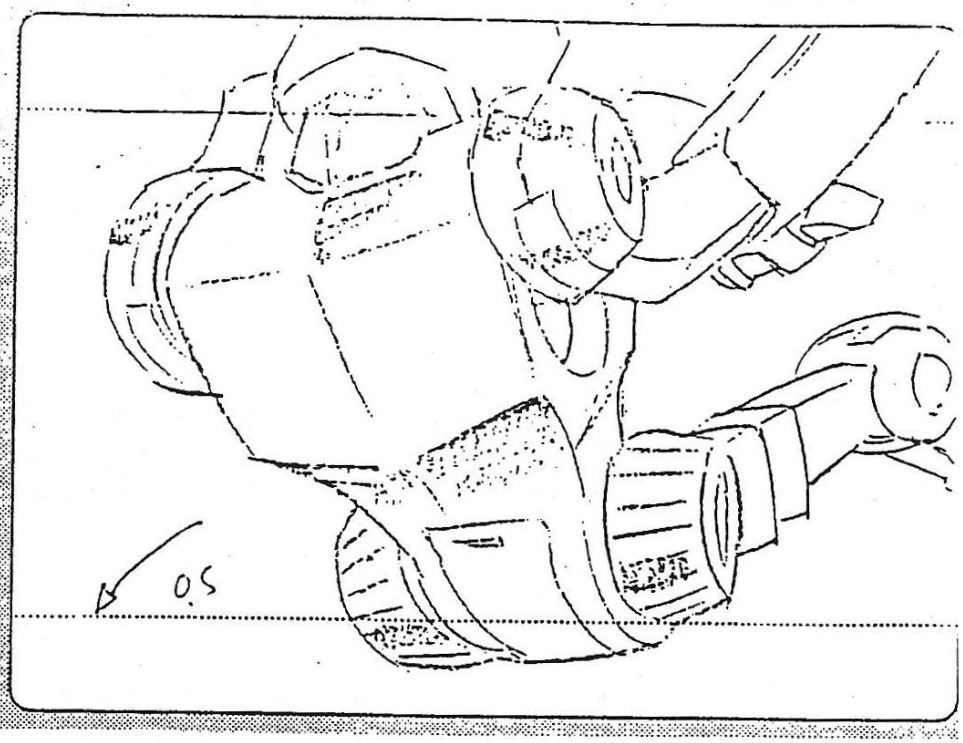
ACTION X.L.S. KRANIX. HE FALLS FROM THE PLANK THROUGH THE AIR...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 19 Page 64

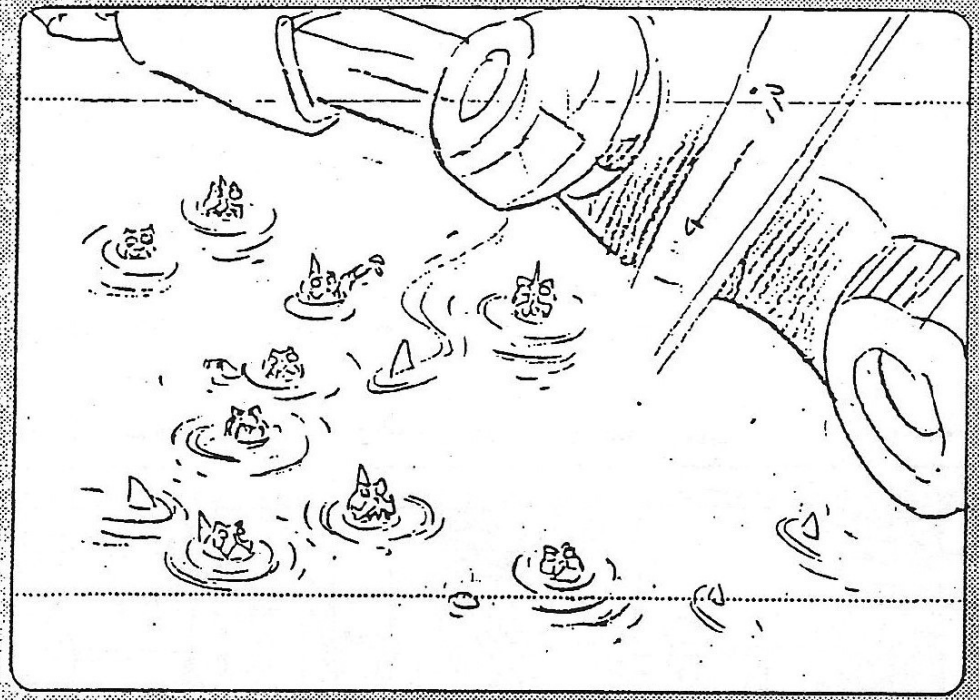


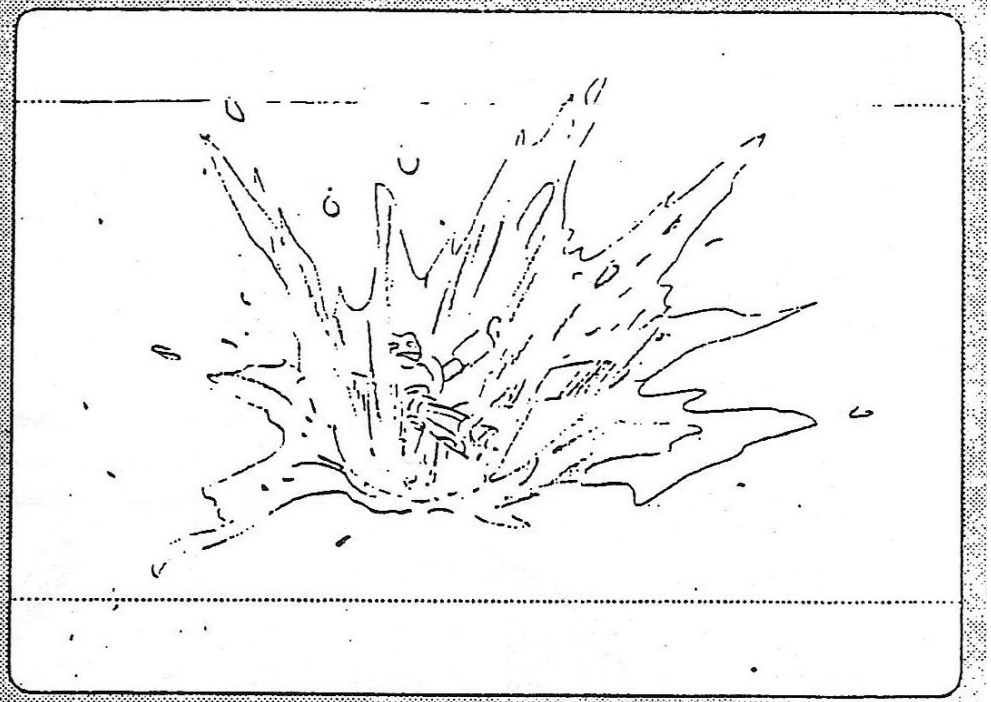
ACTION ...DOWN INTO THE PIT.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION DOWN SHOT THE WAITING SHARKTICONS AS KRANIX...

DIAL

MUSIC/SFX

CAMERA

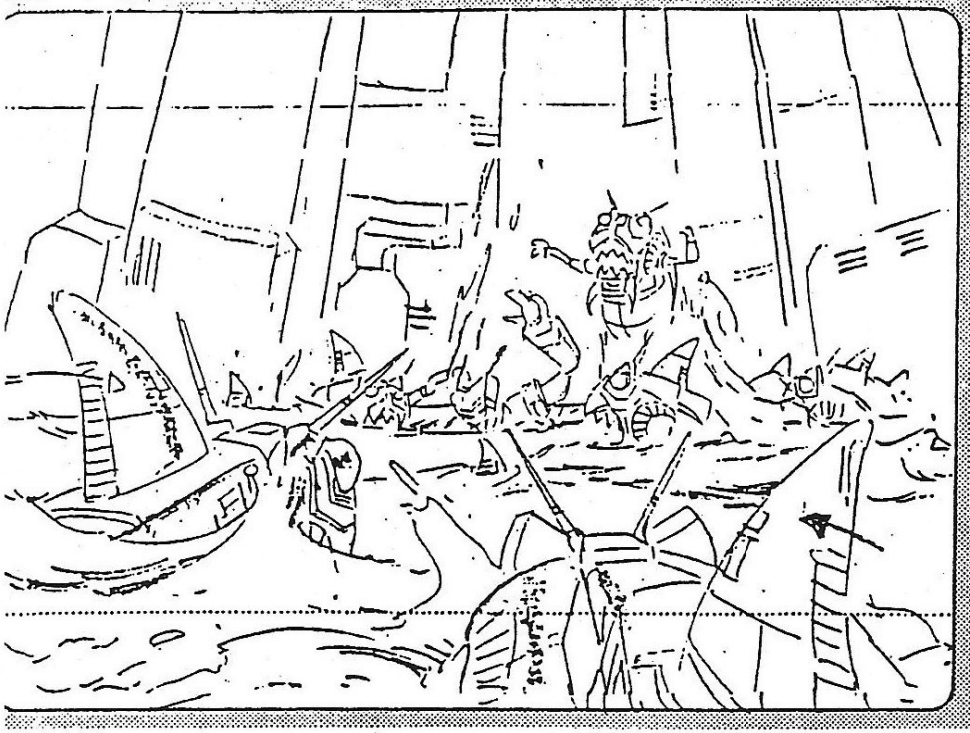
ACTION ...FALLS INTO THE WATER.

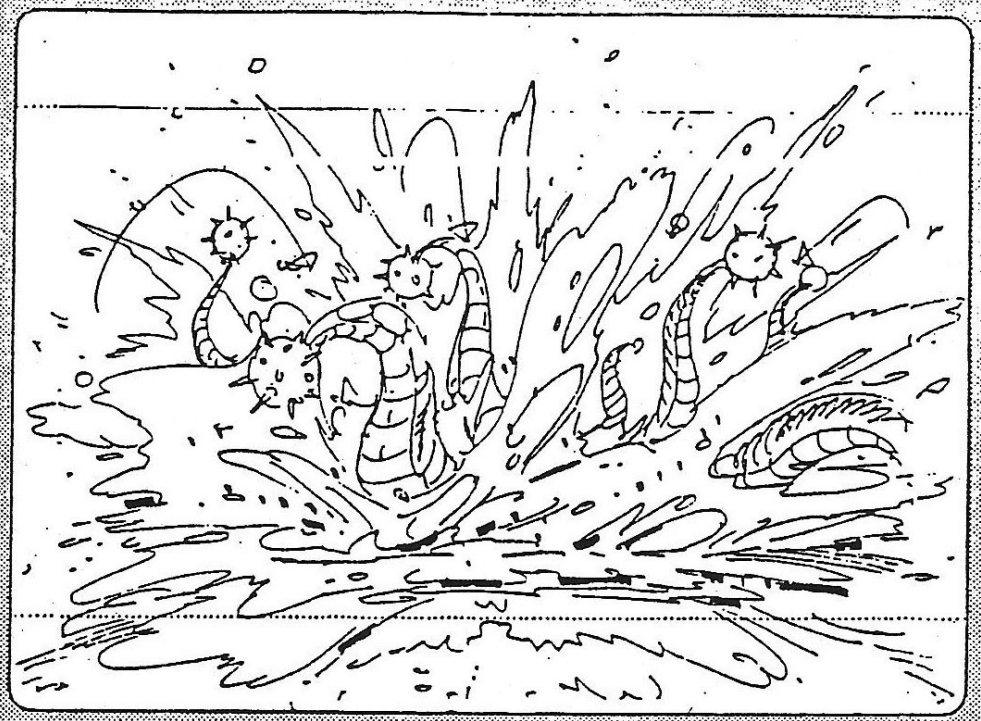
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON M.L.S. KRANIX AND THE SHARKTICONS. THEY ALL SWIM TOWARD KRANIX...

C/SFX

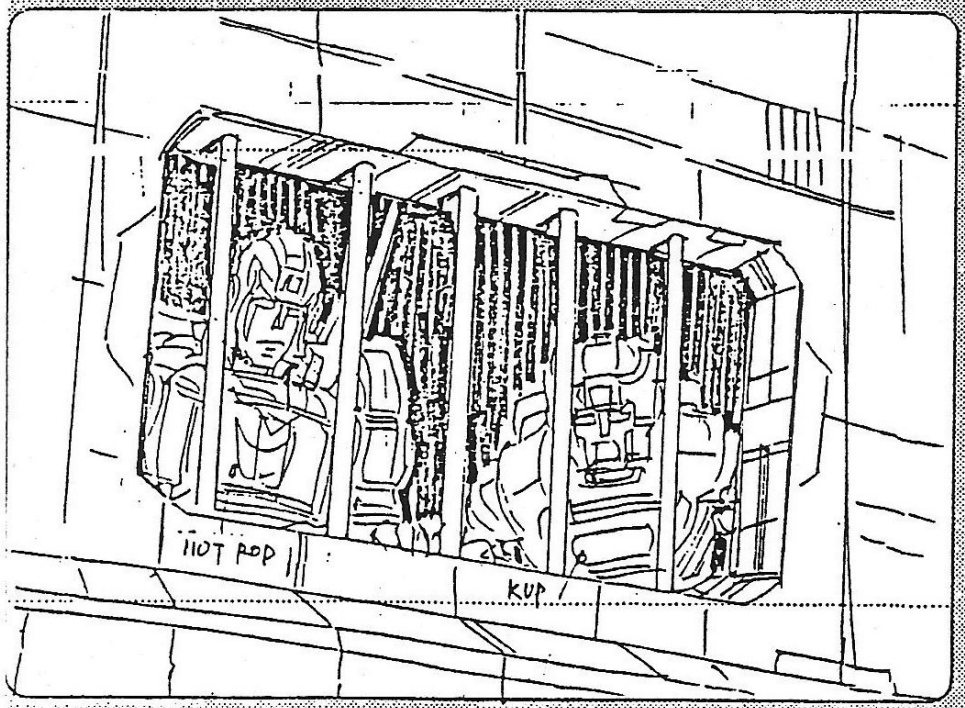
ACTION ...AND POUNCE ON HIM...

DIAL

MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!



ION M.S. HOT ROD AND KUP THROUGH THE CELL WINDOW.

L KUP Not the end I'd wish for, lad.

IC. SFX

IDEA

ACTION —

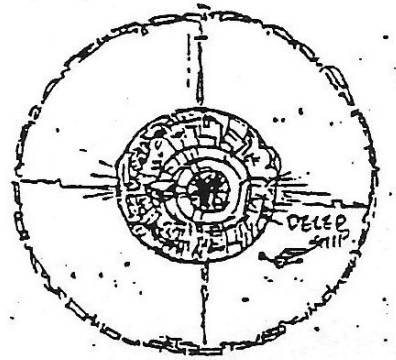
DIAL END OF SEQ. 19

MUSIC. SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-1

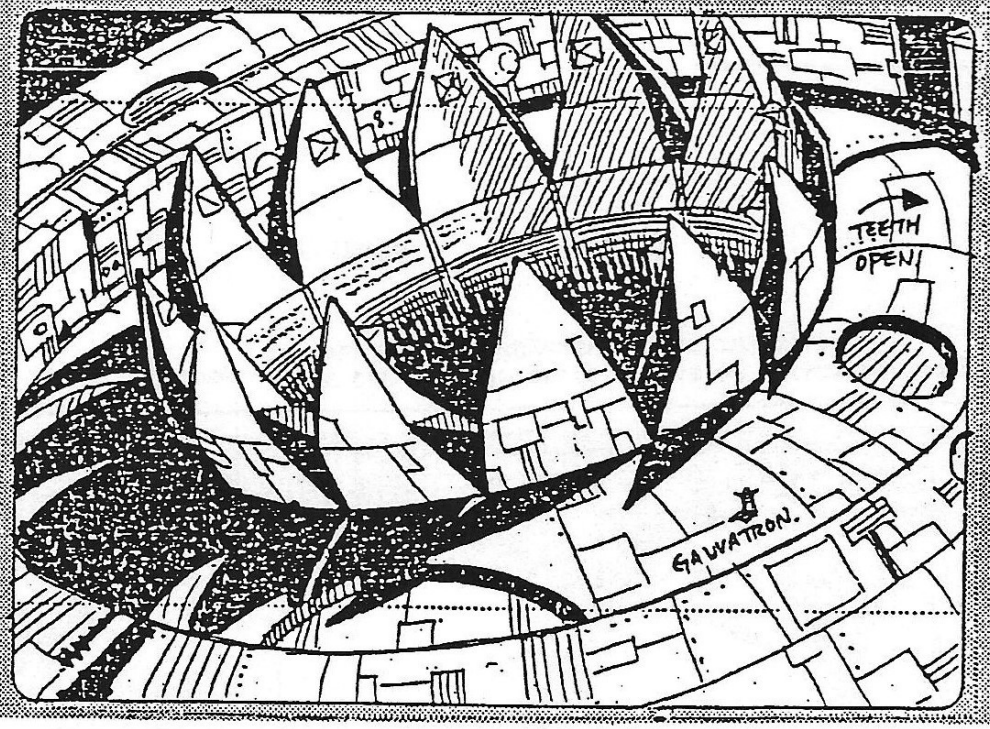


ON X.L.S. UNICRON IN STARRY OUTER SPACE. NEAR UNICRON HOVERS THE DECEPTICON SPACE SHIP.

C/SFX

ERA

SC. 20-1A SEQ. 20 Page 1



ACTION L.S. THE SURFACE OF UNICRON. GALVATRON STANDS ON UNICRON NEAR THE "MOUTH". THE BEAKS OF UNICRON START TO OPEN.

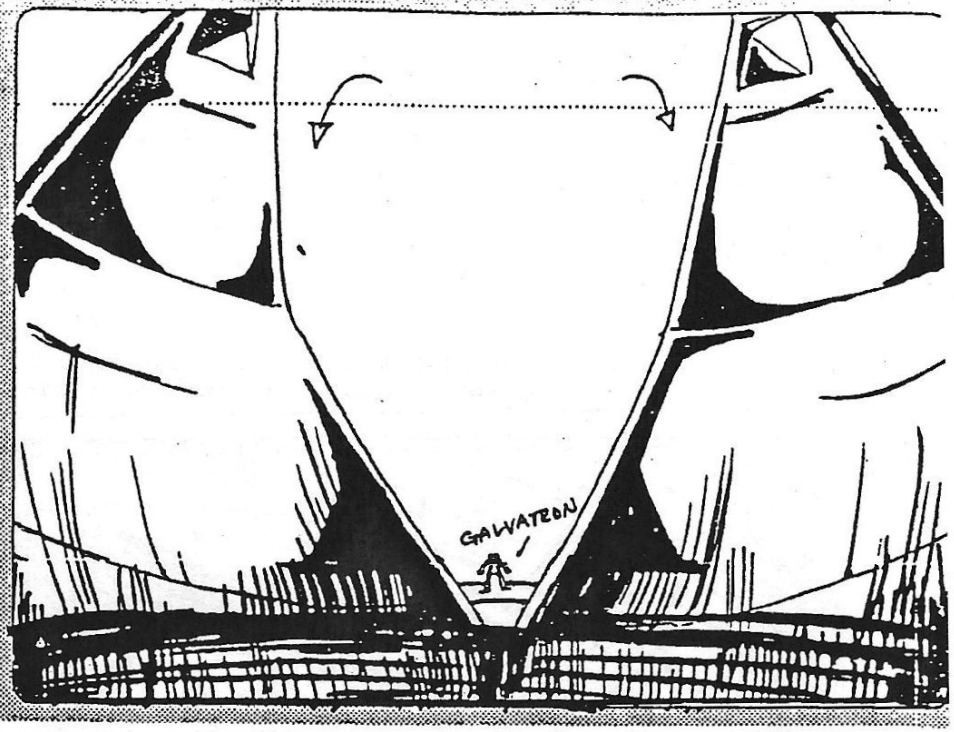
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 20-2 SC. CONT SEQ. Page 2



ACTION C.U. THE BEAKS OF UNICRON'S MOUTH. AS THEY OPEN...

DIAL

MUSIC/SFX

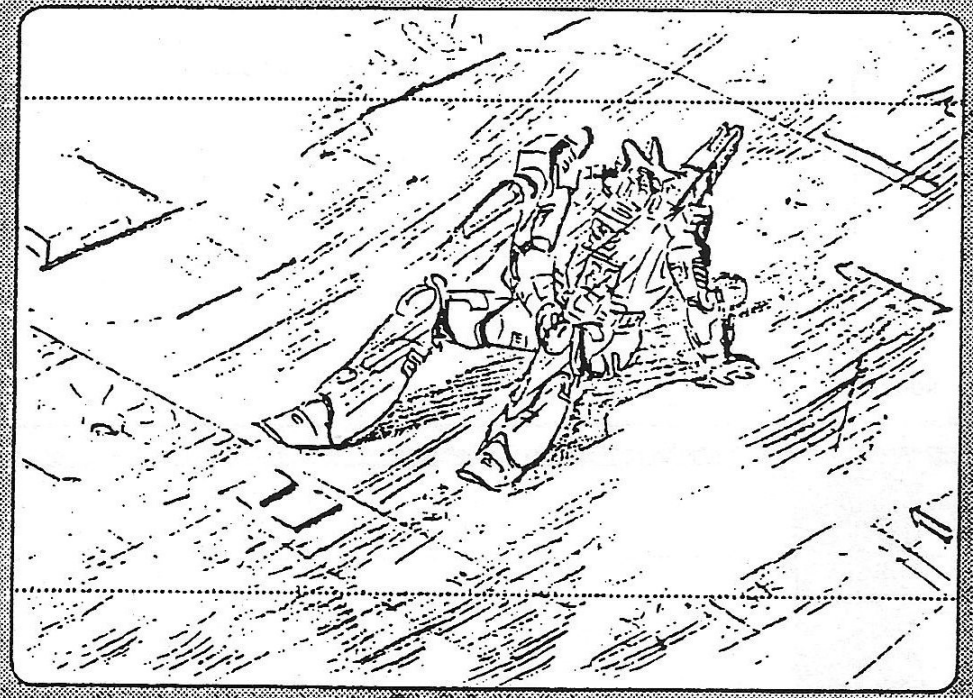
ACTION ...WE CAN SEE THE SMALL FIGURE OF GALVATRON STANDING IN THE DISTANCE BETWEEN TWO OF THE BEAKS.

DIAL GALVATRON Why...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-3



ACTION M.L.S. GALVATRON HE IS SITTING ON THE UNICRON PLANET. THE VAPOR FROM UNICRON TORMENTS HIM.

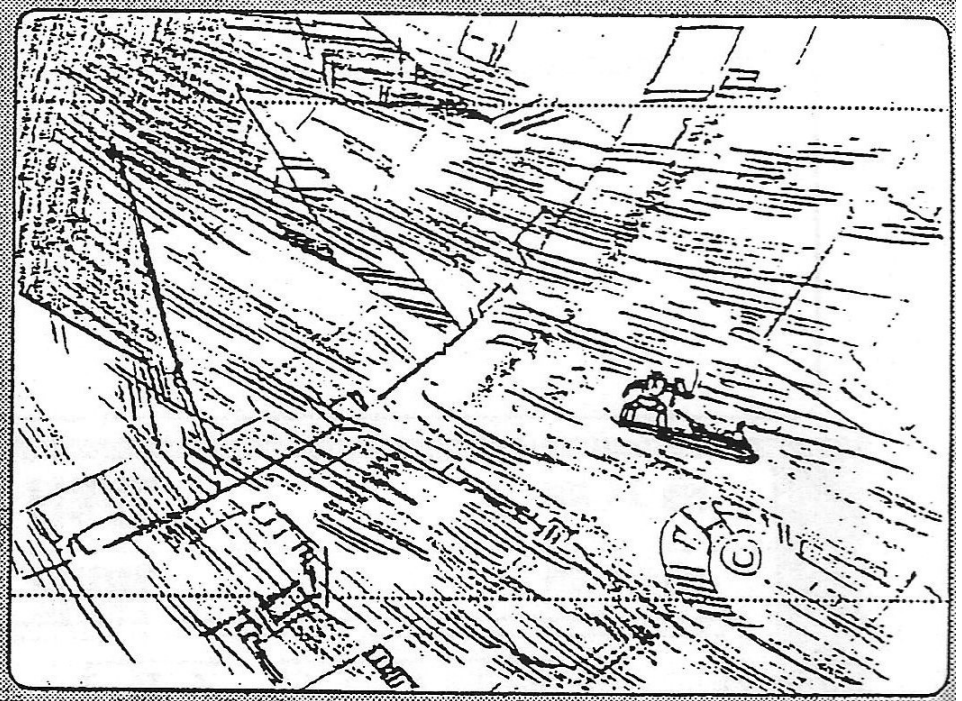
DIAL GALVATRON (CONT)! do you torture me?!

MUSIC/SFX

CAMERA

SC. 20-4

SEQ. 20 Page 3



ACTION L.S. GALVATRON ON THE SURFACE OF UNICRON. NEAR HIS "MOUTH" GALVATRON STANDS UP ON HIS FEET.

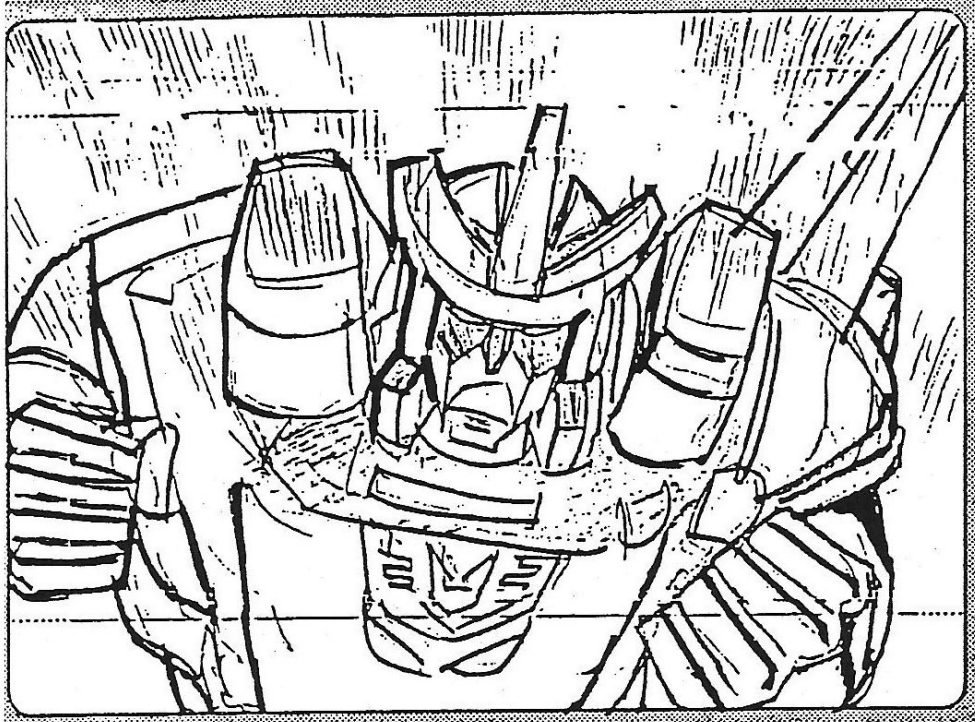
DIAL UNICRON You have failed.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-5 SC. CONT SEQ. 20 Page 4



TION M.S. GALVATRON HE LEANS FORWARD...

AL GALVATRON No, Unicron. Ultra Manus is dead.

SIC/SFX

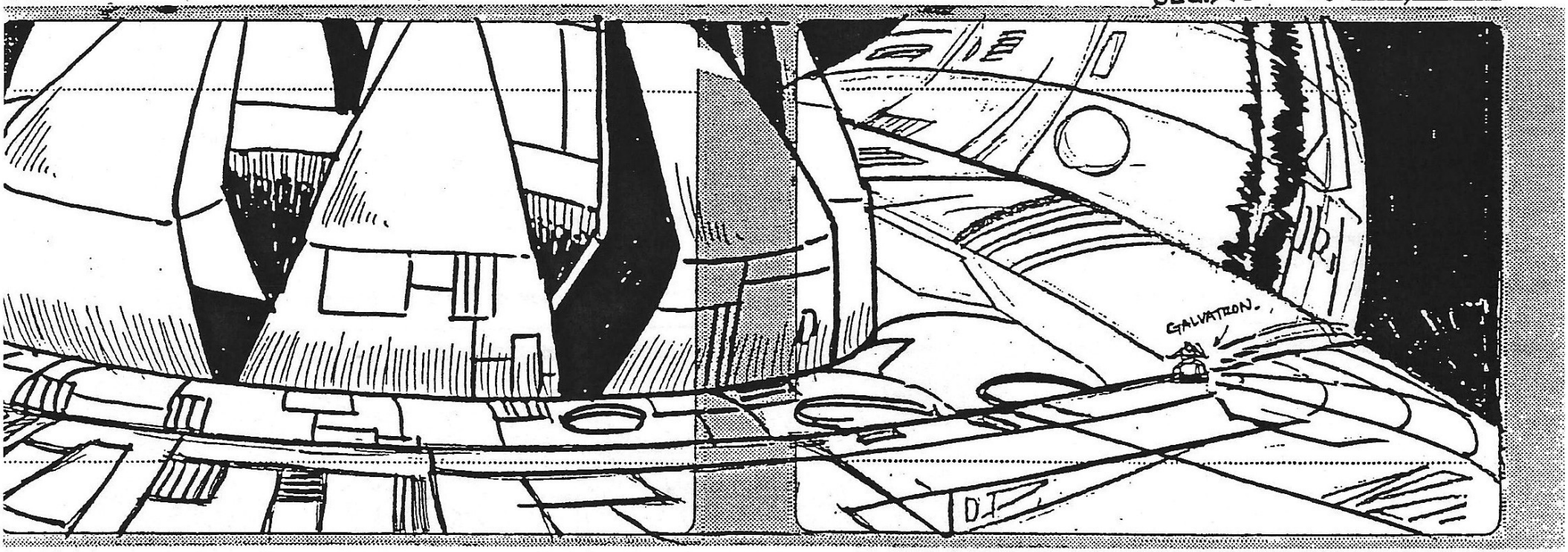
ACTION ...THEN STRAIGHTENS UP TO HIS FULL HEIGHT.

DIAL GALVATRON (CONT) And the Matrix destroyed.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-6 START STOP SEQ.20 Page 5



ION M.S. UNICRON. HIS MOUTH AND HORNS FILL THE SCENE.
WE PAN OVER TO AN...

UNICRON The matrix has not been destroyed.
And Ultra Magnus lives on the...

IC/SFX

ERA

ACTION X.L.S. GALVATRON STANDING ON UNICRON.

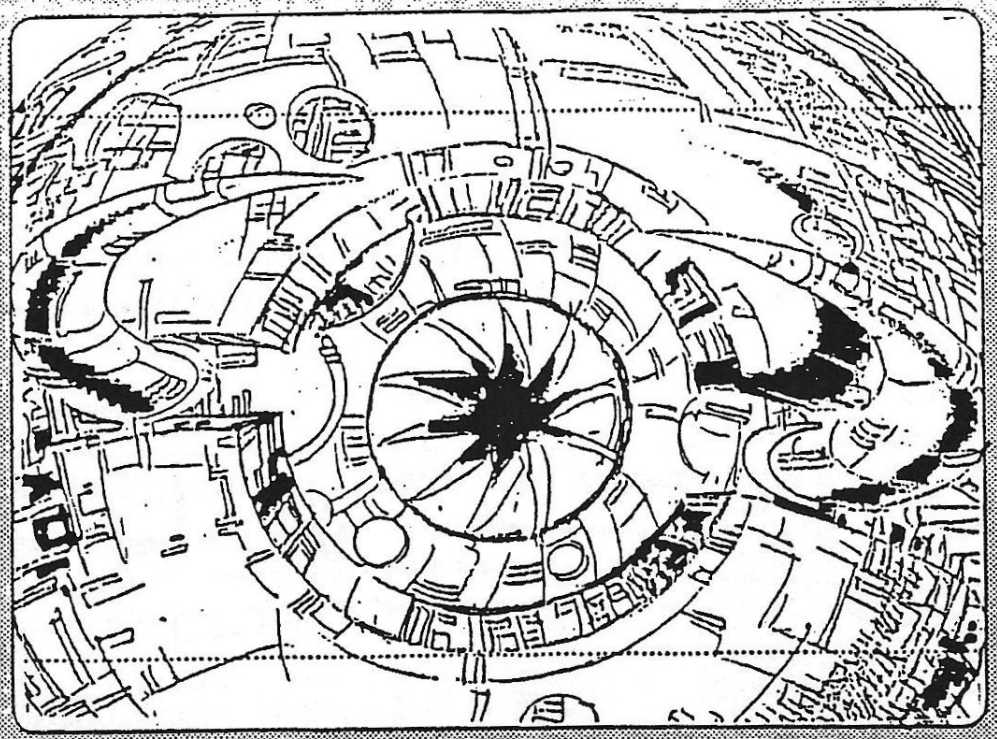
DIAL UNICRON (CONT) planet of Junk. Stalk him.
Tear him apart.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-8



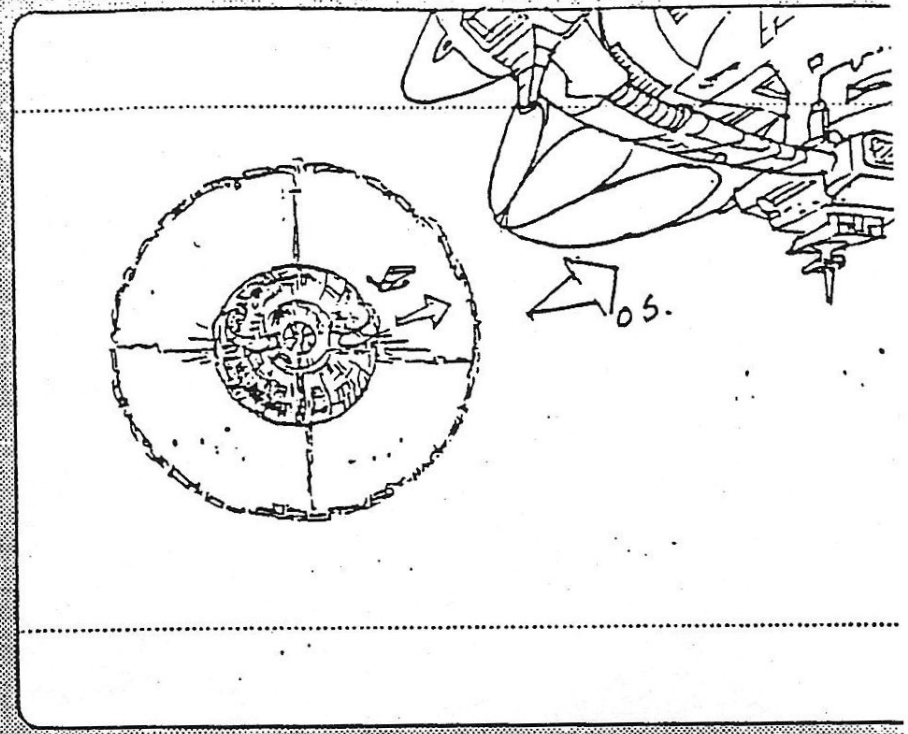
ACTION M.S. UNICRON'S MOUTH AND HORNS. THEN...

DIAL UNICRON (CONT) And destroy the matrix.

MUSIC/SFX

CAMERA

SC. 20-9 SEQ.20 Page 6



ACTION ...WE TRUCK OUT TO A L.S. OF UNICRON IN STARRY OUTER SPA

X.L.S. OF UNICRON AND THE DECEPTICON SHIP. THE DECEPTICON SPACE SHIP FLIES AWAY FROM UNICRON AND O.S.

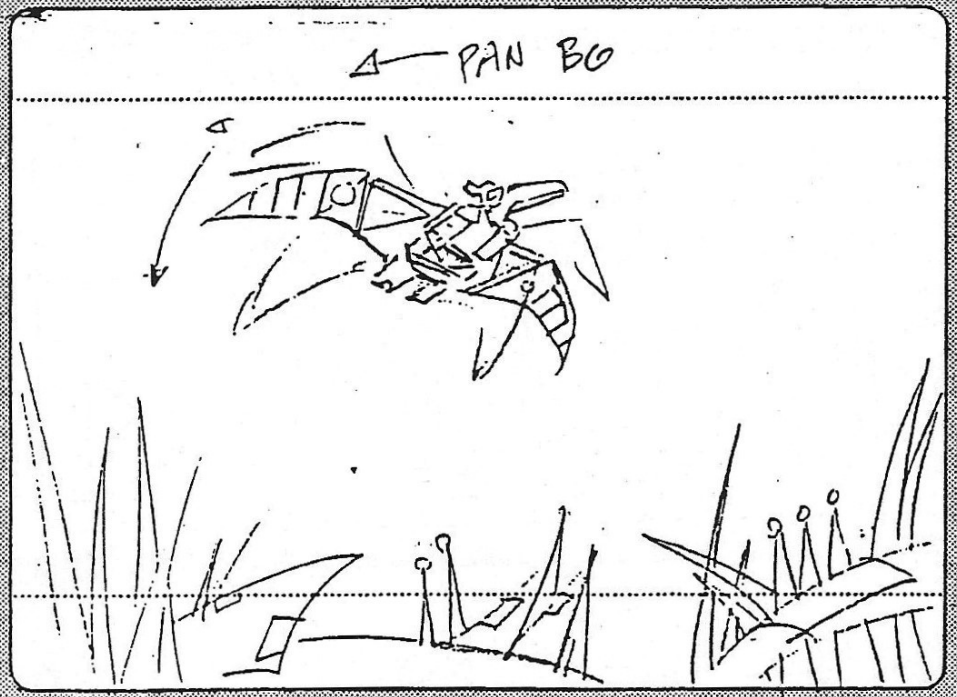
DIAL

MUSIC/SFX

CAMERA

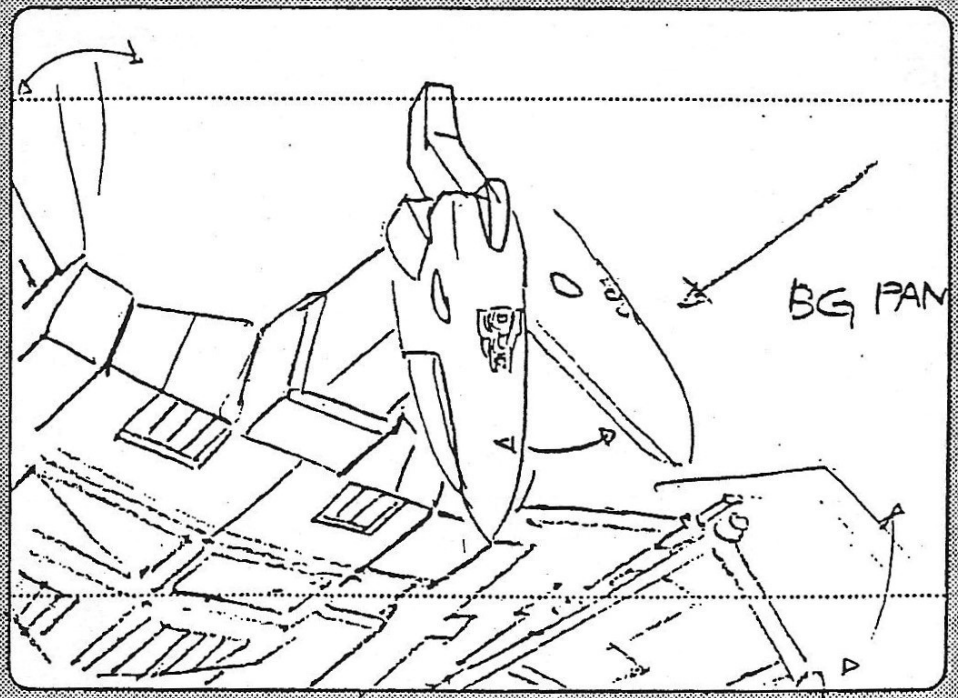
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-1



SC. 21-2

SEQ. 21 Page 1



ACTION L.S. SWOOP. HE FLIES THROUGH THE SKY HIGH ABOVE THE QUINTESSON PLANET. HE IS LOOKING FOR HIS FRIENDS KUP AND HOT ROD WHO WERE SEPARATED WHEN THEIR SHIP CRASHED. HE FLAPS HIS WINGS SLOWLY, PERIODICALLY HE GLIDES.

DIAL

MUSIC/SFX

CAMERA

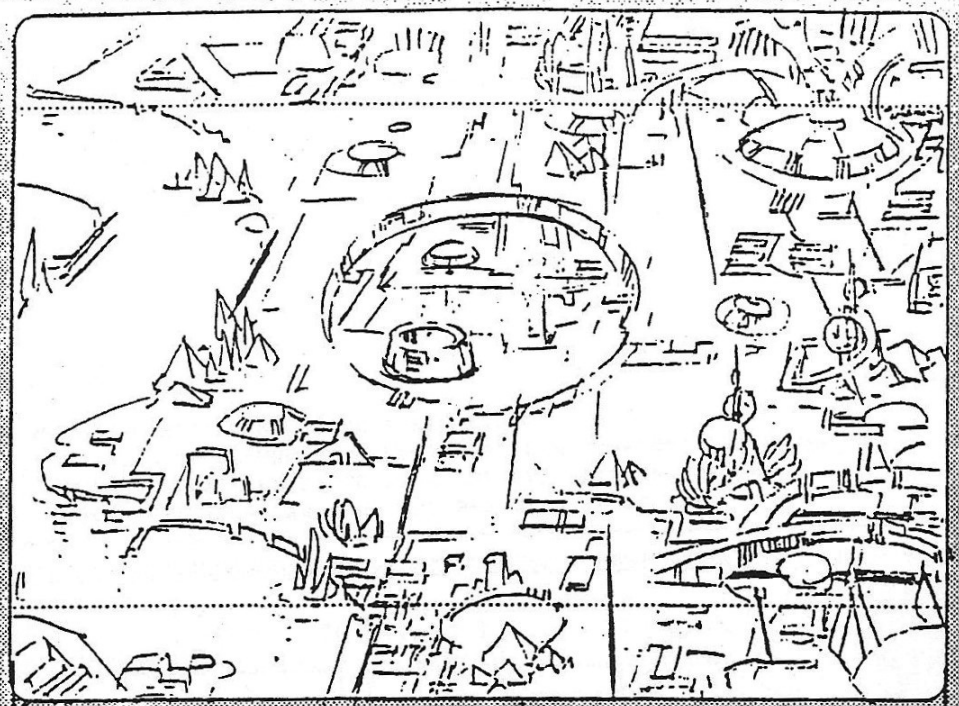
ACTION M.C.U. SWOOP. HE LOOKS DOWN TOWARD THE GROUND WHILE HE CONTINUES FYING.

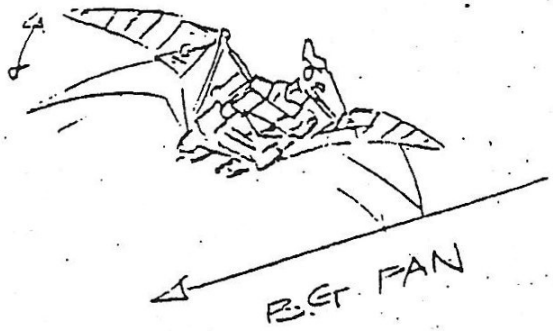
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

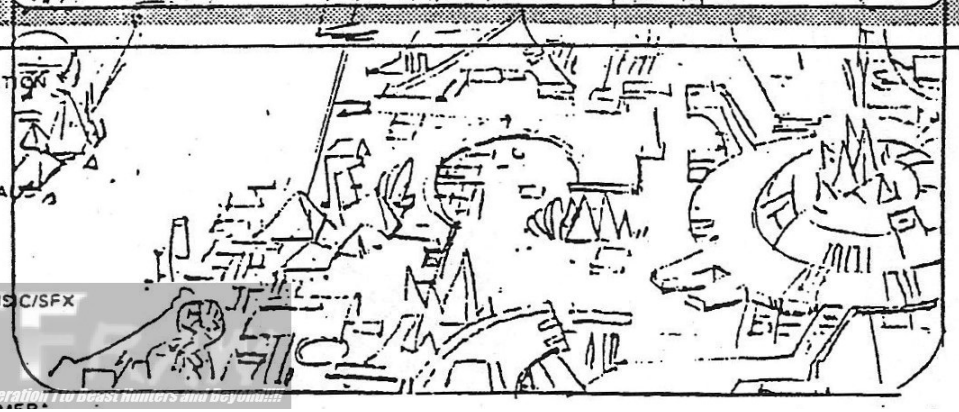




ACTION

DIAL

MUSIC/SFX



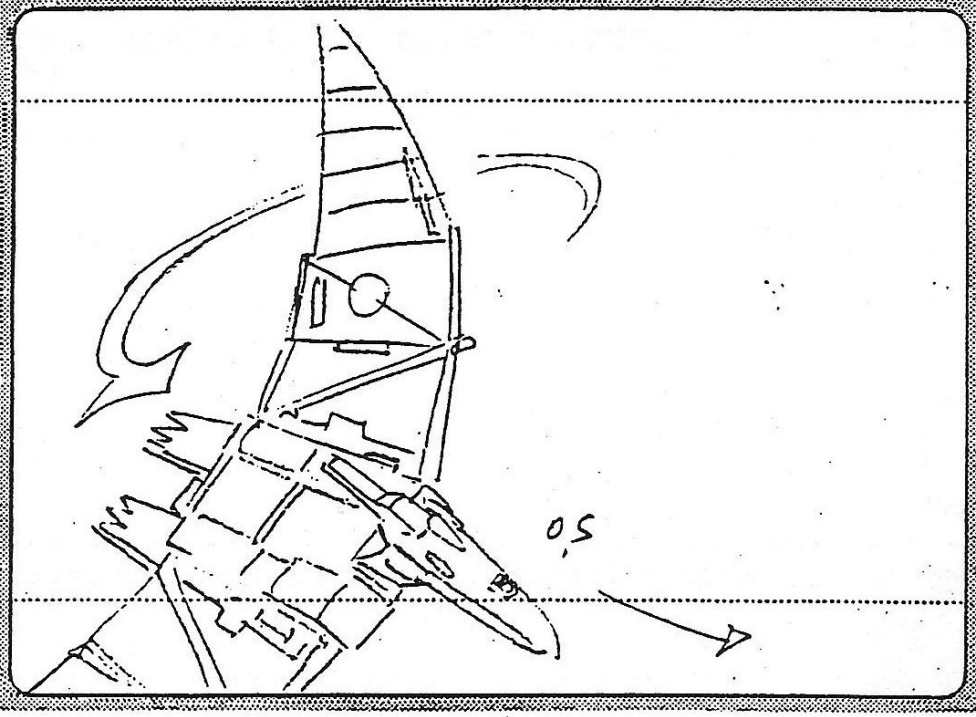
ACTION X.L.S. SWOOP. HE FLIES ALONG THEN...

DIAL

MUSIC/SFX

From Generation 1 to Beast Hunters and beyond!!!!!

SC. CONT 21-4



ACTION ...HE BANKS AND GLIDES DOWN IN A SPIRAL O.S.

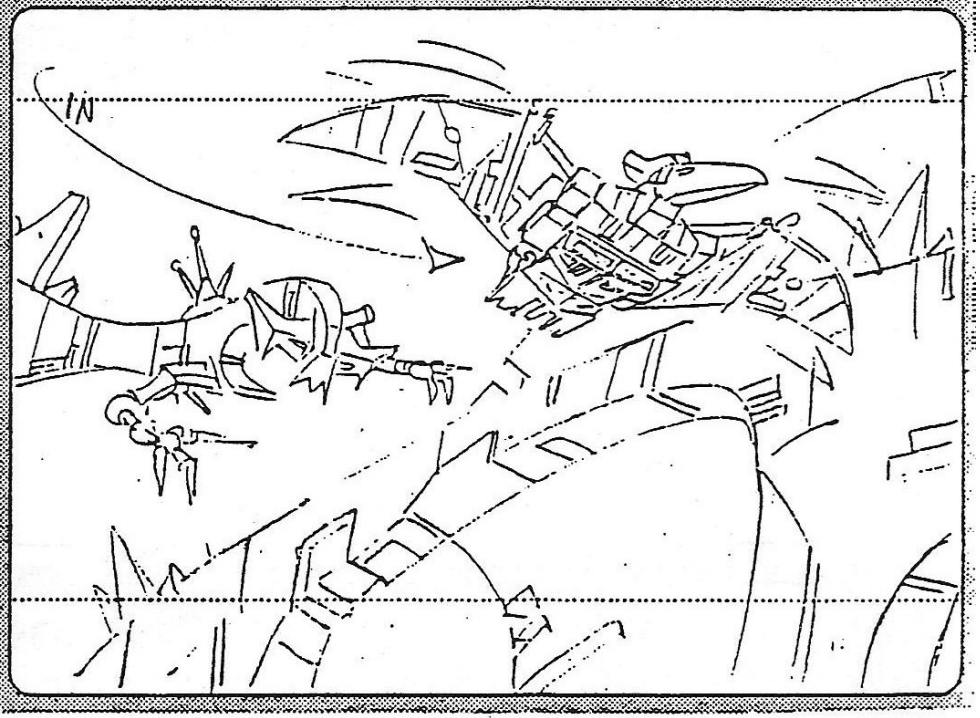
DIAL

MUSIC/SFX

CAMERA

SC. 21-5

SEQ. 21 Page 3



ACTION L.S. SWOOP. HE GLIDES DOWN, FLATTENS OUT HIS COURSE, AND FLAPPING HIS WINGS, FLIES FORWARD O.S.

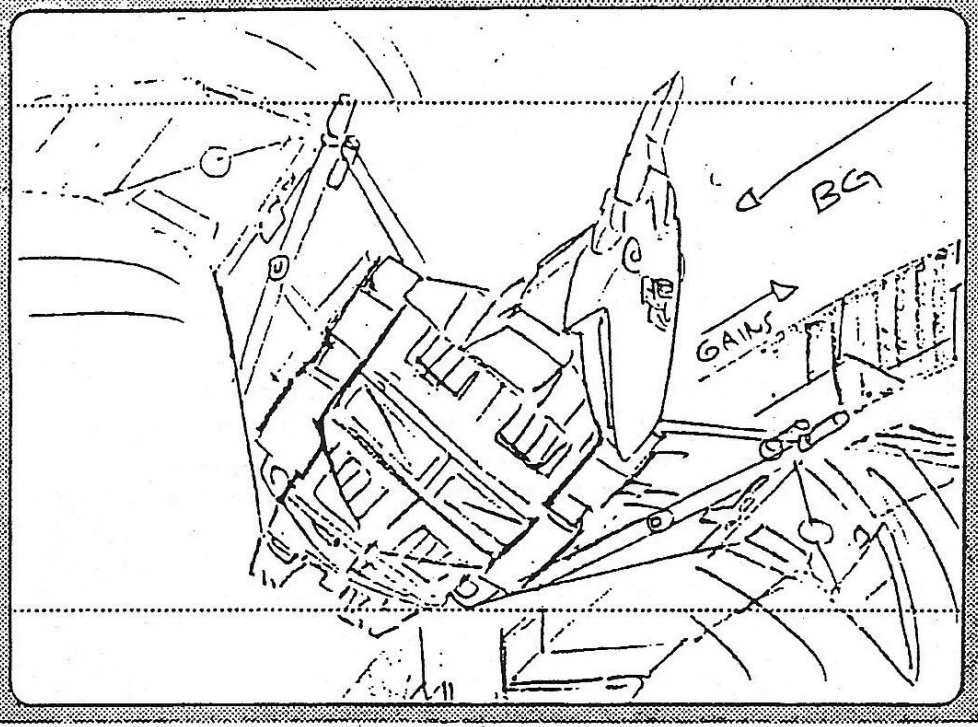
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-6



ACTION M.L.S. SWOOP. WE FOLLOW HIM AS HE FLAPS ALONG, SPEEDS UP AND...

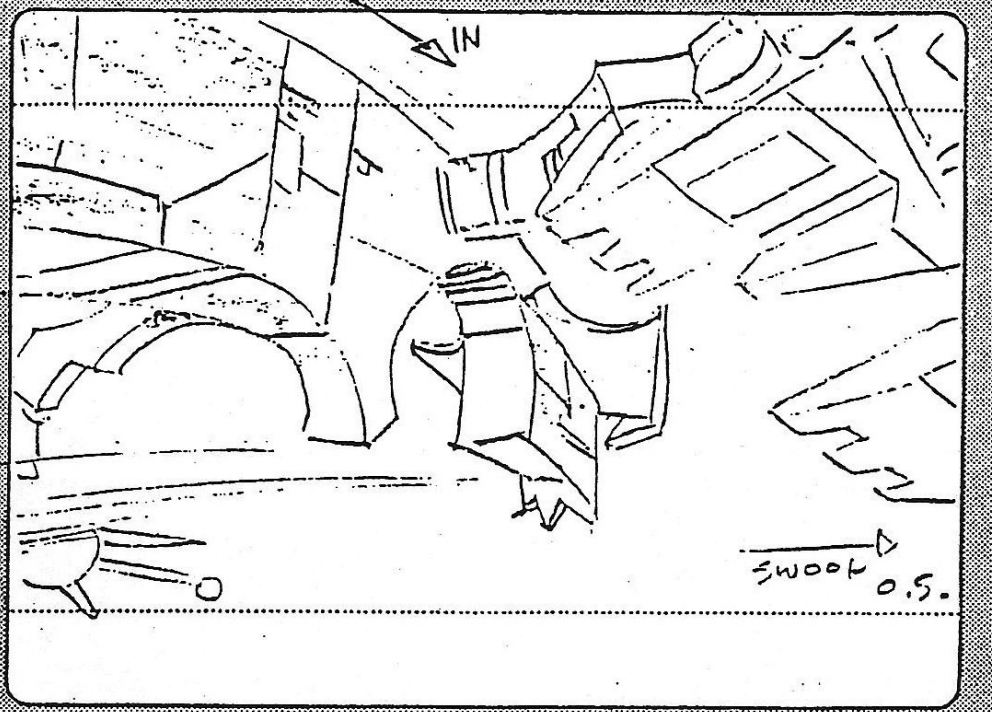
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 21 Page 4



ACTION ...GAINS O.S. JUST AS HE IS ABOUT TO EXIT THE SCENE A LIVING METALLIC QUINTESSON PLANT SHOOTS INTO THE SCENE TRYING TO CAPTURE HIM.

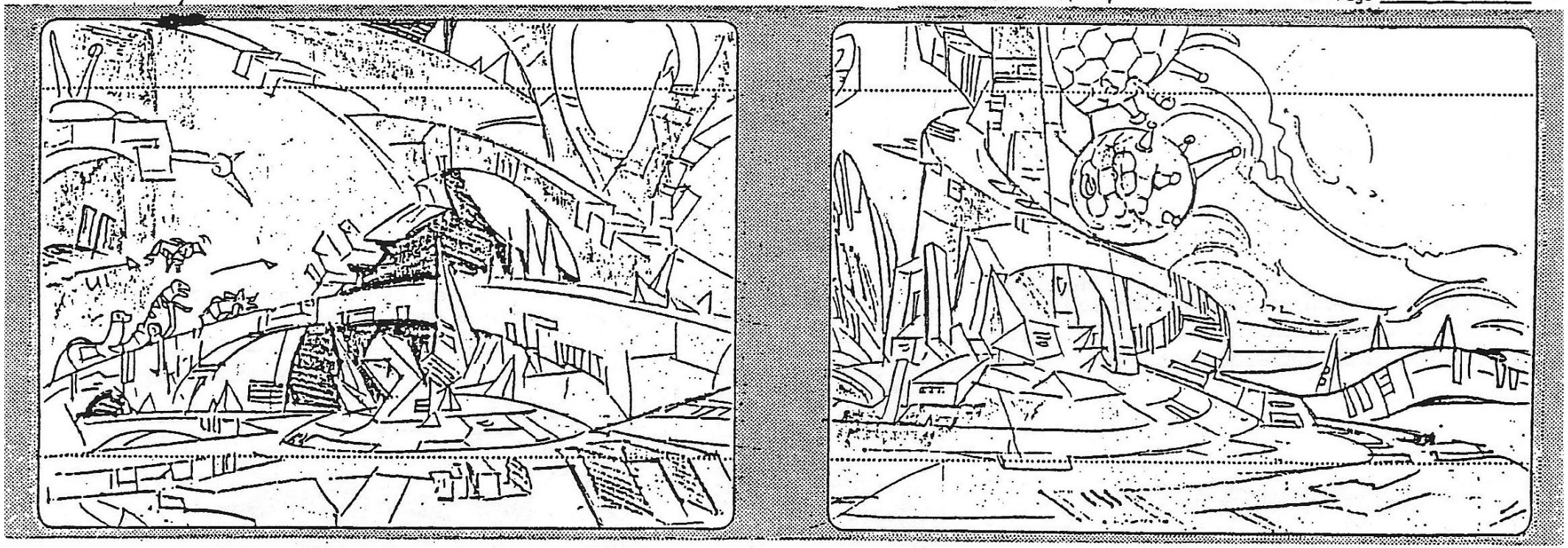
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-7 STOP ← PAN START 19 Page 5



ACTION X.L.S. WE PAN ACROSS THE STRANGE QUINTESSON LANDSCAPE UNTIL WE COME ACROSS THE DINOBOTS SLAG, GRIMLOCK, AND SLUDGE. THEY ARE WALKING ALONG A JUNGLE PATHWAY. SWOOP ENTERS THE SCENE FLYING ABOVE THEM.

DIAL

MUSIC/SFX

CAMERA

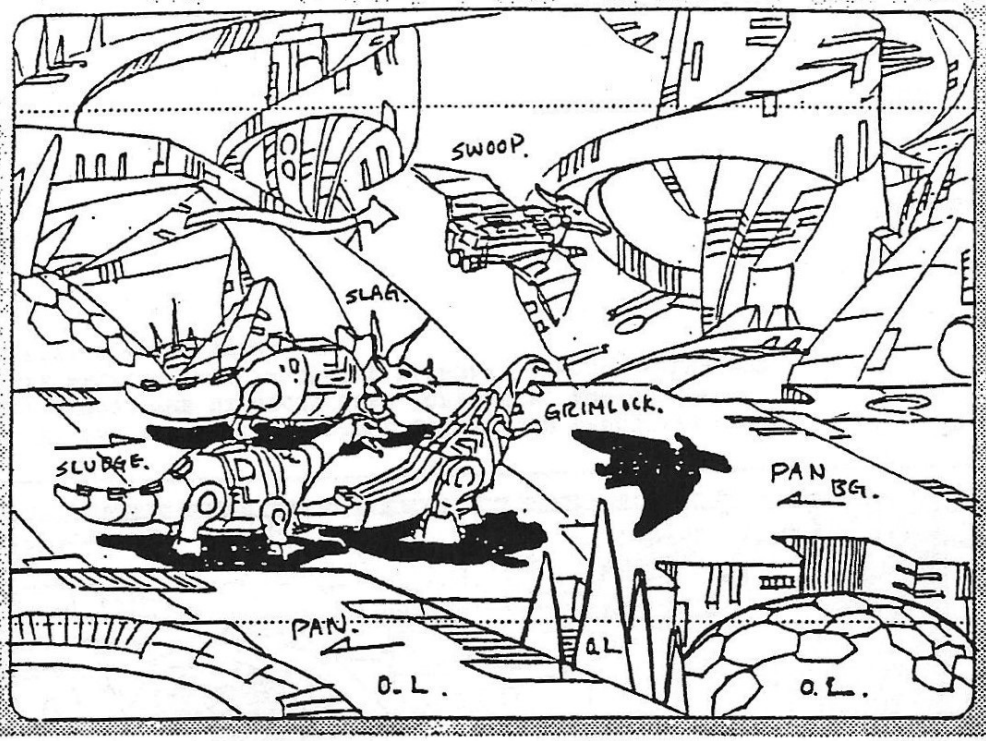
ACTION

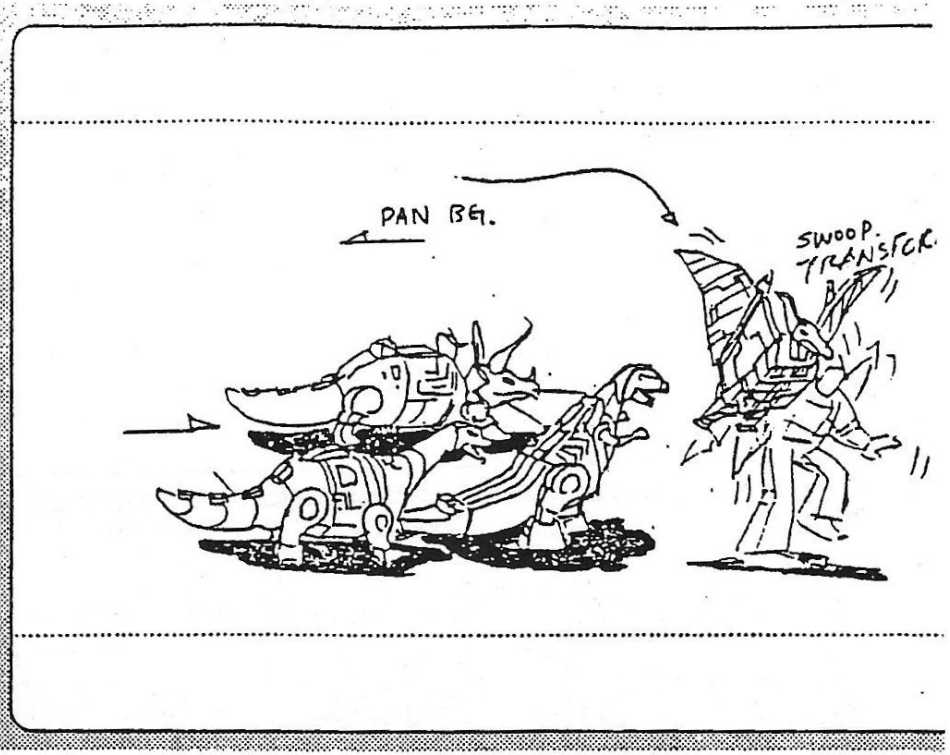
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THE DINOBOTS. THEY CONTINUE TO WALK ALONG THE PATH IN SEARCH OF KUP AND HOT ROD. THE THREE DINOBOTS PAUSE...

DIAL

MUSIC/SFX

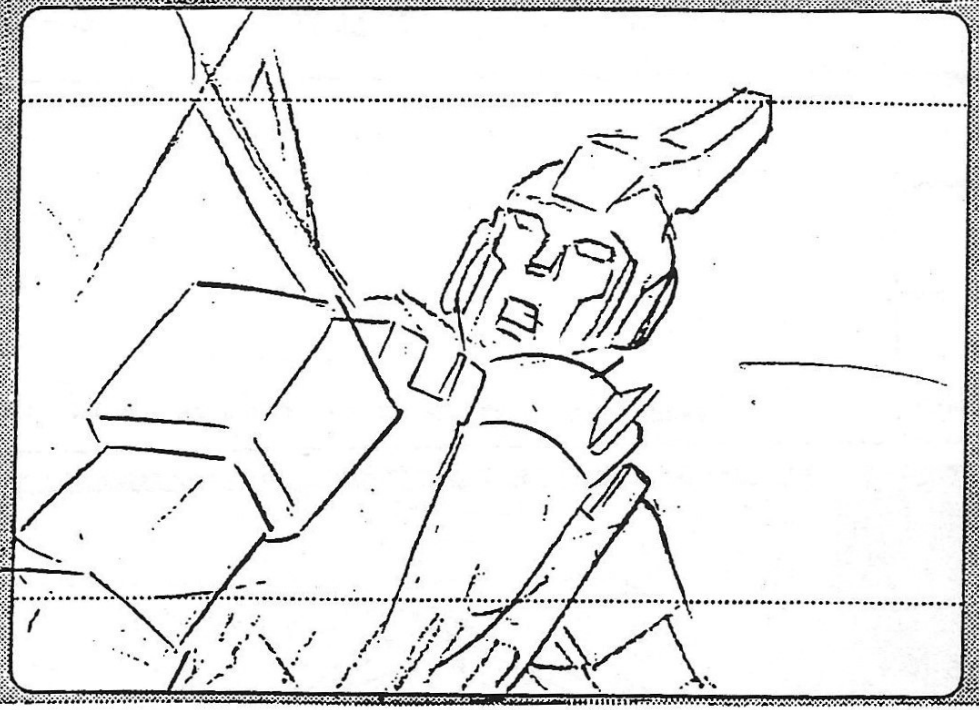
ACTION ...AS SWOOP LANDS IN FRONT OF THEM AND TRANSFORMS INTO HIS ROBOT MODE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-9



ACTION M.S. SWOOP, IN ROBOT MODE. HE LOOKS AT HIS COMPANIONS AND POINTS IN THE DIRECTION OF THE CASTLE THAT HE HAS SPOTTED FROM THE AIR.

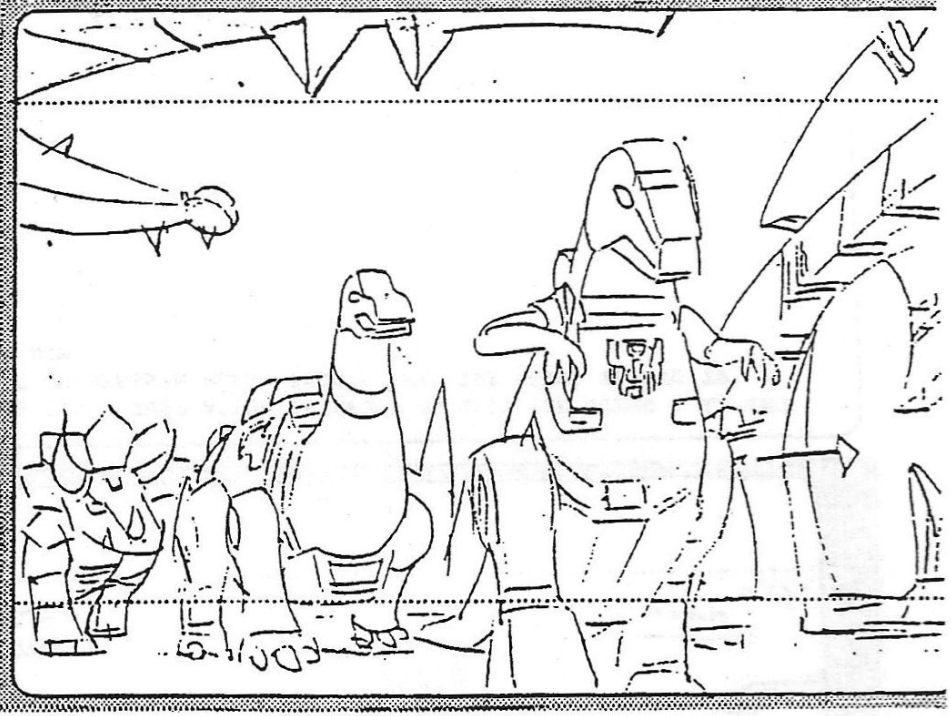
DIAL SWOOP Me Swoop no see nothing. (PICK UP LINE)

MUSIC/SFX

CAMERA

SC. 21-10

SEQ. 21 Page 7



ACTION M.L.S. SLAG, SLUDGE AND GRIMLOCK. THEY START TO MOVE FORWARD AGAIN.

DIAL GRIMLOCK Me, Grimlock, positive Hot Rod and Kup close!

MUSIC/SFX

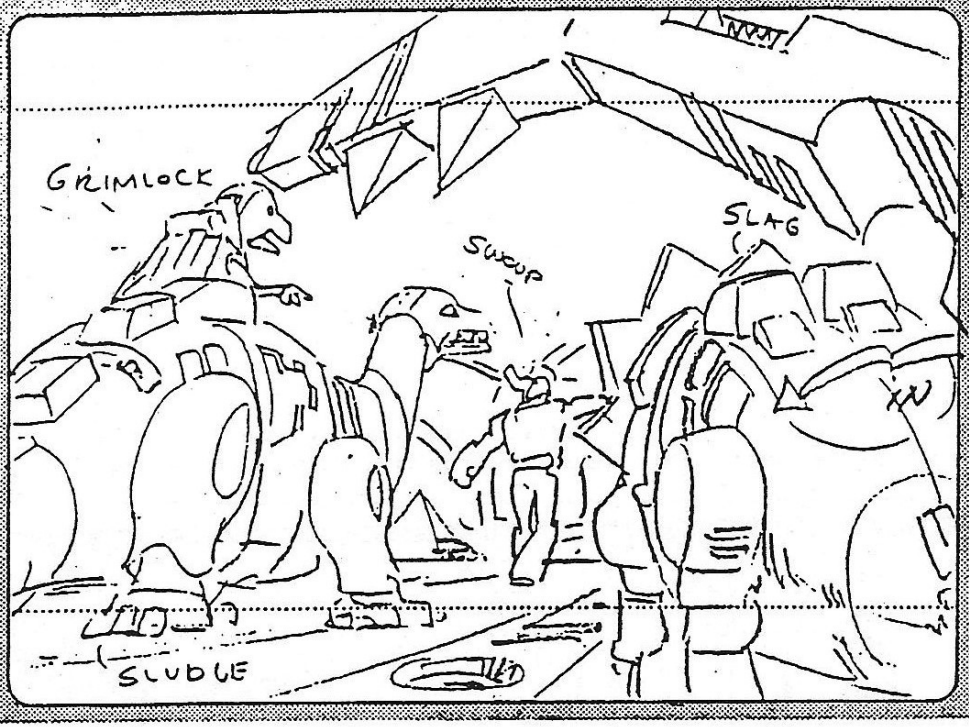
CAMERA

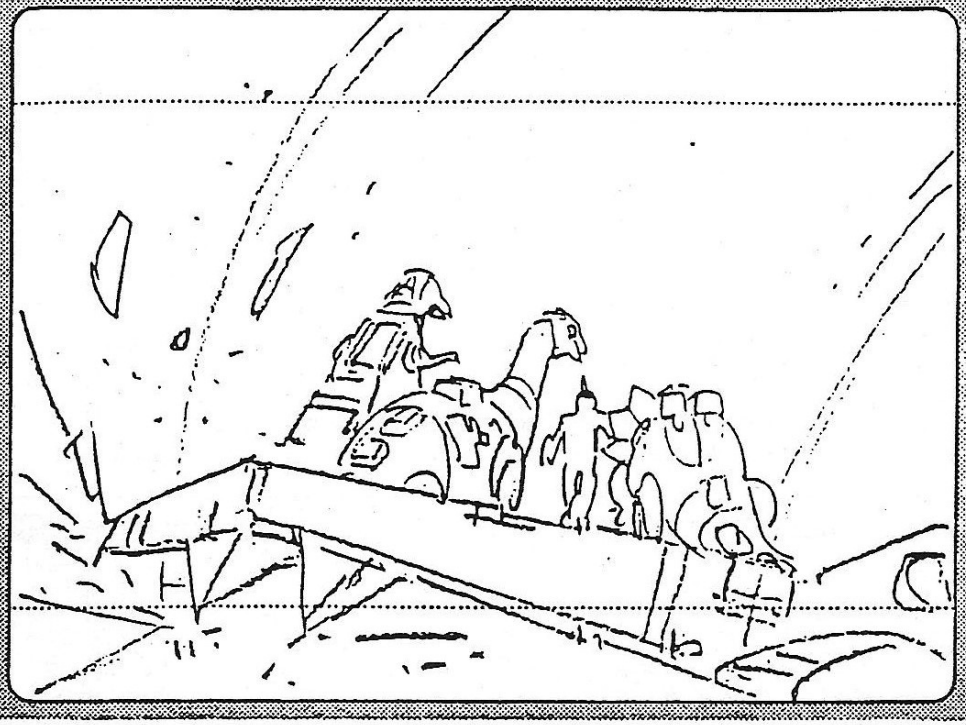
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-11

SC. CONT

SEQ. 21 Page 8





ACTION M.L.S. THE FOUR DINOBOTS WITH SWOOP POINTING THE WAY, THE OTHERS FOLLOW.

DIAL SWOOP But me Swoop no see nothing. (PICK UP LINE)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

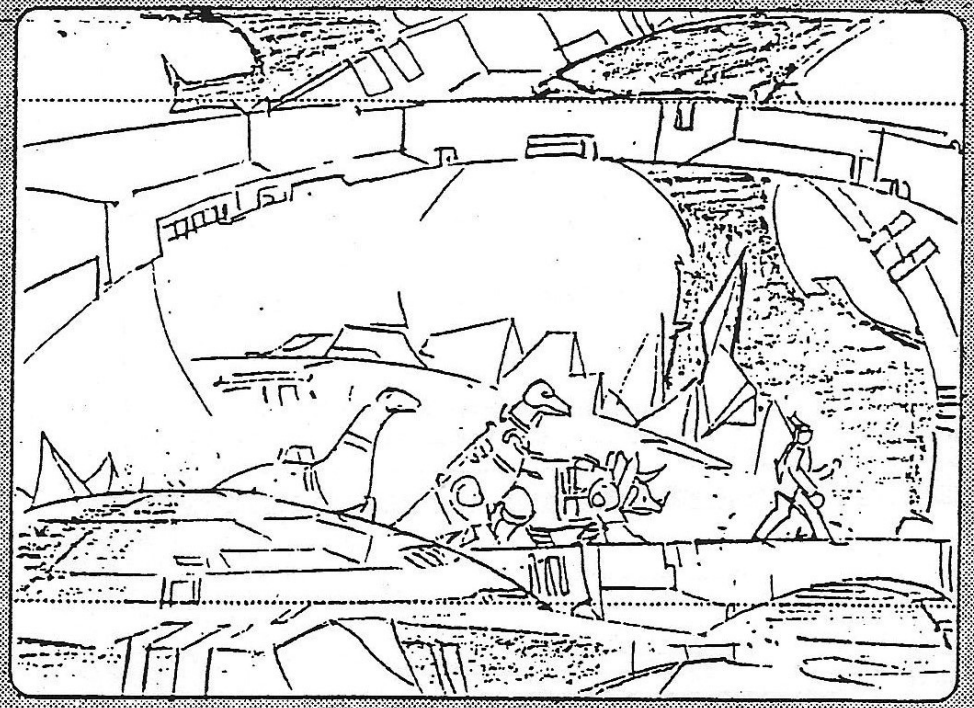
ACTION SUDDENLY AS THEY WALK FORWARD, A TREE ARCS DOWN AND STRIKES THE GROUND JUST BEHIND THEM. IT IS TRYING TO CRUSH THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 21-12



ACTION X.L.S. THE FOUR DINOBOTS. THEY CONTINUE WALKING THROUGH THE DENSE QUINTESSON JUNGLE.

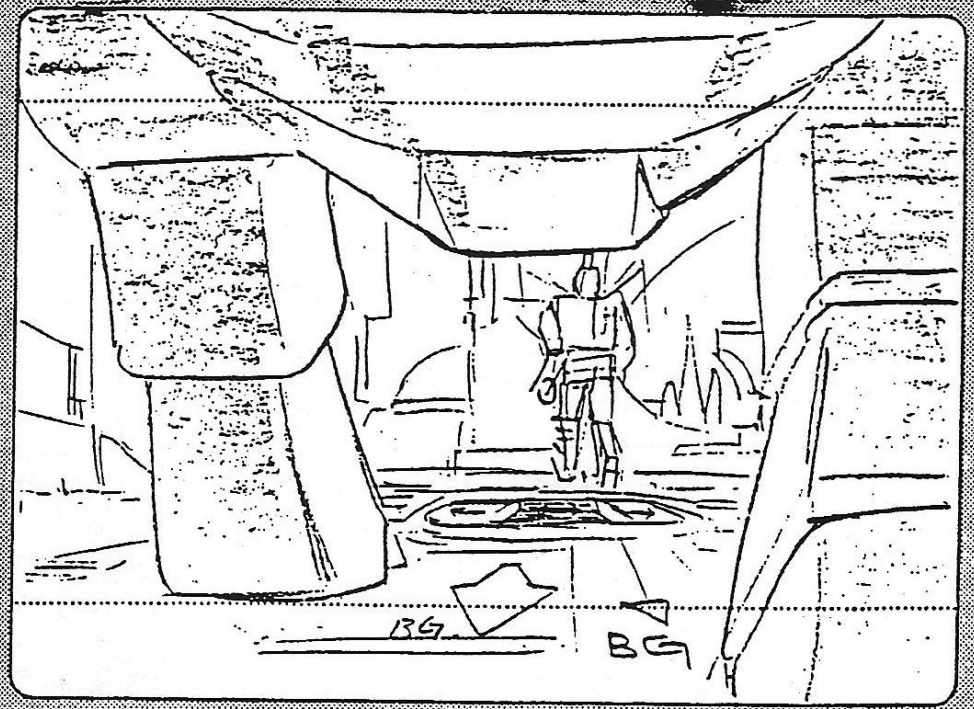
DIAL GRIMLOCK Me Grimlock say friends close!
(PICK UP LINE)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-13

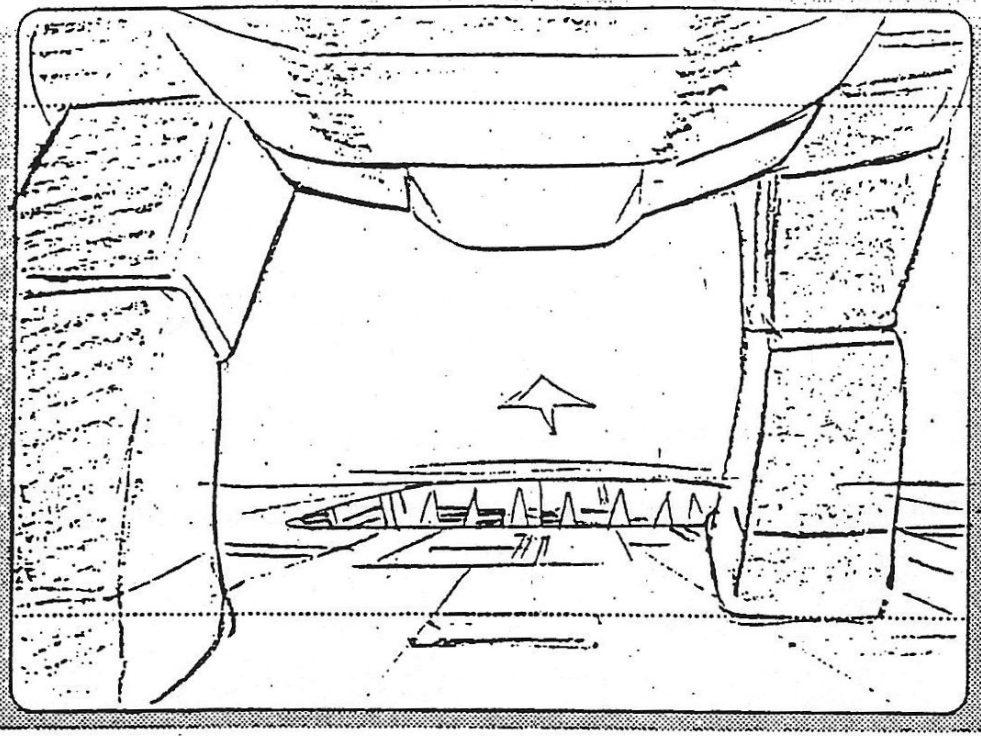


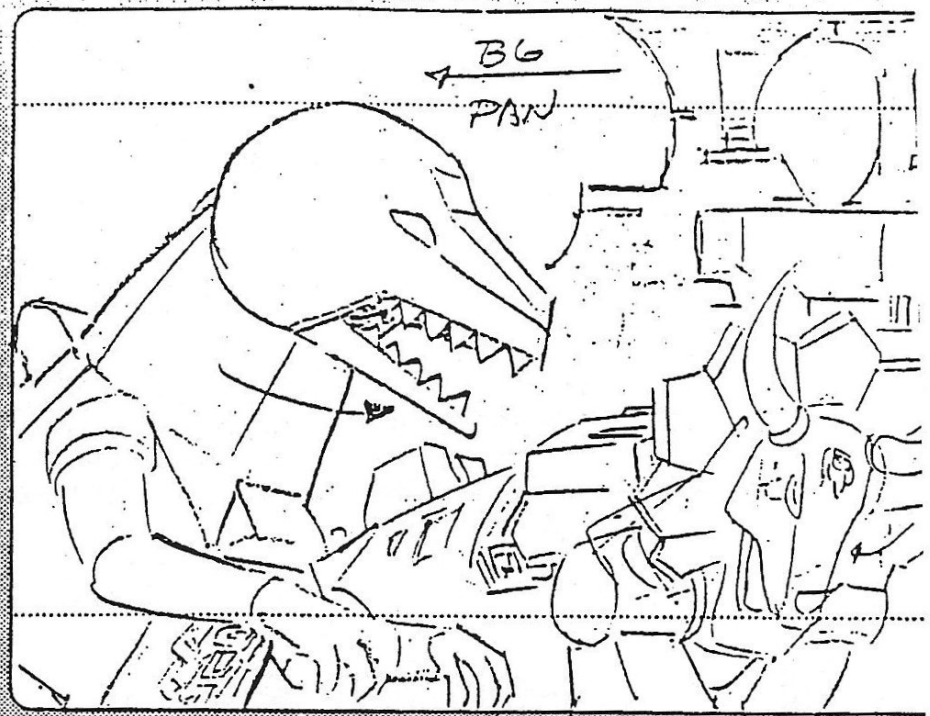
ACTION L.S. SWOOP SEEN THROUGH SLAG'S LEGS IN FOREGROUND. SWOOP WALKS ON AHEAD OF THE OTHER DINOBOTS WHO FOLLOW. DOORS IN THE GROUND SPRING OPEN IMMEDIATELY BEHIND SWOOP AS HE CONTINUES WALKING.

DIAL

MUSIC/SFX

CAMERA





ACTION SHARP SPIKES THRUST UP OUT OF THE HOLE, THEY ARE UNNOTICED BY SLAG WHO CONTINUES FORWARD.

DIAL
SLAG Me, Slag say...

MUSIC/SFX

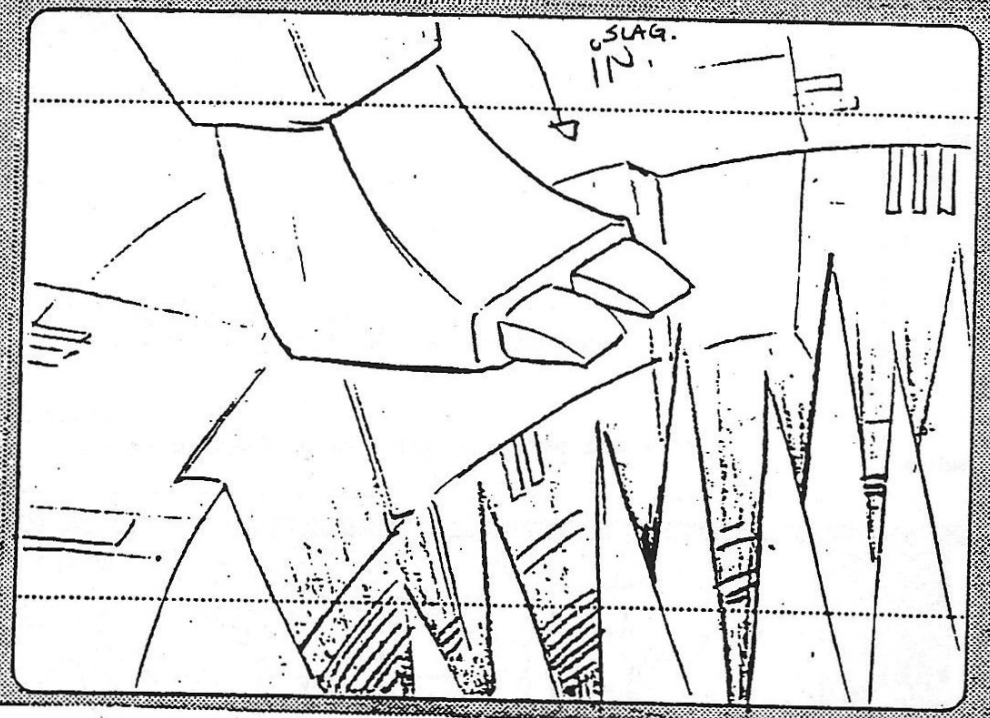
ACTION M.S. GRIMLOCK AND SLAG. SLAG WALKS FORWARD OBLIVIOUS TO THE DANGER JUST AHEAD, BUT GRIMLOCK HAS NOTICED.

DIAL
SLAG ...you are full of beryllium balony.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-15



ACTION C.U. SLAG'S FOOT AS IT MOVES INTO SCENE AND IS ABOUT TO STEP DOWN ONTO THE SHARP SPIKES.

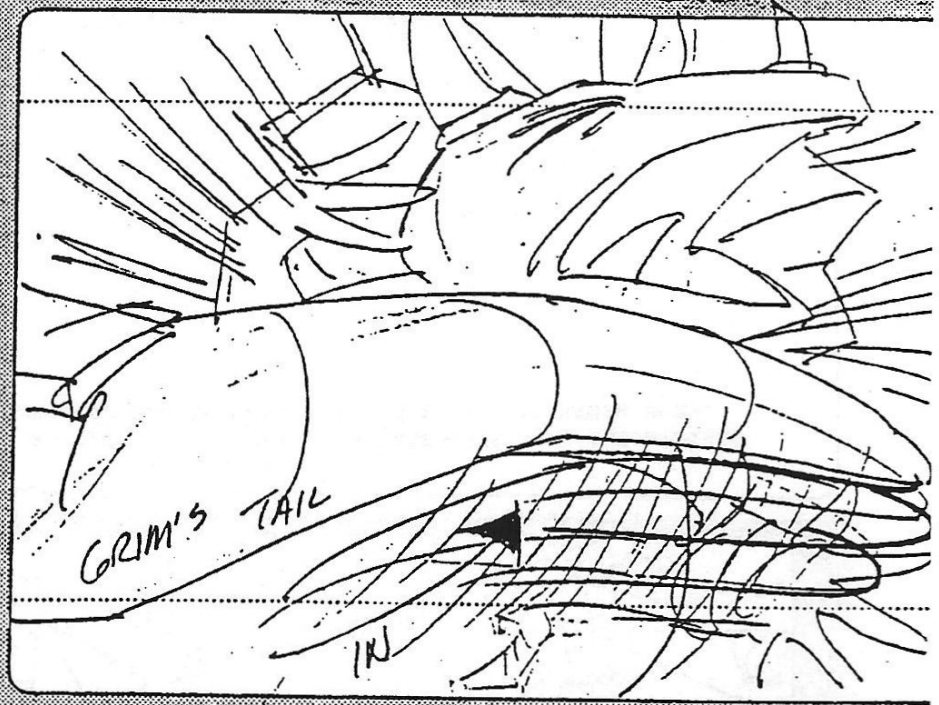
DIAL

MUSIC/SFX

CAMERA

SC. 21-16

SEQ. 21 Page 11



ACTION C.U. SLAG. SUDDENLY AND SHARPLY GRIMLOCK'S TAIL WHIPS INTO THE SCENE CATCHING SLAG UNDER THE JAW AND KNOCKING HIM BACK.

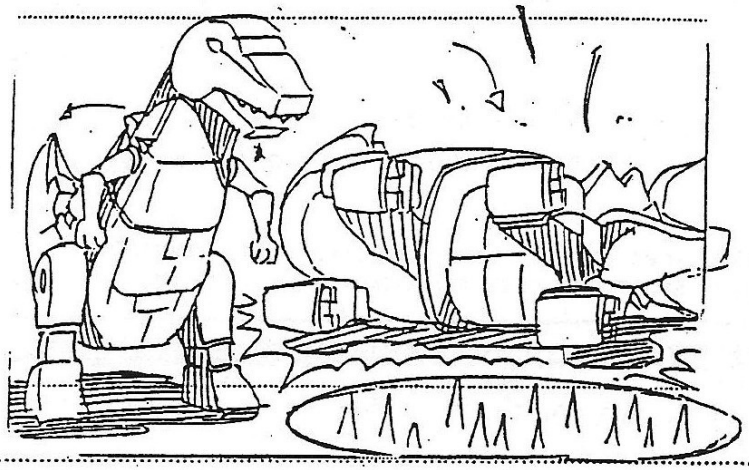
DIAL

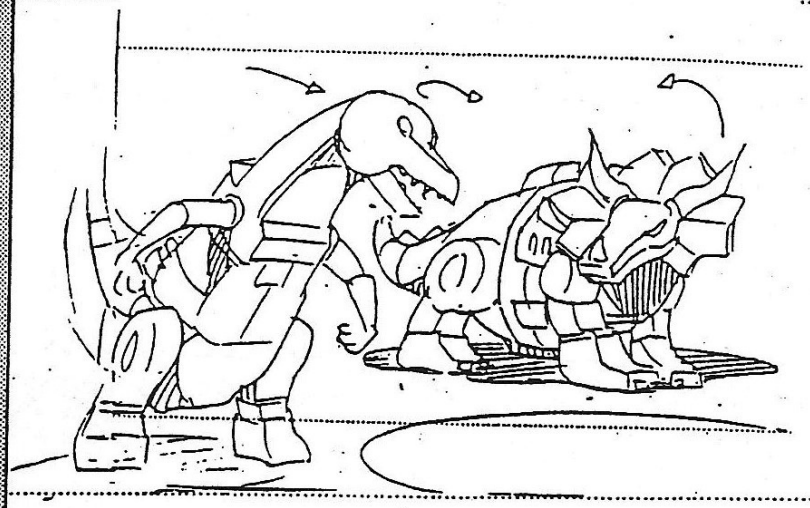
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-17 SC. CONT SEQ. 21 Page 12





ACTION L.S. GRIMLOCK AND SLAG. SLAG FLOPS OVER ON HIS SIDE WITH A HEAVY THUD. GRIMLOCK SWISHES HIS TAIL AROUND THEN...

DIAL

MUSIC/SFX

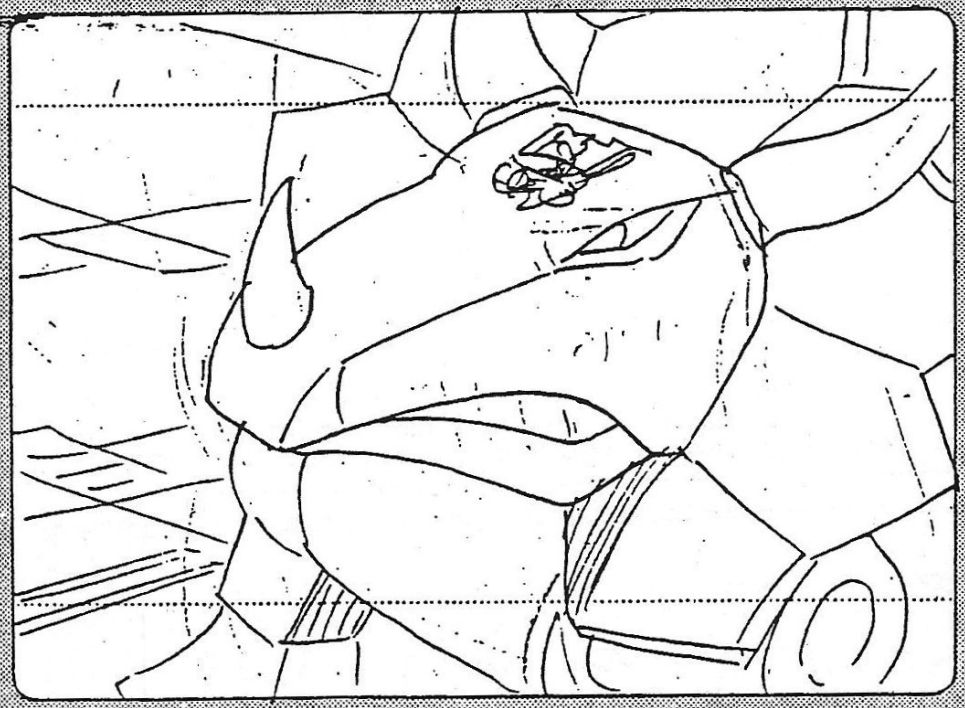
ACTION ...GRIMLOCK LOOKS DOWN AT THE SPIKES AS SLAG GETS UP TO HIS FEET.

DIAL GRIMLOCK Me, Grimlock, say you full of Cesuim Salami!

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-18



ACTION C.U. SLAG. HE IS VERY ANGRY WITH GRIMLOCK AND LETS HIM KNOW IT.

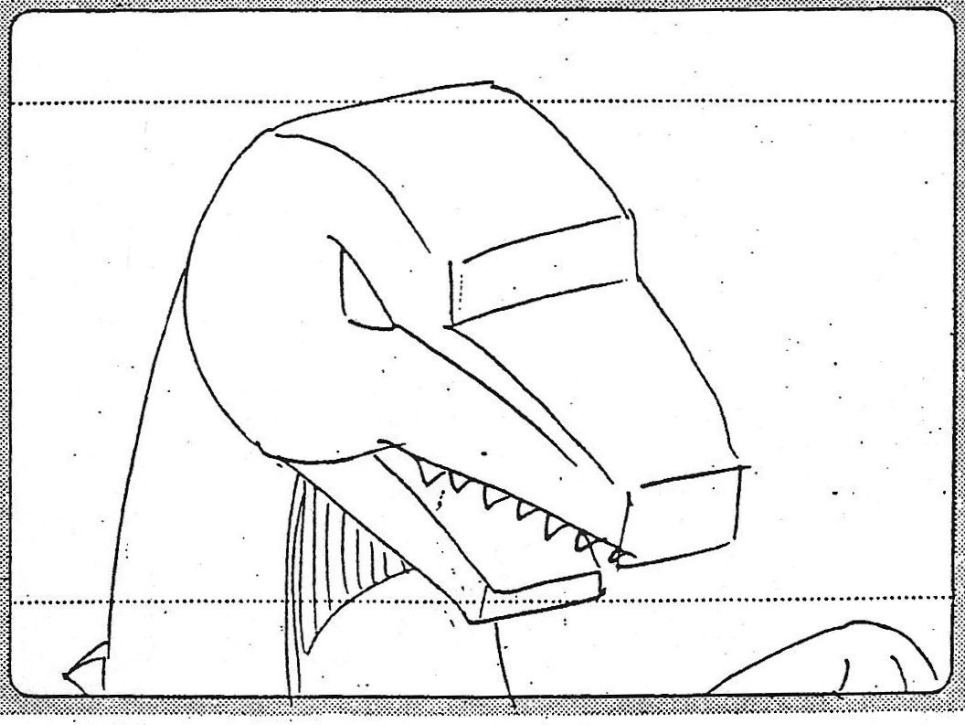
DIAL SLAG Beryllium baloney!

MUSIC/SFX

CAMERA

SC. 21-19

SEQ. 21 Page 13



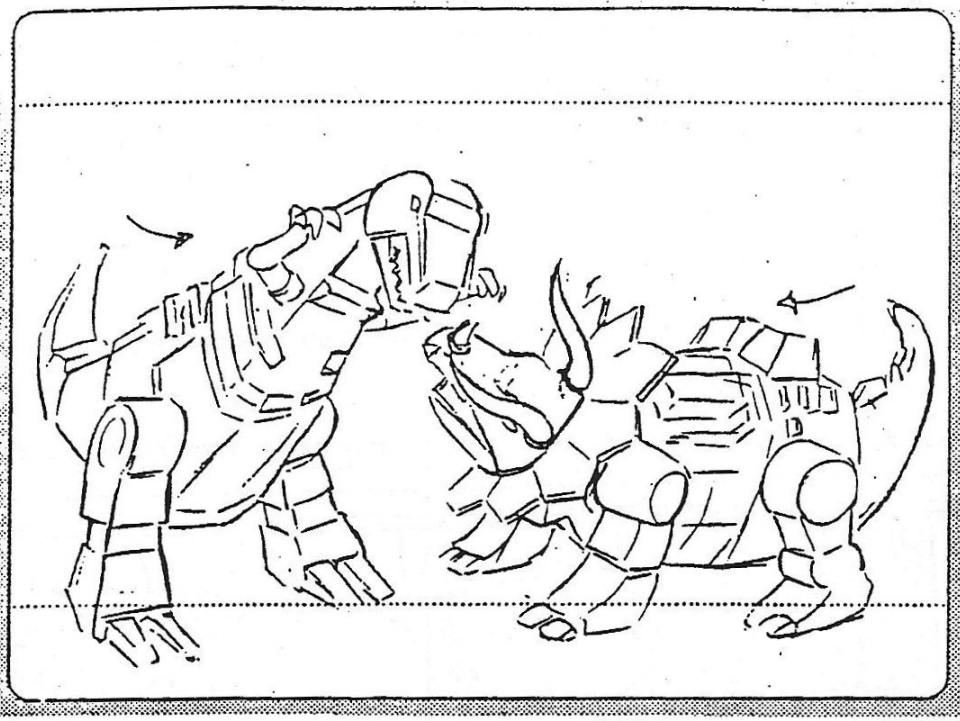
ACTION C.U. GRIMLOCK. HE BECOMES INFURIATED WITH SLAG BECAUSE OF SLAG'S POOR ATTITUDE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

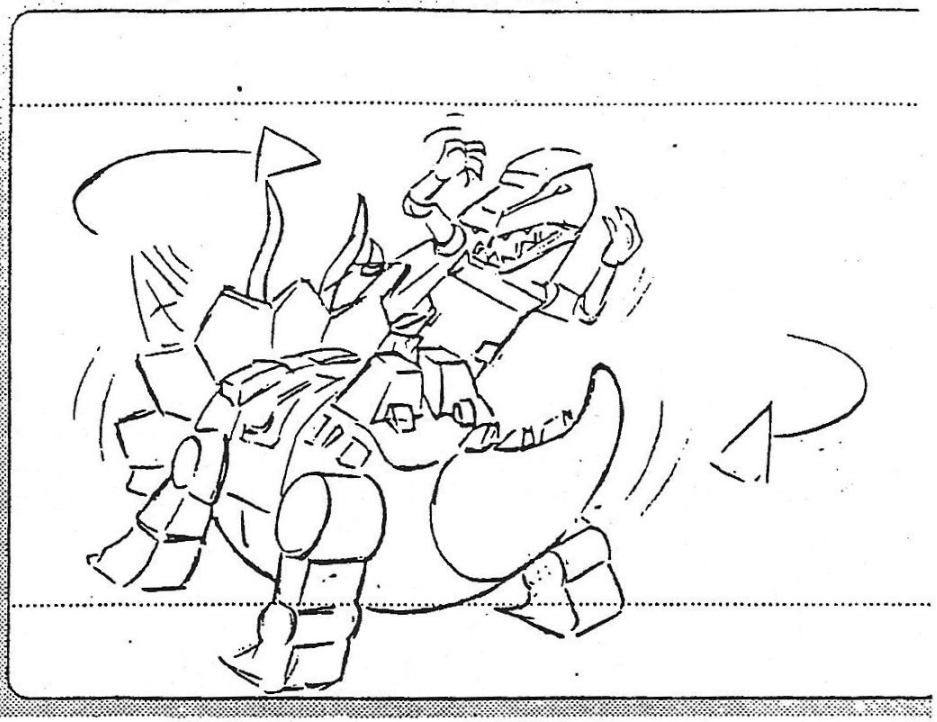


ACTION L.S. GRIMLOCK AND SLAG. THEY APPROACH EACH OTHER, BOTH OF THEM ARE ANGRY AND READY TO FIGHT.

DIAL

MUSIC/SFX

CAMERA



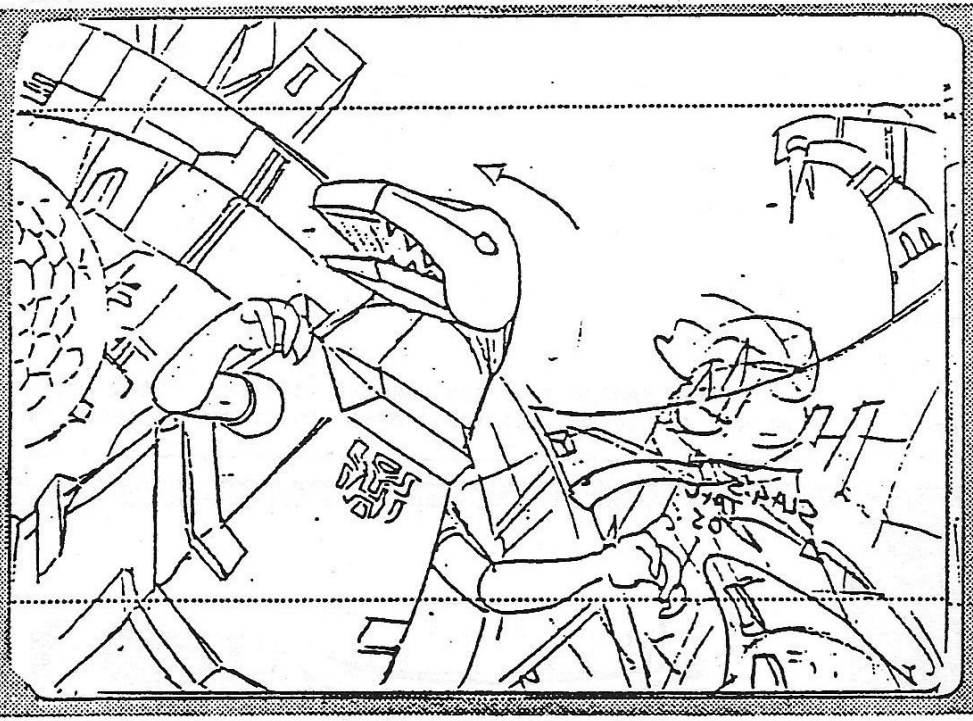
ACTION THEY START CIRCLING EACH OTHER, SEEING WHO WILL BE THE FIRST TO ATTACK.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. GRIMLOCK. HE TURNS HIS HEAD AND LOOKS, WHEN HE HEARS A SQUEAKY, ODDLY CHILDISH VOICE COMING FROM O.S.

DIAL WHEELIE (V.O.) (SQUEAKY VOICE) Friends find. Look behind.

MUSIC/SFX

CAMERA

ACTION

DIAL

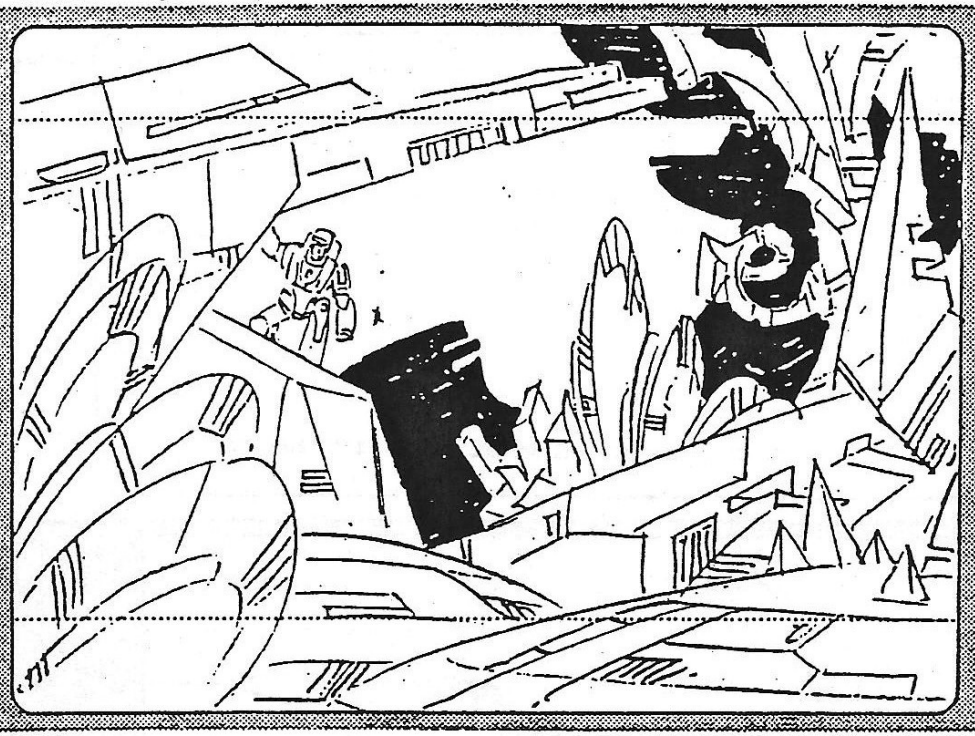
MUSIC/SFX

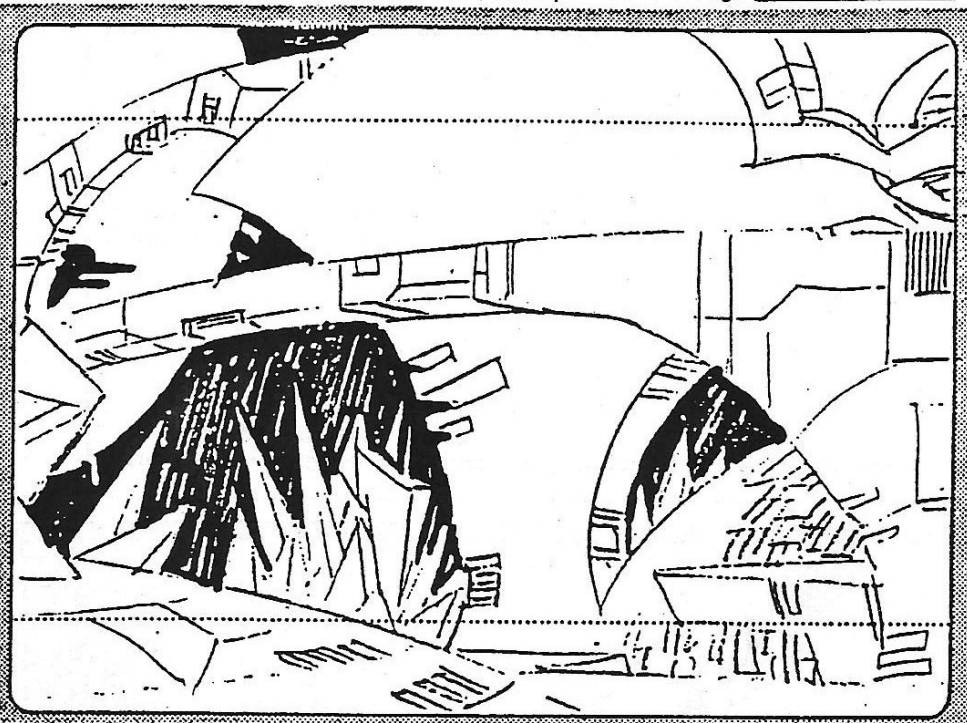
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-21 STOP

SC. Q PAN START SEQ. 21 Page 16





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. GRIMLOCK'S POV. WE PAN ACROSS THE LANDSCAPE TO WHEELIE WHO PEERS OUT FROM BEHIND A HUGE ROCK.

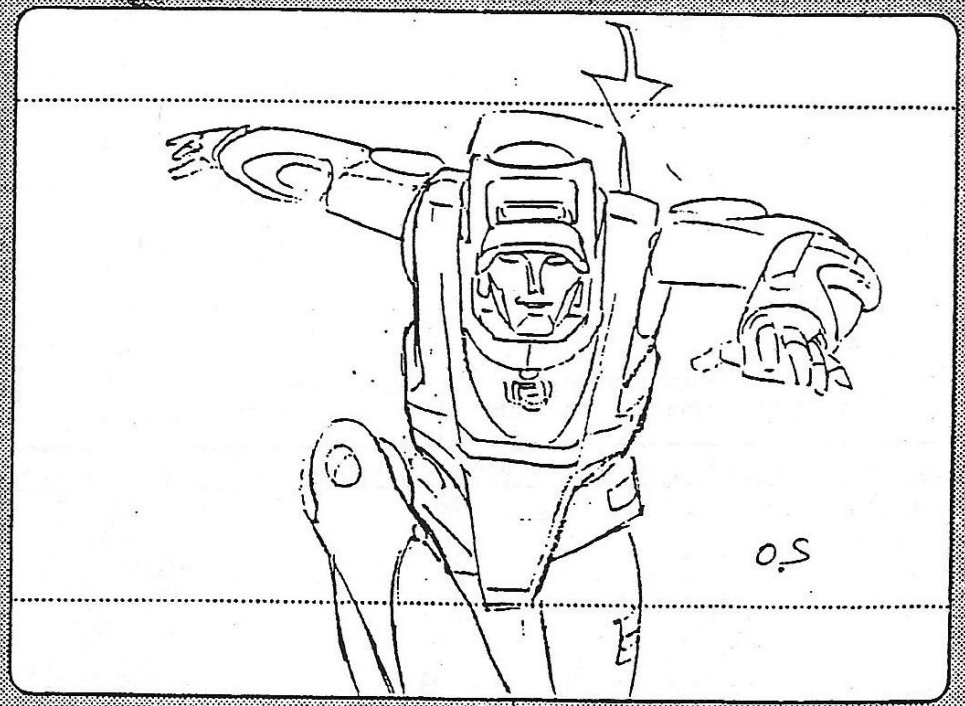
DIAL GRIMLOCK (V.O.) (FURIOUS) Who say that?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-22 SC. CONT SEQ. 21 Page 17



ACTION M.L.S. WHEELIE. HE LOOKS DOWN THEN...

DIAL

MUSIC/SFX

CAMERA

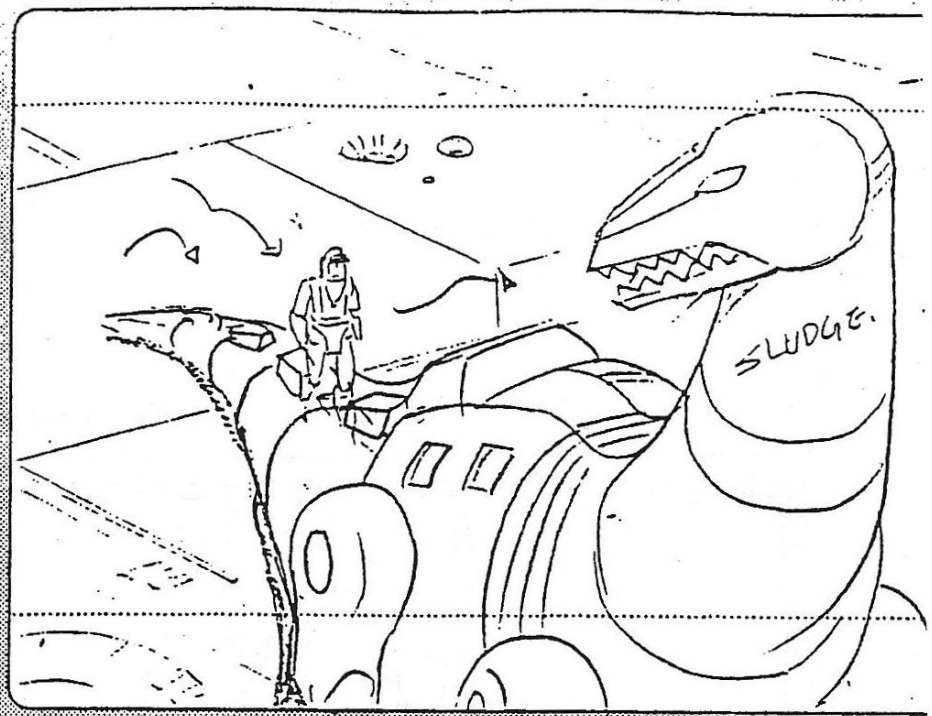
ACTION ...JUMPS FORWARD AND O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

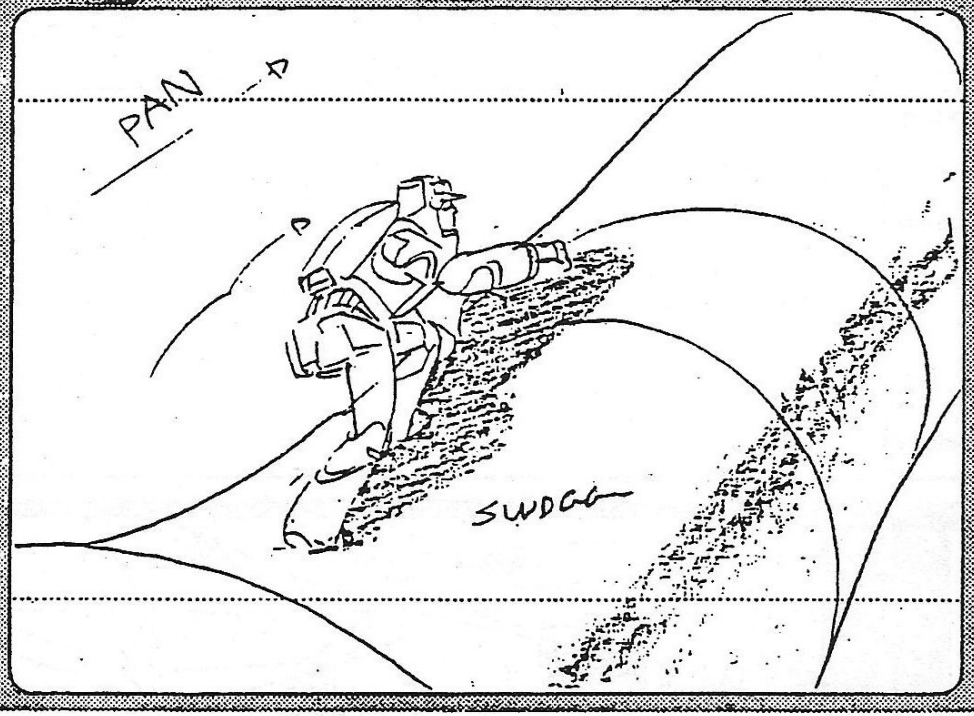
MUSIC/SFX

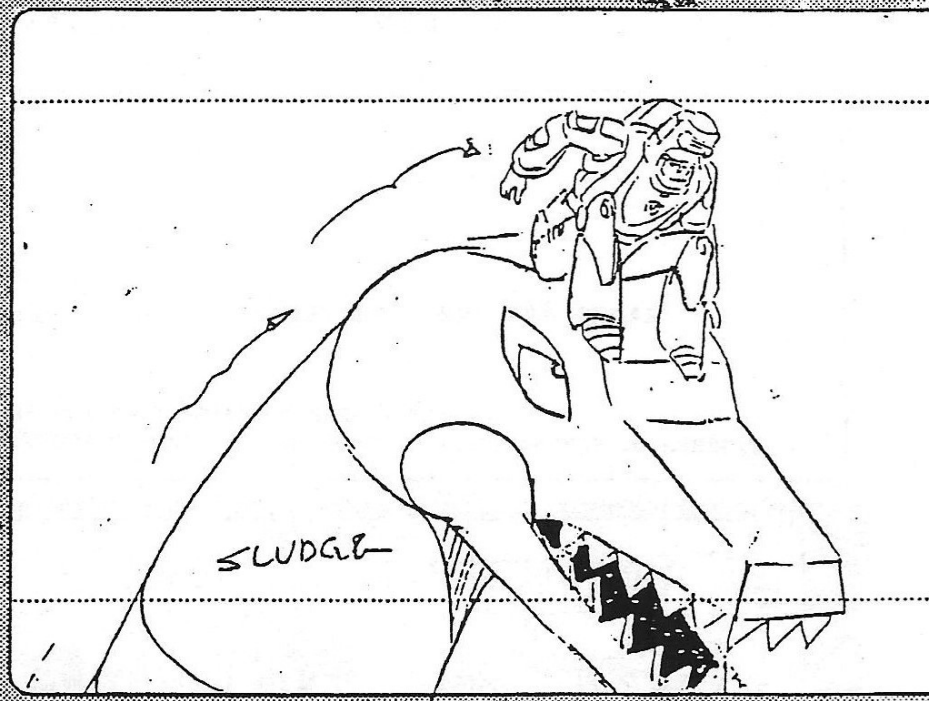
ACTION M.L.S. SLUDGE AND WHEELIE. WHEELIE WALKS RIGHT UP SLUDGE'S TAIL AND CLIMBS UP ON SLUDGE'S BACK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. WHEELIE. HE CLIMBS UP SLUDGE'S NECK.

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. SLUDGE AND WHEELIE.. WHEELIE GETS UP ON TOP OF SLUDGE'S HEAD AND SITS DOWN.

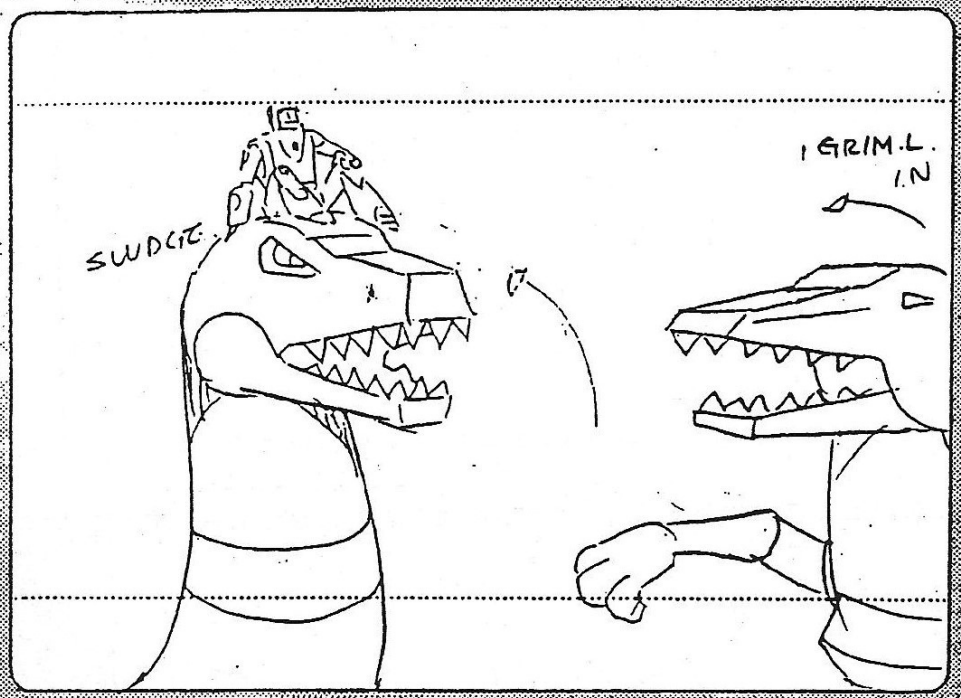
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21 - 26



ACTION M.S. SLUDGE AND WHEELIE. WHEELIE SITS ON SLUDGE'S HEAD. SLUDGE IS ANGRY. HE LIFTS HIS HEAD UP, GRIMLOCK MOVES INTO THE SCENE.

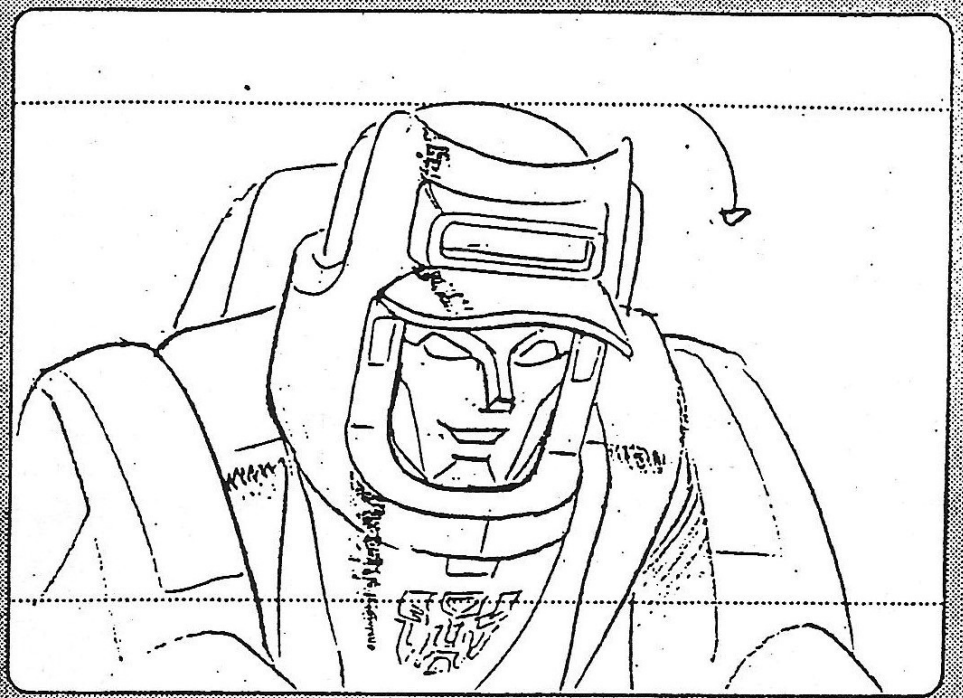
DIAL WHEELIE Friends find. Look behind.

MUSIC/SFX

CAMERA

SC. 21-27

SEQ. 21 Page 20



ACTION C.U. WHEELIE. HE MOVES HIS HEAD AND TALKS TO GRIMLOCK WHO IS IN FRONT OF HIM.

DIAL WHEELIE (CONT) ~~I say~~ you go wrong way ~~say~~ you fool, I say (PICK UP LINE)

MUSIC/SFX

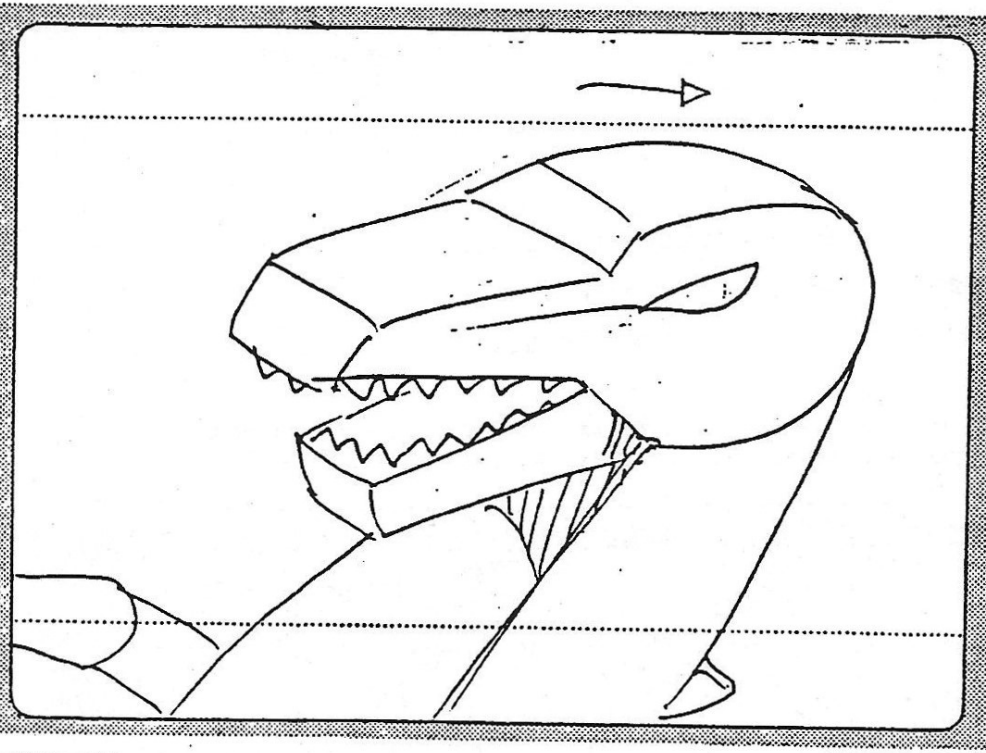
CAMERA

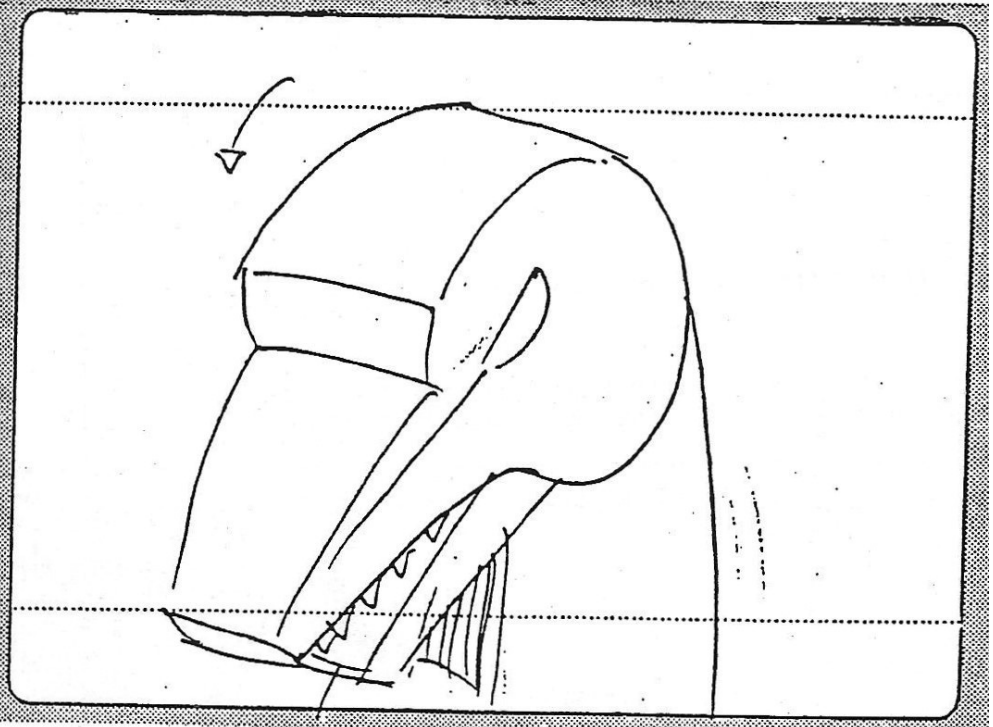
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 21-28

SC. CONT

SEQ. 21 Page 21





ACTION C.U. GRIMLOCK. HE RESPONDS TO WHEELIE FURIOUSLY.

DIAL GRIMLOCK (FURIOUS) Me, Grimlock, "fool?"

MUSIC/SFX

CAMERA

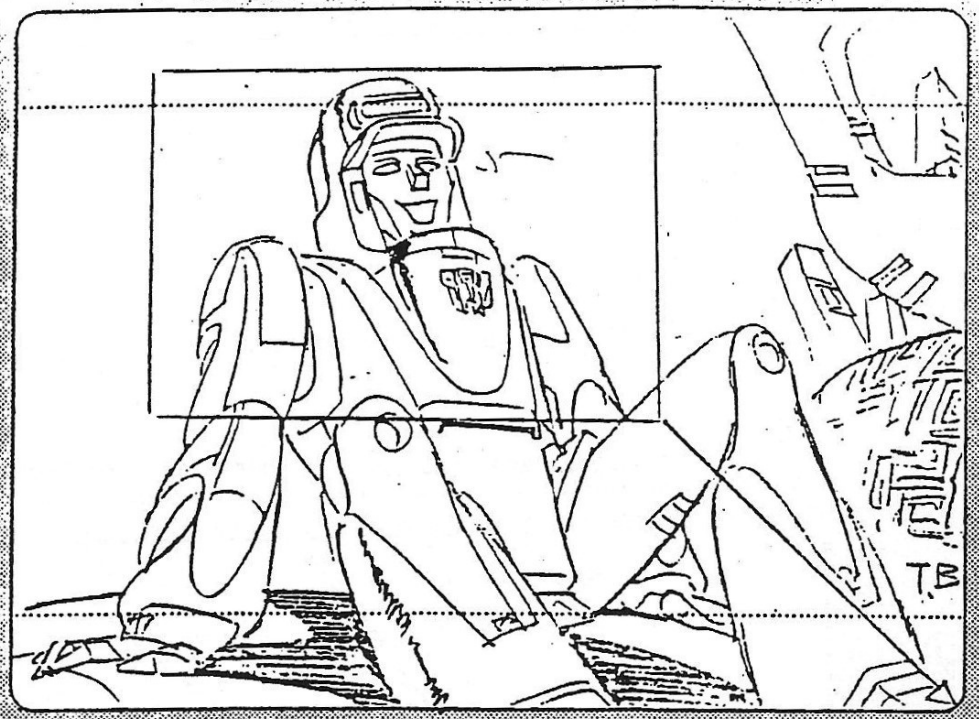
ACTION

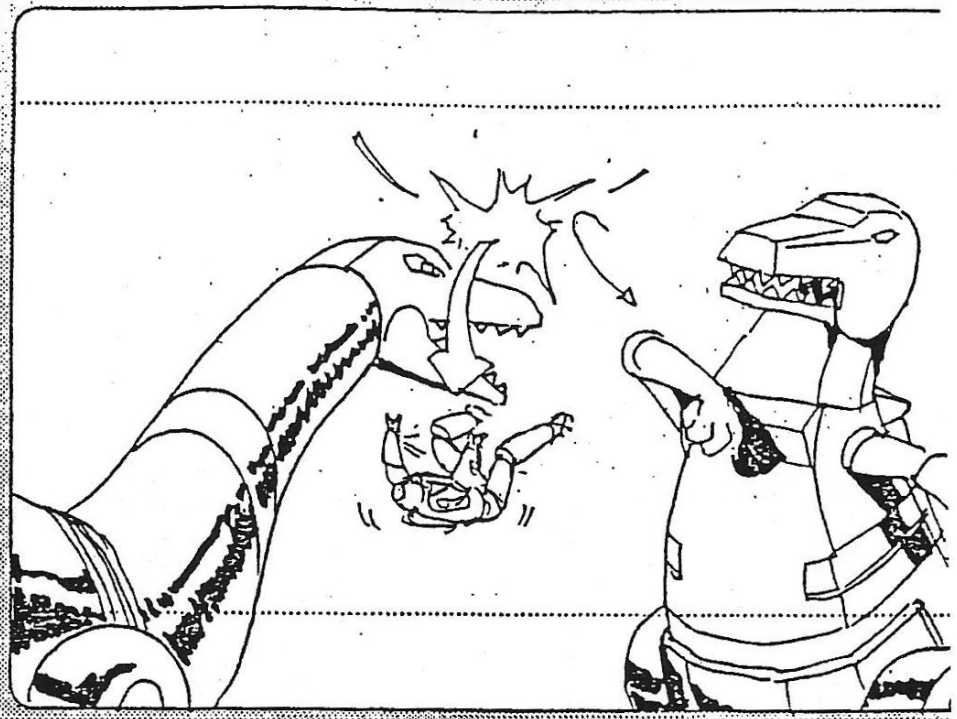
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. WHEELIE. HE SMILES BREEZILY AND SPEAKS TO GRIMLOCK, THEN HE LAUGHS IN A WILD METALLIC CACKLE AS WE TRUCK IN.

DIAL WHEELIE (SMILING BREEZILY) Picture you got. Now fool you not! (HE LAUGHS IN A WILD METALLIC CACKLE)

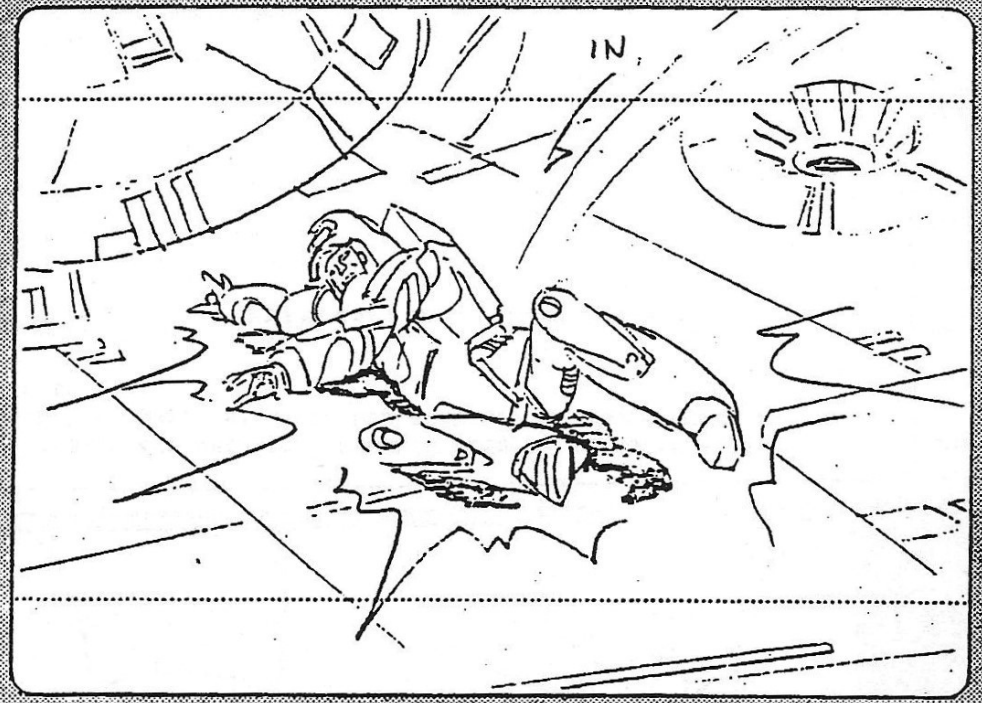
MUSIC/SFX

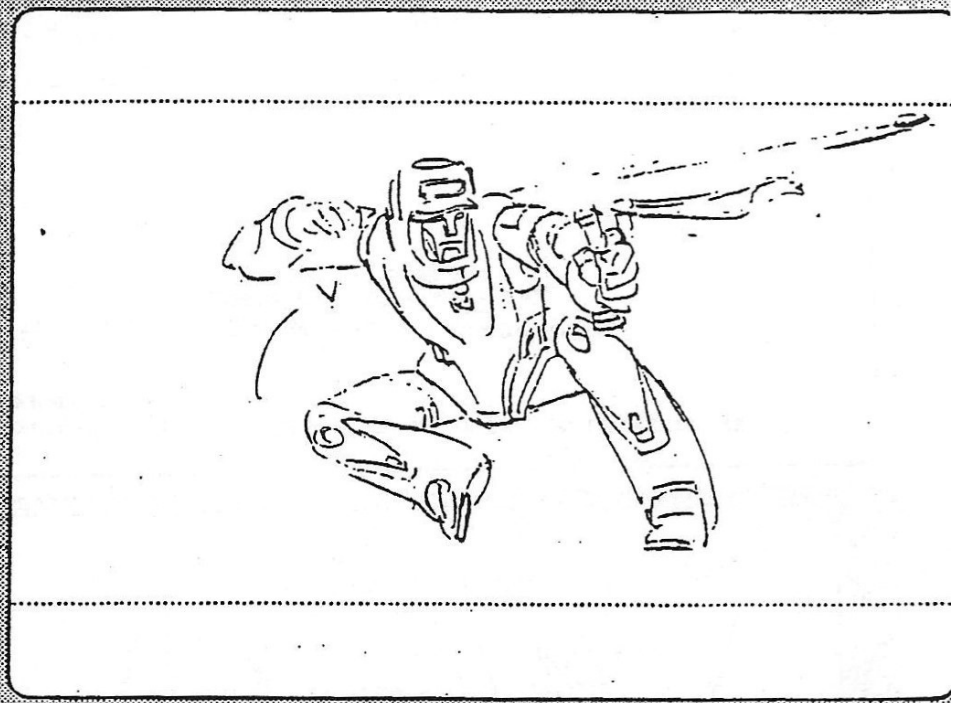
ACTION M.S. GRIMLOCK, SLUDGE AND WHEELIE. GRIMLOCK RAISES A CLAW AND SWIPES WHEELIE OFF SLAG'S HEAD.

DIAL GRIMLOCK Me, Grimlock, no like you!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. WHEELIE. HE STUMBLES DOWN TO THE GROUND WITH A BANG...

DIAL

MUSIC/SFX

CAMERA

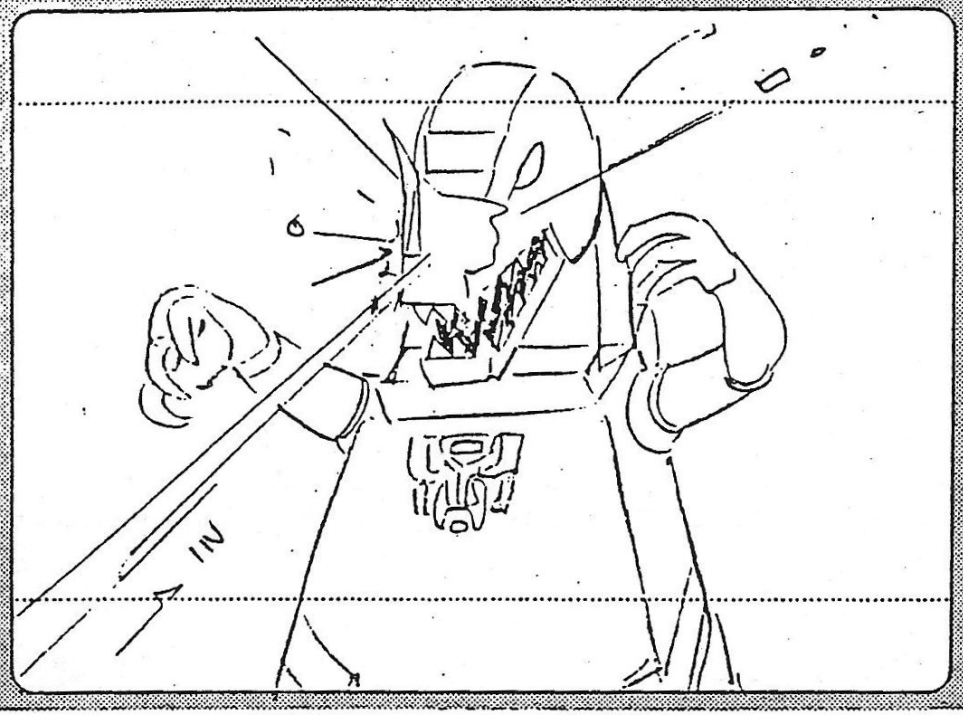
ACTION ...HE QUICKLY LOADS HIS FIRESTONE IN HIS SLING AND SLINGS IT AT GRIMLOCK O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. GRIMLOCK. THE FIRESTONE ZINGS INTO SCENE AND SMACKS GRIMLOCK'S NOSE AND EXPLODES. GRIMLOCK YOWLS AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...REARS BACK INTO A GROUP OF DINOBOTS.

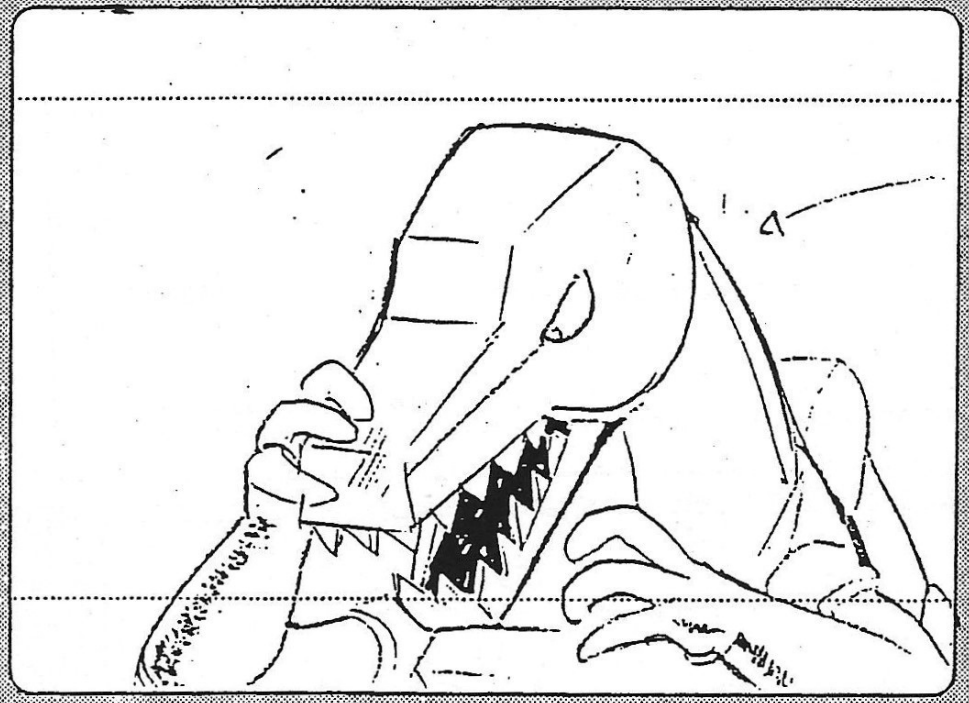
DIAL

MUSIC/SFX

CAMERA

TF RAW
Ion 1 to Beast Hunters and Beyond!!!!

SC. 21-33



ACTION C.U. GRIMLOCK. HE LEANS DOWN, FEELS HIS REDDENED NOSE AND SPEAKS ANGRILY TO WHEELIE O.S.

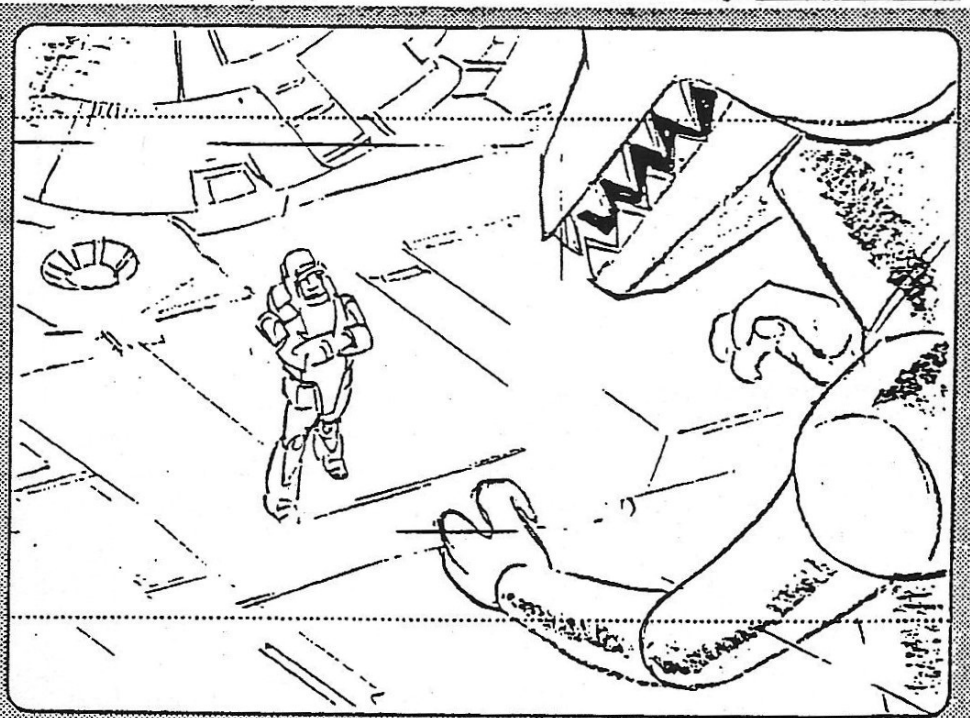
DIAL GRIMLOCK (GETS HIT IN THE NOSE)
Doooooooooow! Why boy hit by dose?

MUSIC/SFX

CAMERA

SC. 21-34

SEQ. 21 Page 25



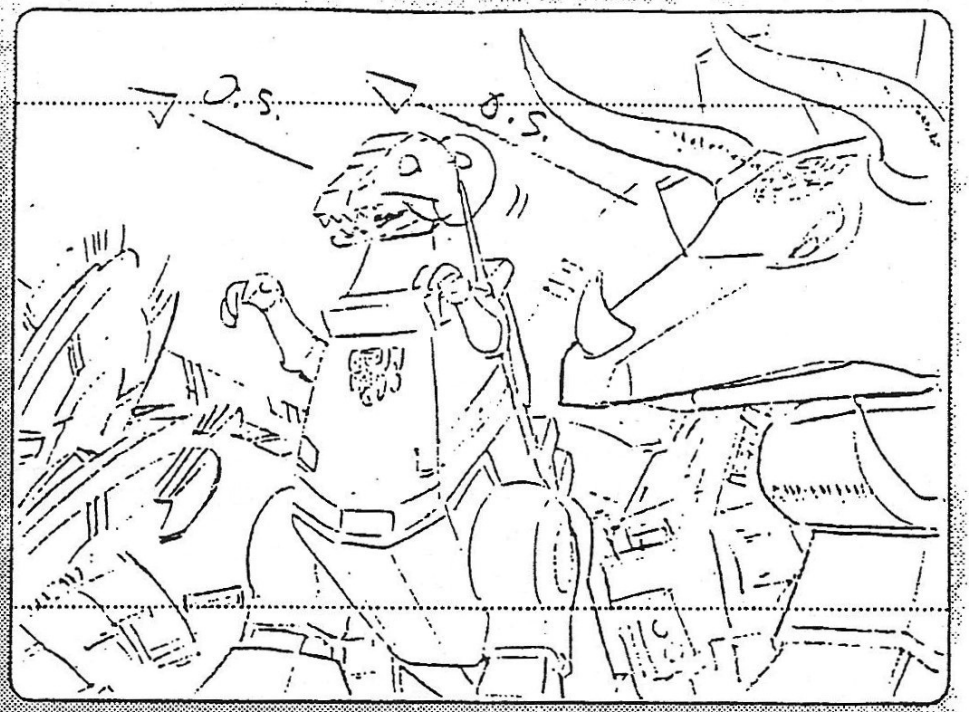
ACTION M.L.S. WHEELIE WITH GRIMLOCK IN THE FOREGROUND. WHEELIE STANDS HIS GROUND IN FRONT OF THE ANGRY GRIMLOCK.

DIAL WHEELIE (FOLDS ARMS ACROSS HIS CHEST)
Wheelie say...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. WHEELIE. HIS HANDS FOLDED ACROSS HIS CHEST, HE NODS HIS HEAD UP AND DOWN.

DIAL

WHEELIE (CONT) Find friends today.

MUSIC/SFX

ACTION M.L.S. GRIMLOCK WITH SLAG IN THE NEAR FOREGROUND. HE NODS BACK TO WHEELIE. THEN SLAG AND GRIMLOCK TURN AND WALK O.S.

DIAL

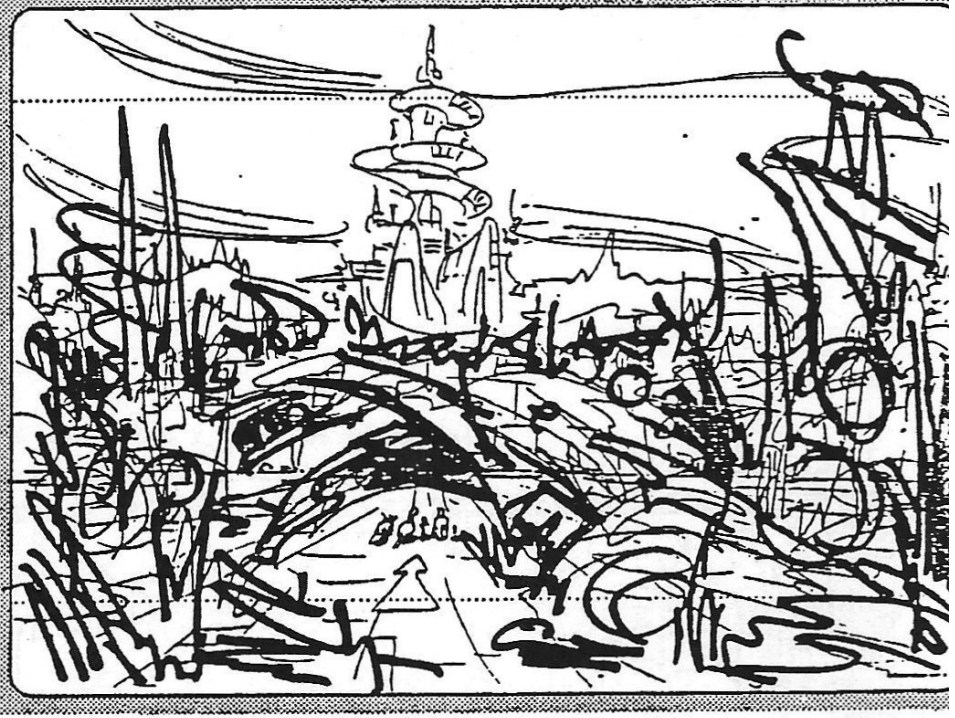
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 21-36

SEQ. 21 Page 27



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. THE QUINTESSON LANDSCAPE WITH THE QUINTESSON CASTLE IN THE DISTANCE. THE DINOBOTS AND WHEELIE WALK THROUGH THE JUNGLE TOWARD THE DISTANT CASTLE.

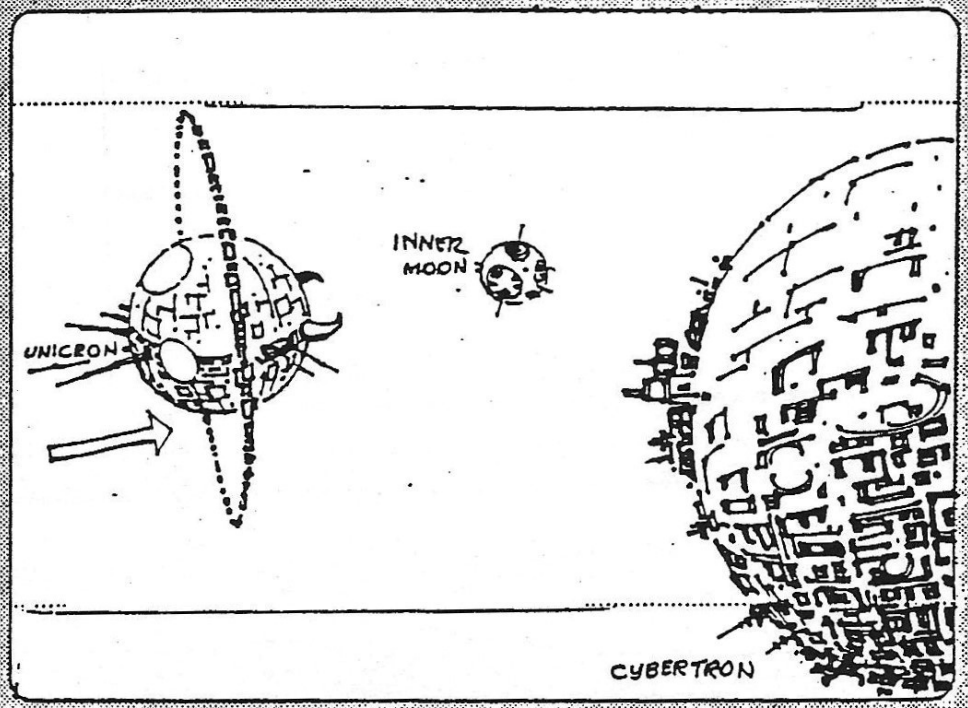
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 22-1 SEQ. 22 Page 1



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. UNICRON, CYBERTRON'S INNER MOON, AND THE PLANET CYBERTRON. UNICRON CLOSES IN ON THE INNER MOON.

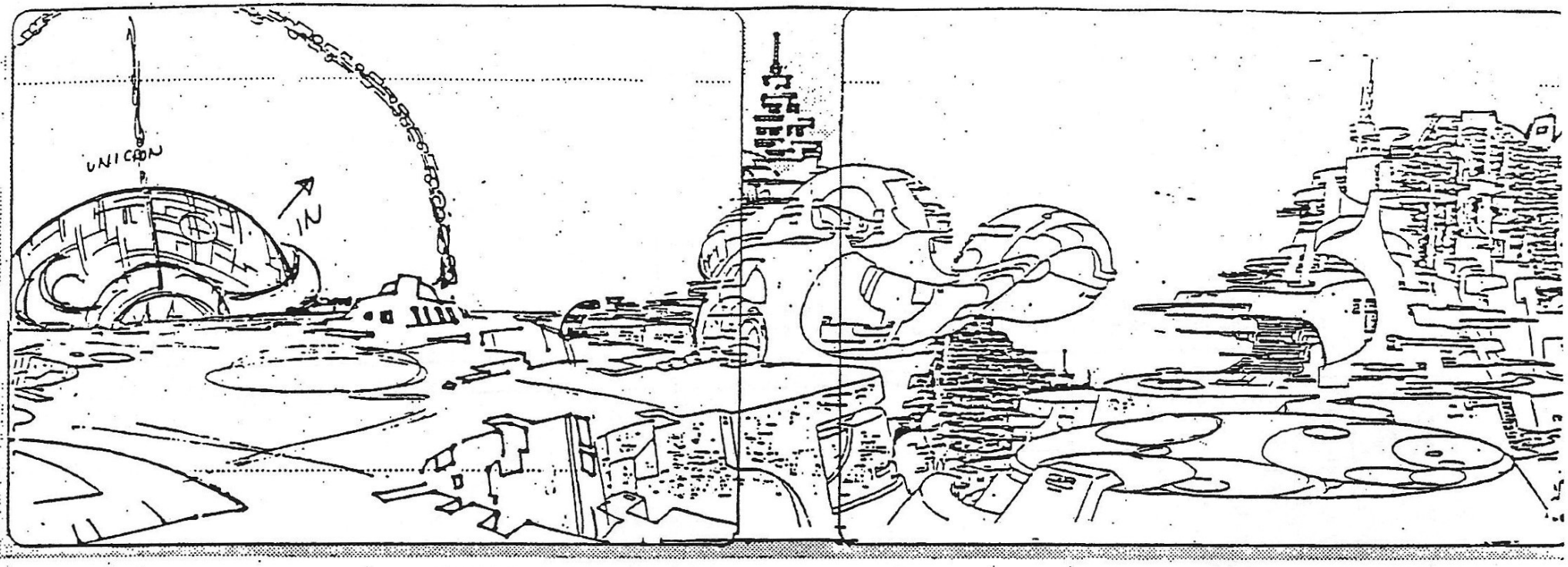
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible] START → PAN STOP



ACTION L.S. The surface of Cybertron's inner moon. Unicron moves into the scene as we pan...

DIAL

MUSIC/SFX

CAMERA

ACTION ...to the heavily fortified command center buildings.

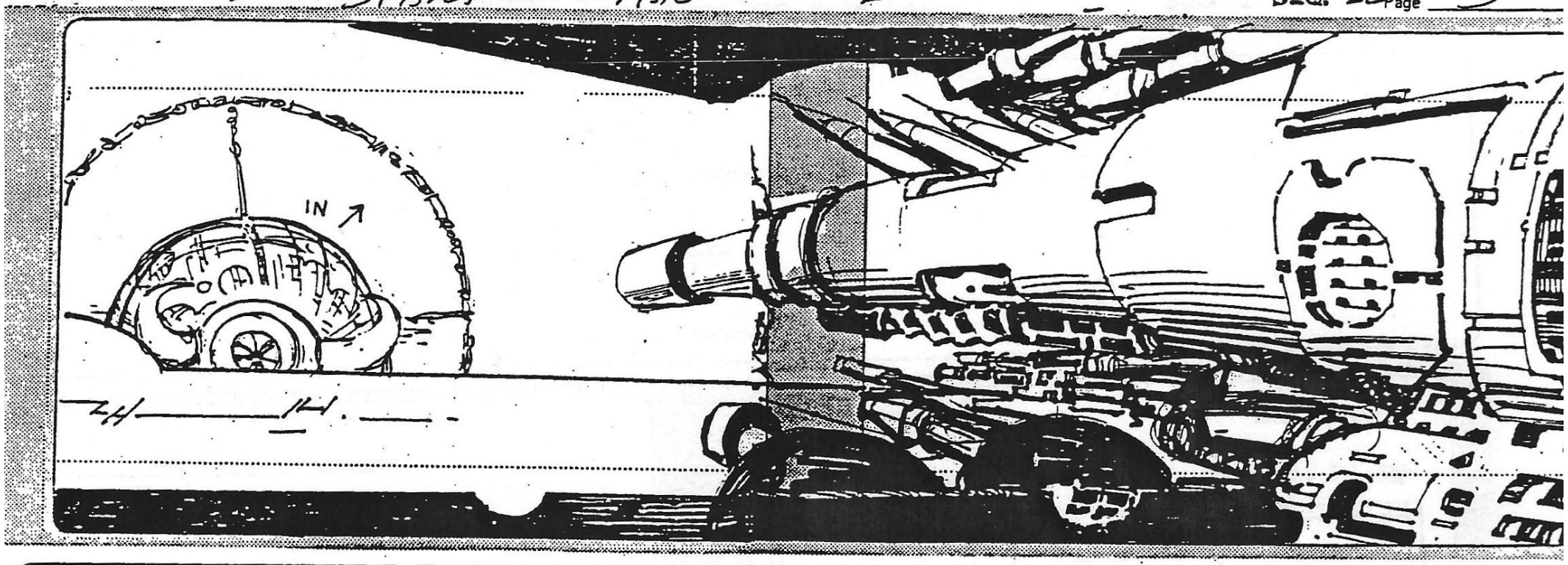
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-3 START PAN → SEQ. 22 Page 3



ACTION M.L.S. From inside the control center, we can see the surface of the moon as Unicron moves into scene.

DIAL

MUSIC/SFX

CAMERA

ACTION We pan to see a huge stockpile of weapons.

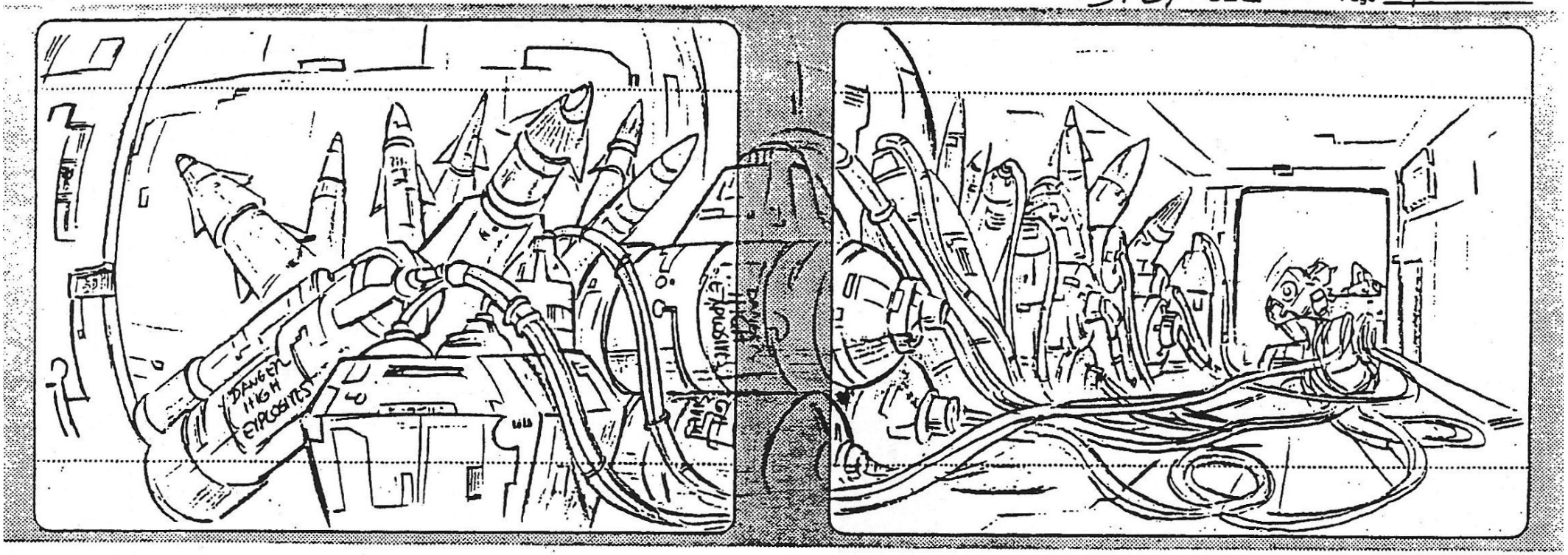
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-3 CONT CONT PAN → STOP SEQ. 22 Page 4



ACTION WE CONTINUE TO PAN AND SEE THAT BEHIND THE STOCK PILE OF WEAPONS HAS BEEN STACKED TONS AND TONS OF HIGH EXPLOSIVES.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

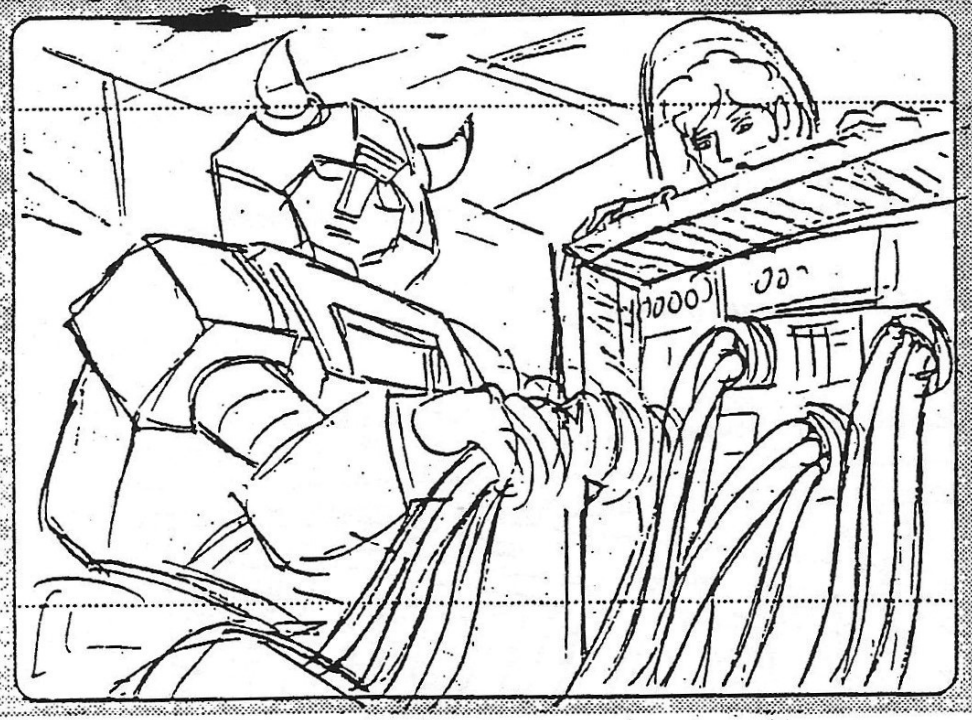
ACTION WE CONTINUE TO PAN AND SEE THAT CABLES CONNECTED TO THESE EXPLOSIVES LEAD TO A ROOM WHERE BUMBLEBEE AND SPIKE ARE WORKING. BUMBLEBEE IS ATTACHING THE CABLES TO THE BACK OF A CONSOLE. SPIKE IS LOOKING ON.

DIAL

MUSIC/SFX

CAMERA

SC. 22-4



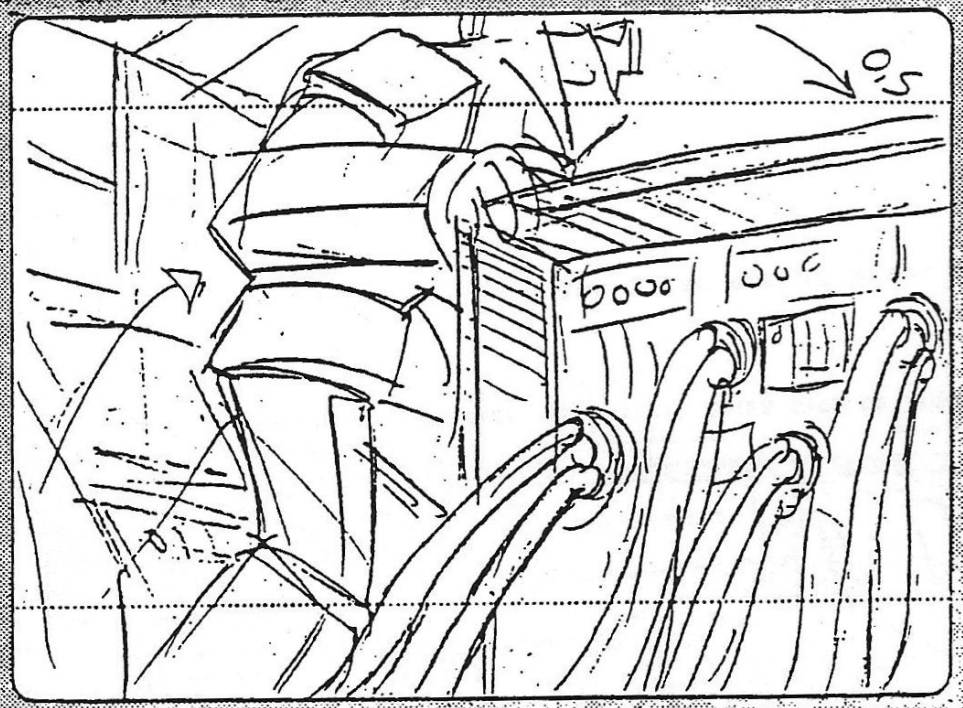
ACTION M.S. BUMBLEBEE AND SPIKE. BUMBLEBEE WORKS FAST TO ATTACH THE ELECTRICAL CONNECTORS TO THE BACK OF THE CONTROL CONSOLE. SPIKE WATCHES.

DIAL

MUSIC SFX

CAMERA

SC. CONT SEQ. 22 Page 4A



ACTION BUMBLEBEE FINISHES THE LAST CONNECTION, STANDS UP AND STARTS MOVING TO THE FRONT OF THE CONSOLE AS SPIKE GOES O.S.

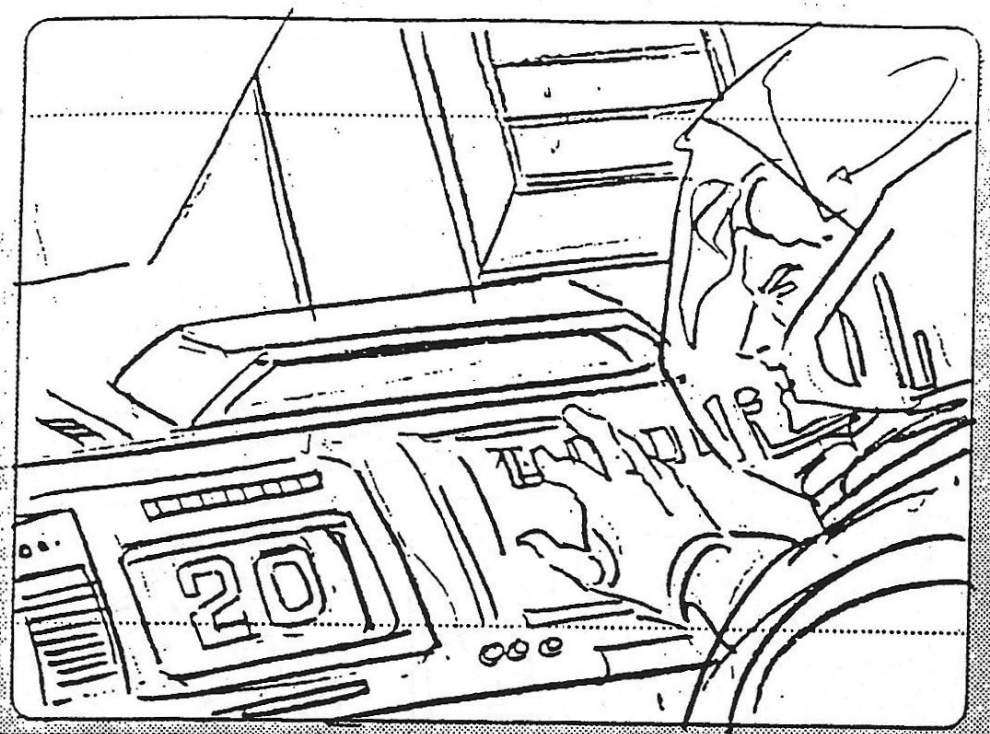
DIAL

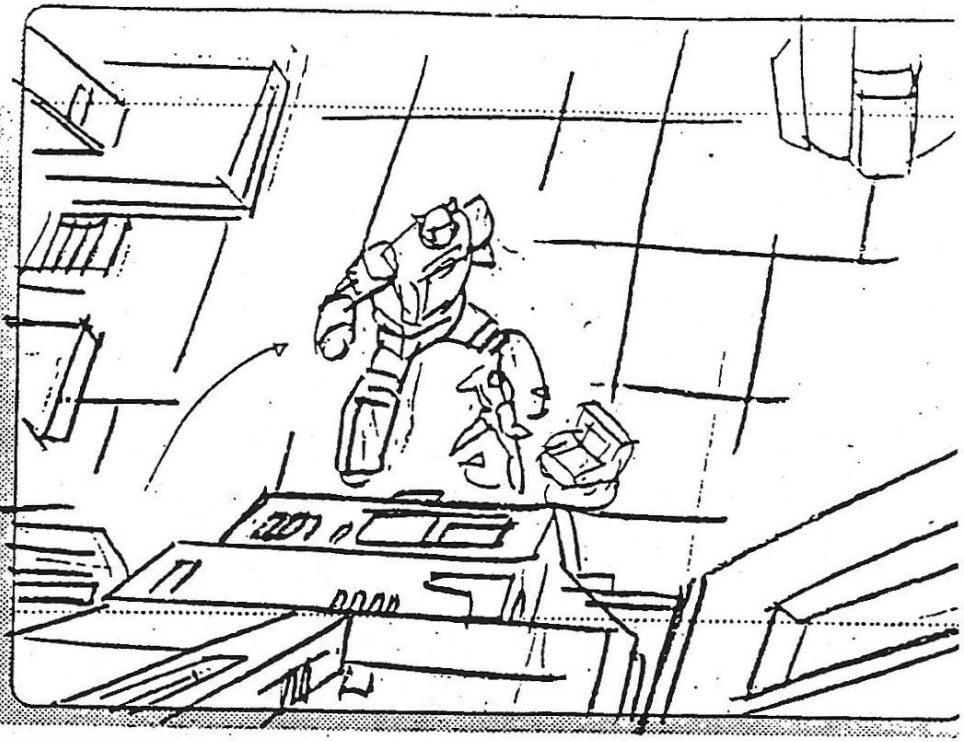
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

22-6





ACTION M.C.U. SPIKE. HE TURNS TO HIS CONTROL PANEL AND PRESSES A FEW BUTTONS TO SET A TIMER TO 20 SECONDS.

DIAL SPIKE (V.O.) If this doesn't do it, nothing will.

MUSIC/SFX COMPUTER VOICE Explosives activated. (PICK UP LINE)

CAMERA

ACTION L. DOWN SHOT BUMBLEBEE AND SPIKE. SPIKE GETS UP FROM HIS CHAIR

DIAL BUMBLEBEE Let's get out of here.

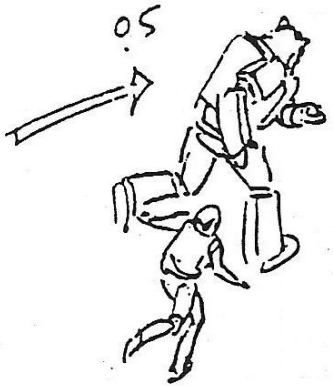
MUSIC/SFX

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 22-7

SC.

SEQ. 22 Page 6



ACTION ...AND BOTH OF THEM RUN O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

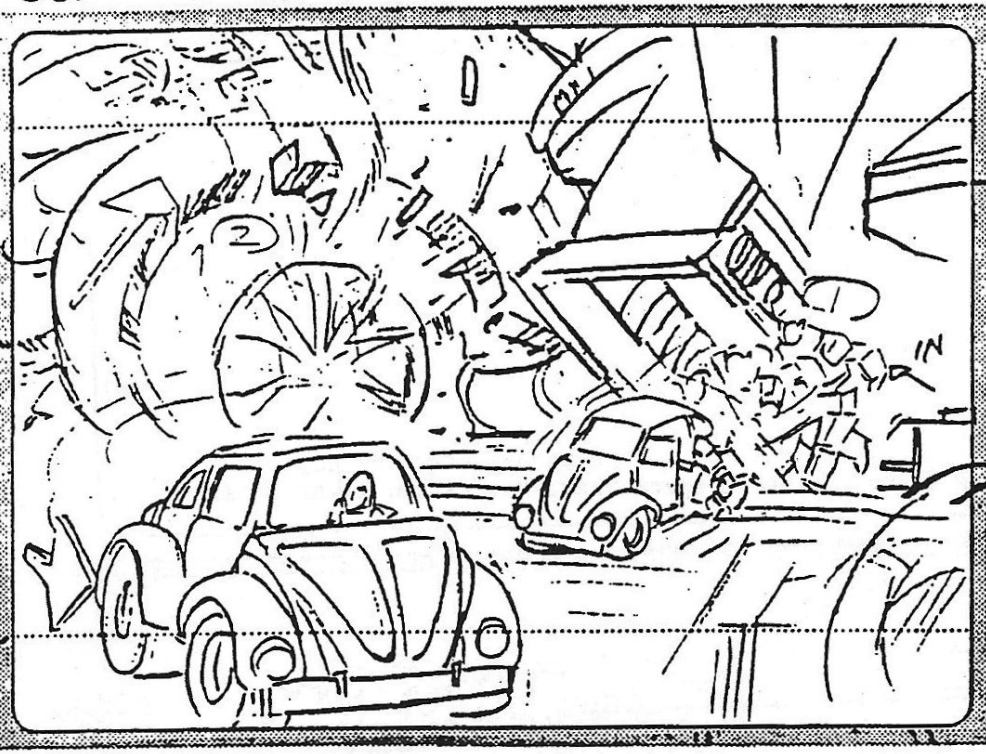
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-8



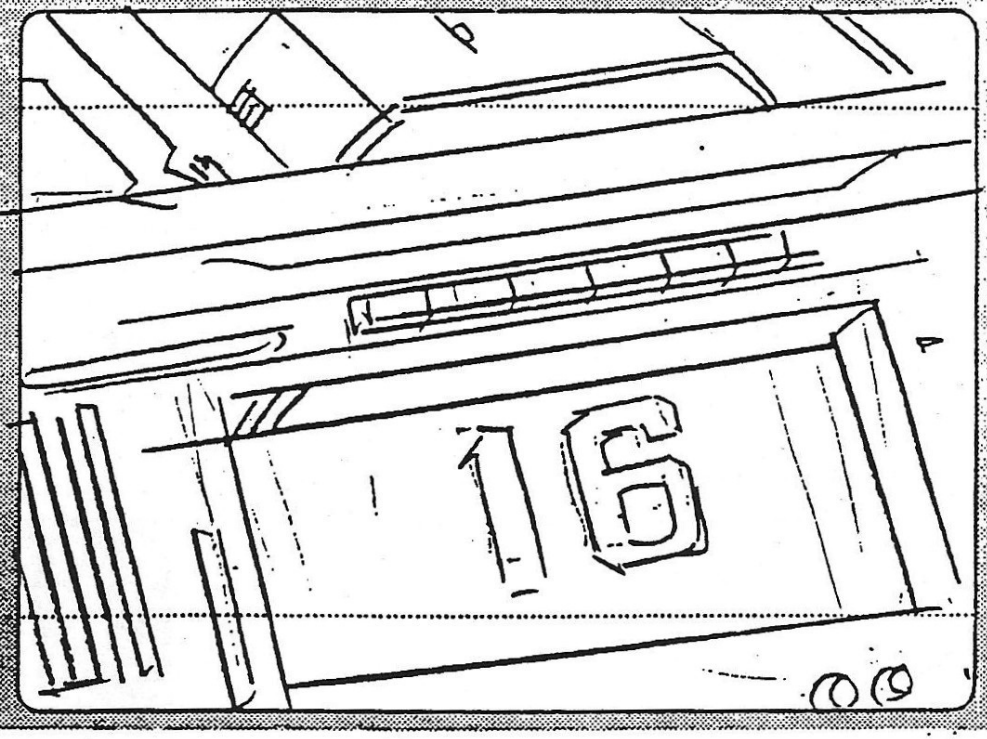
ACTION L.S. SPIKE AND BUMBLEBEE RUN OUT OF THE COMMAND CENTER. BUMBLEBEE TRANSFORMS, SPIKE JUMPS INSIDE AND HE DRIVES OUT ACROSS THE SURFACE OF THE MOON AS UNICRON CLOSES IN, IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

SC. 22-9 SEQ. 22 Page 7



ACTION X.C.U. THE TIMER COUNTING DOWN FROM 16...

DIAL

MUSIC/SFX

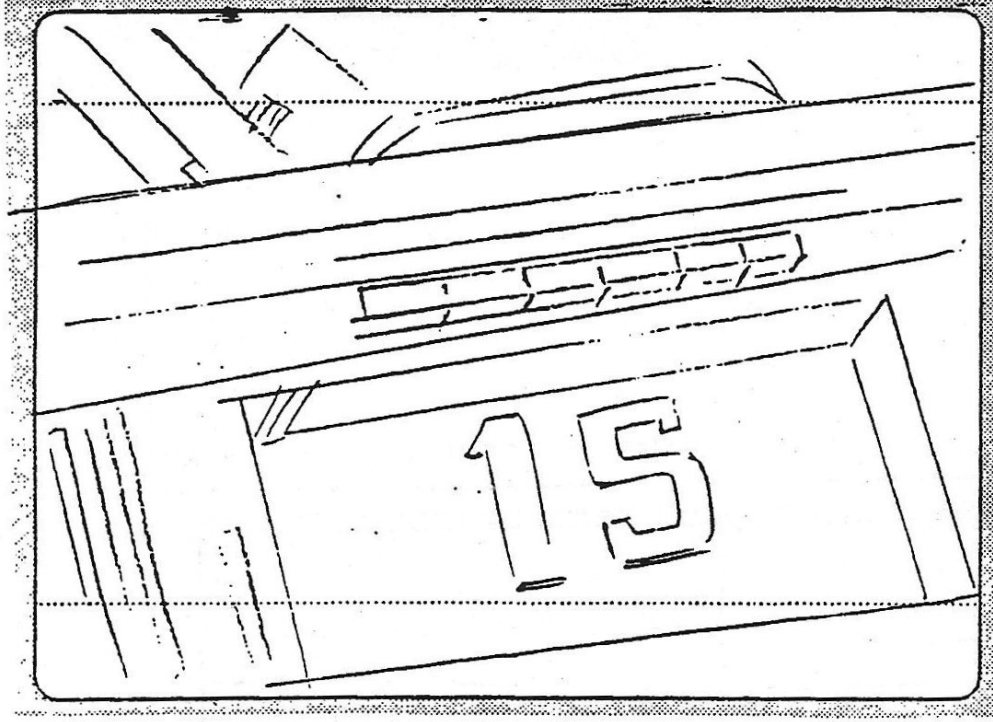
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 229 CONT

SC.

Page 7A.



CTION ...TO 15.

AL

DIC SFX

MERA

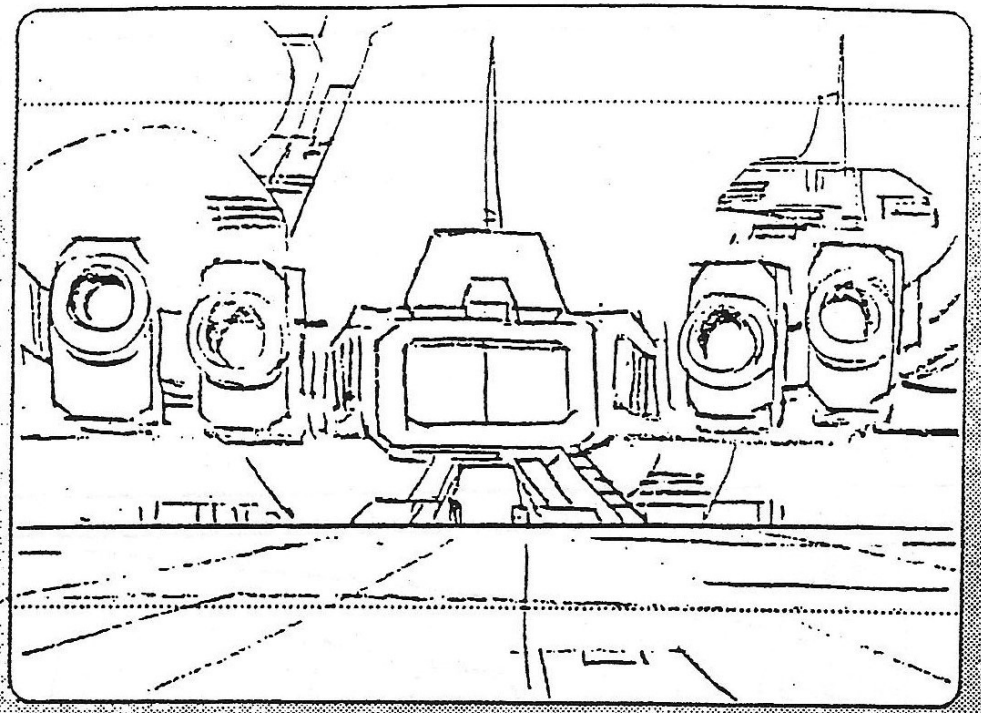
ACTION

DIAL

MUSIC/SFX

CAMERA

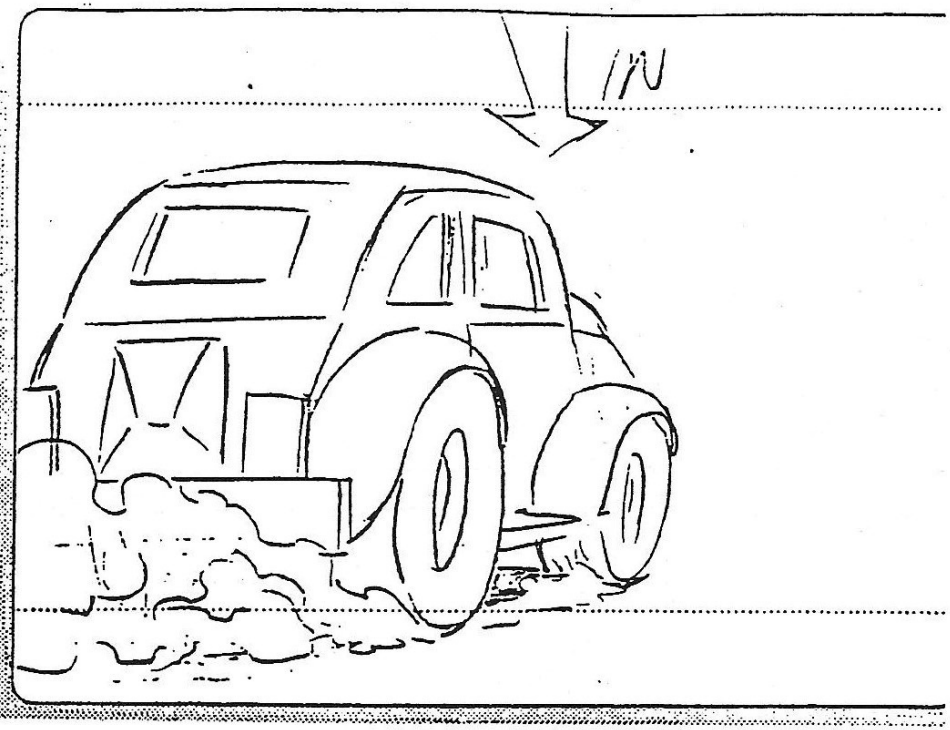
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. SPIKE'S SMALL SPACE SHIP.

DIAL

MUSIC/SFX



ACTION BUMBLEBEE ENTERS THE SCENE AND RACES TOWARD THE SPACESHIP.

DIAL

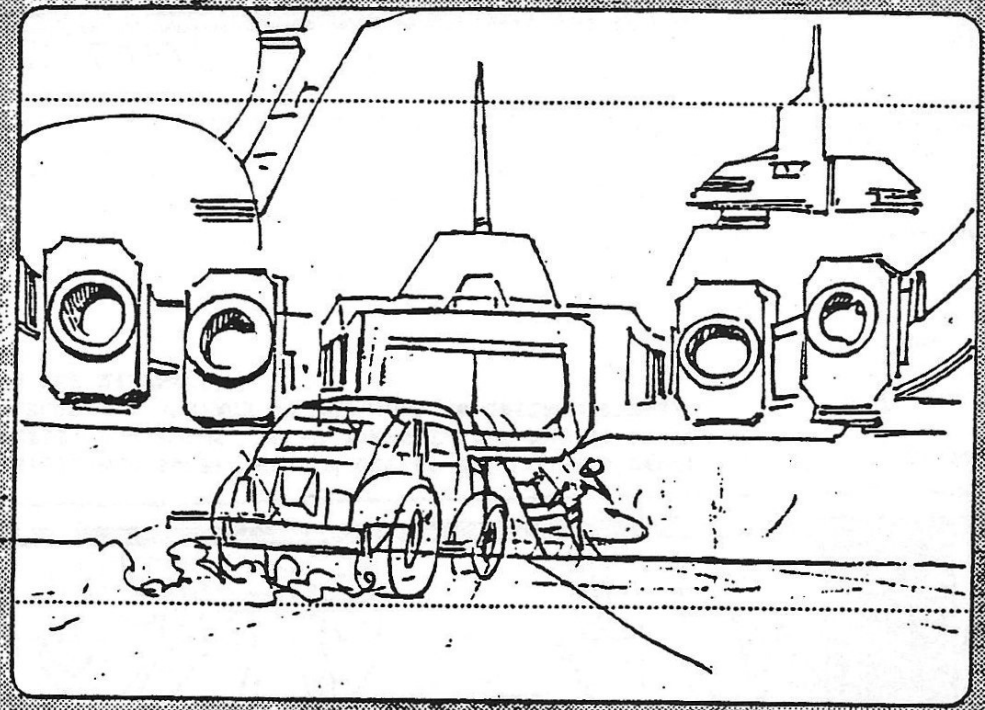
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-10 CONT

SC.

SEQ. 22 Page 9



ACTION SPIKE JUMPS OUT AS BUMBLEBEE TRANSFORMS INTO ROBOT MODE. THEY BOTH RUN INTO THE SHIP.

DIAL

MUSIC/SFX

CAMERA

ACTION

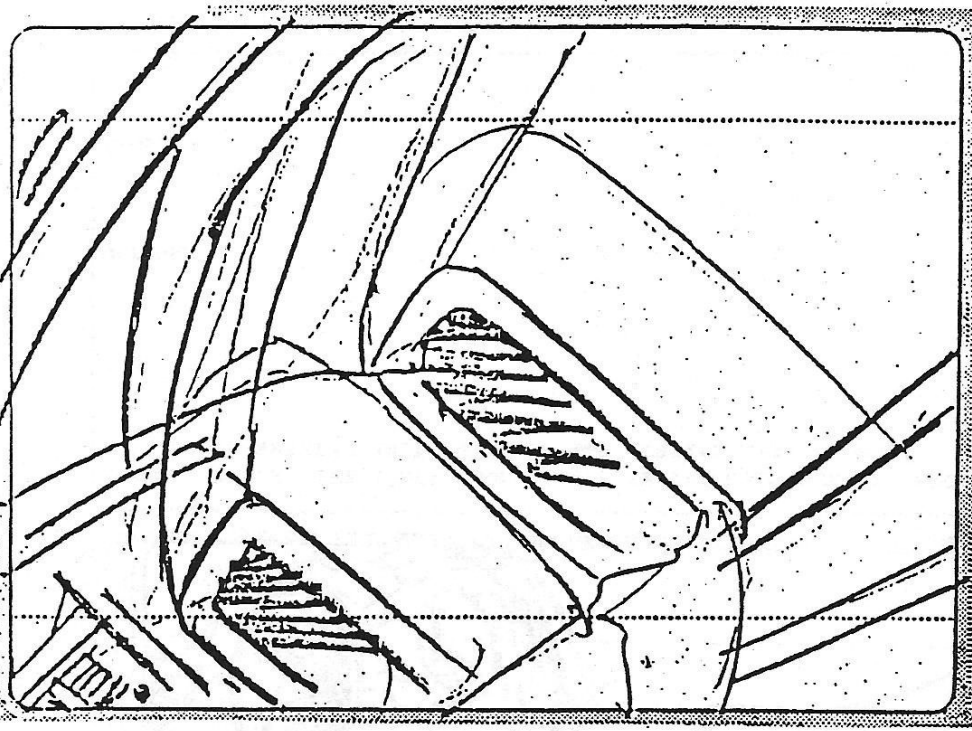
DIAL

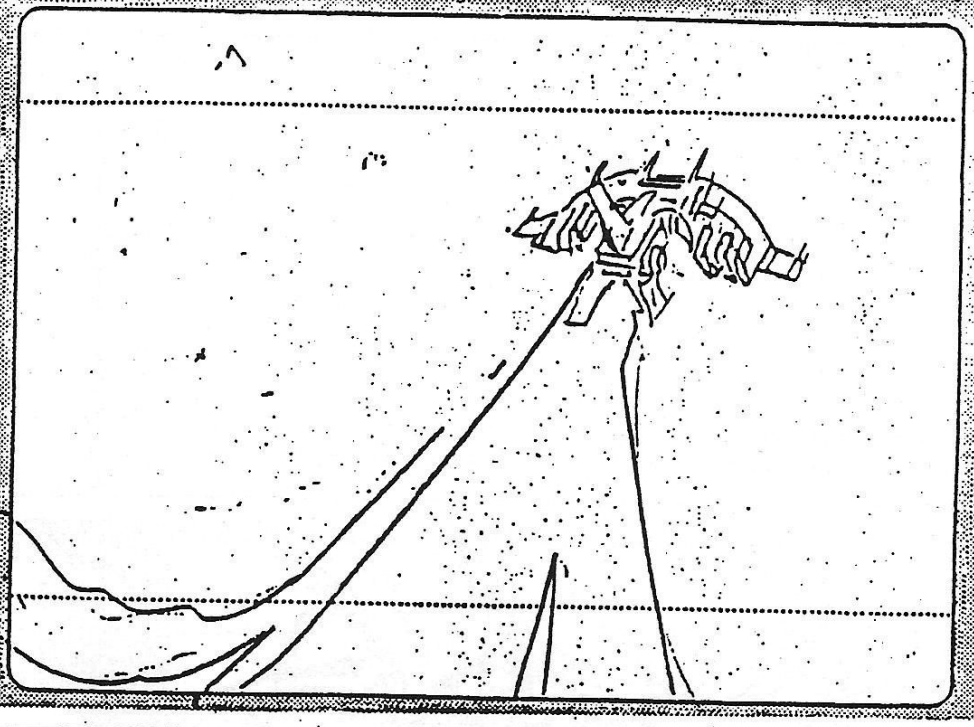
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-11 SC. CONT SEQ. 22 Page 10





ACTION X.C.U. SPIKE'S SPACE SHIP. ENGINE NOZZLES IGNITE.

DIAL

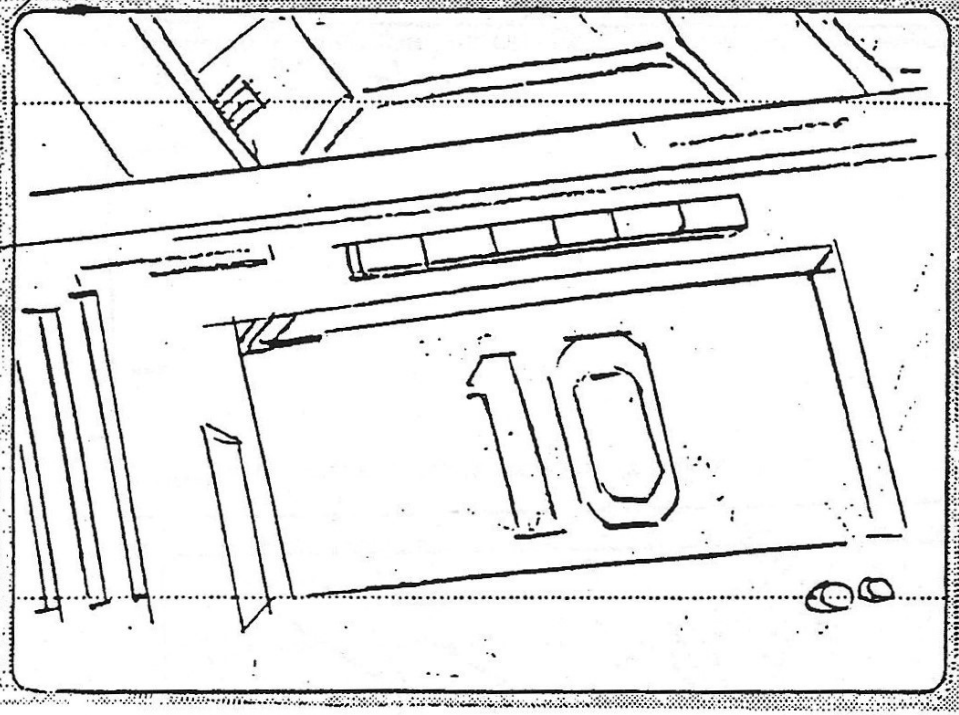
MUSIC/SFX

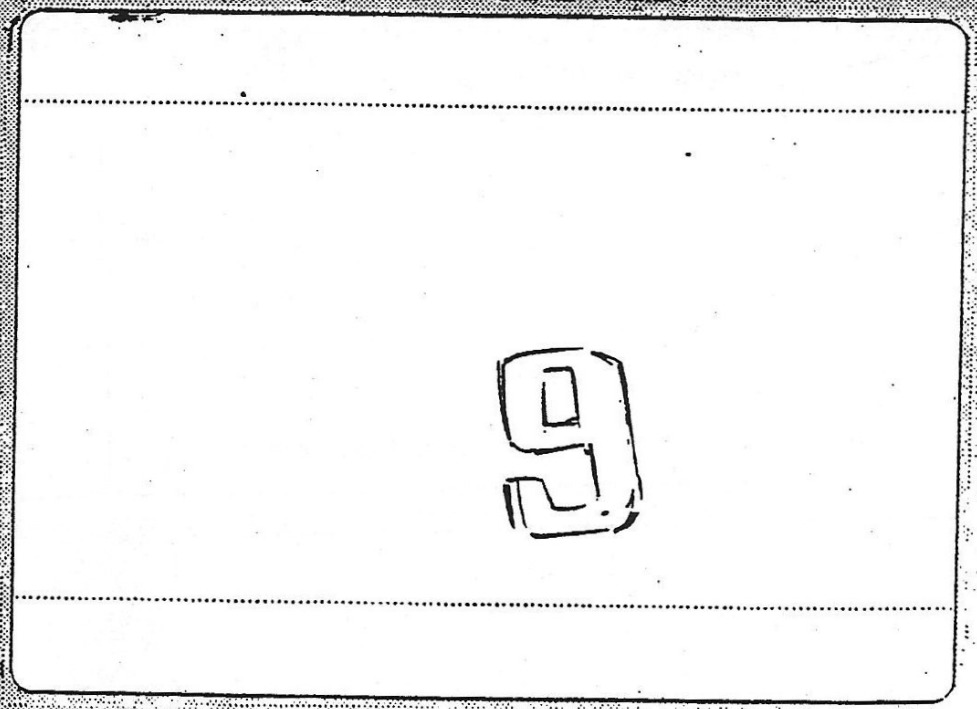
ACTION IT BLASTS AWAY FROM THE MOON'S SURFACE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.C.U. THE TIMER NOW READING 10 SECONDS.

DIAL

MUSIC/SFX

CAMERA

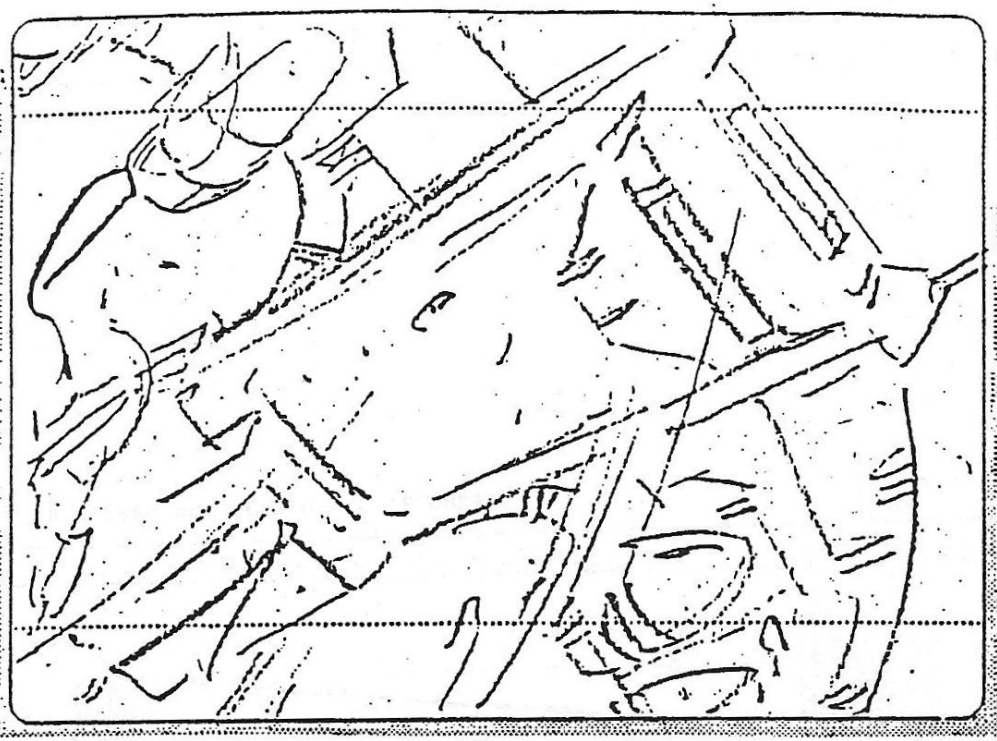
ACTION THEN NINE SECONDS.

DIAL

MUSIC/SFX

CAMERA

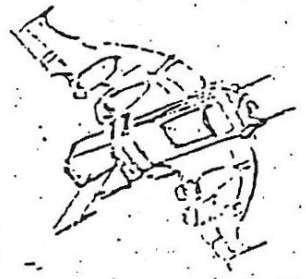
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION C.U. SPIKE'S SPACE SHIP AS IT ZOOMS UP...

DIAL

MUSIC/SFX



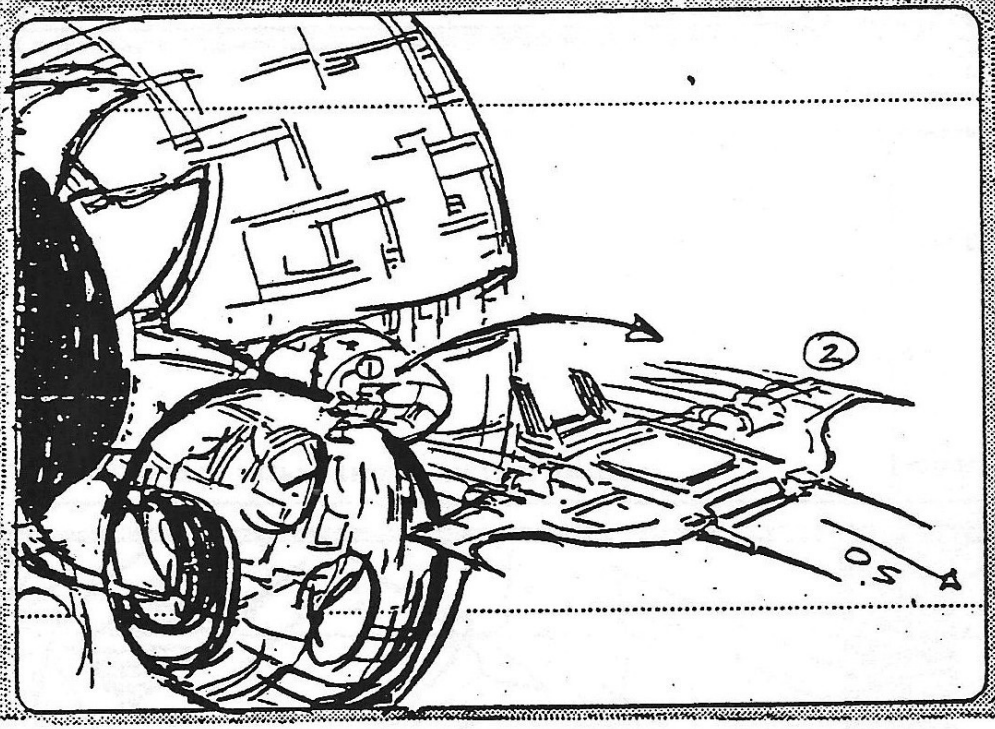
ACTION ...HIGH INTO SPACE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-14



ACTION X.L.S. THE INNER MOON ALMOST IN THE CLUTCHES OF UNICRON, AS SPIKE'S SHIP SAILS UP AND STREAKS AWAY FROM IT.

DIAL

MUSIC/SFX

CAMERA

SC.22-15 CAM SHAKE SEQ. 22 Page 13

ACTION M.S. UNICRON CLOSES IN ON THE MOON IN THE FOREGROUND. ITS BEAKS START TO CLOSE AS IT BEGINS TO BITE THE MOON.

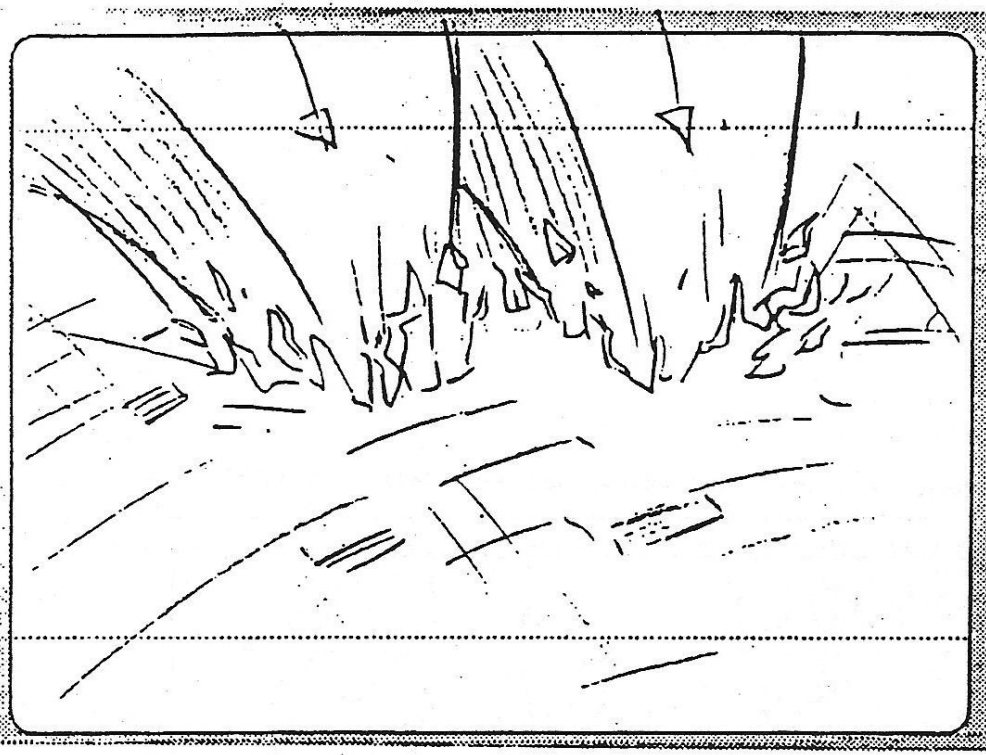
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-16



ACTION C.U. THE MOON'S SURFACE, AS ONE OF UNICRON'S BEAKS ENTERS THE SCENE AND PIERCES ITS SURFACE.

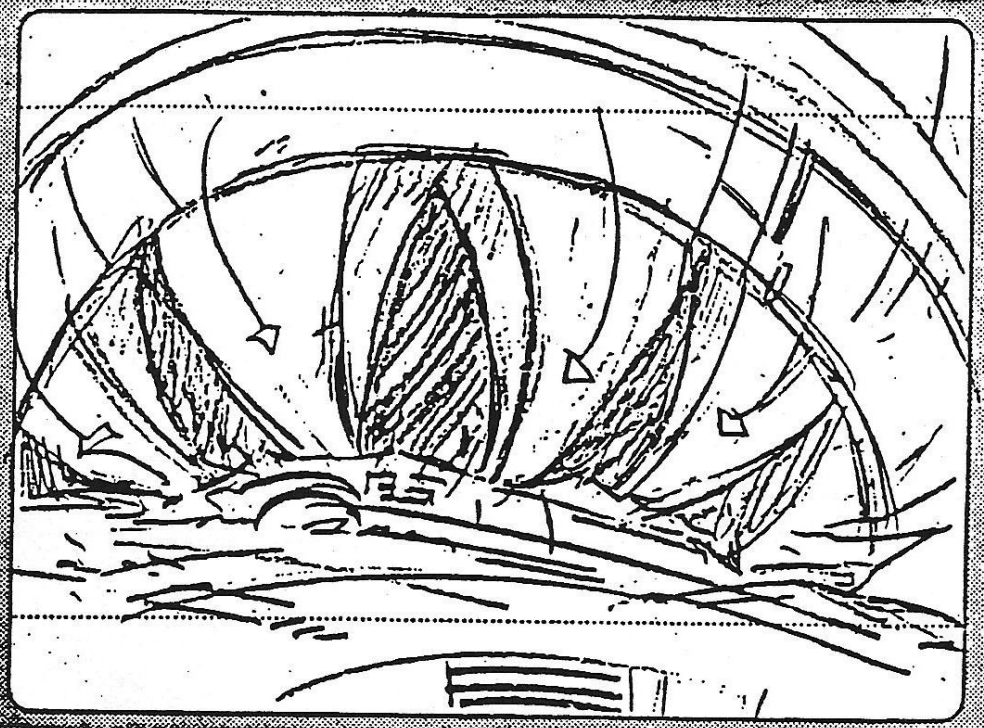
DIAL BUMBLEBEE (V.O.) Five...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-17



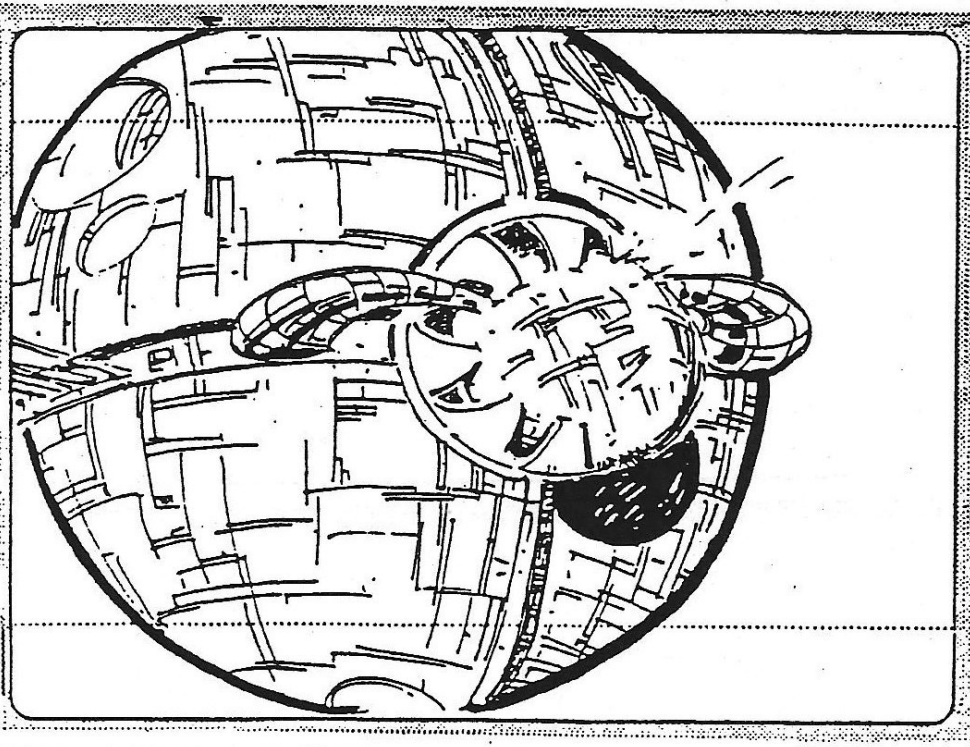
ACTION M.S. UNICRON BITES DEEP INTO THE MOON.

DIAL BUMBLEBEE (V.O.) (CONT) Four...

MUSIC/SFX

CAMERA

SC. 22-18



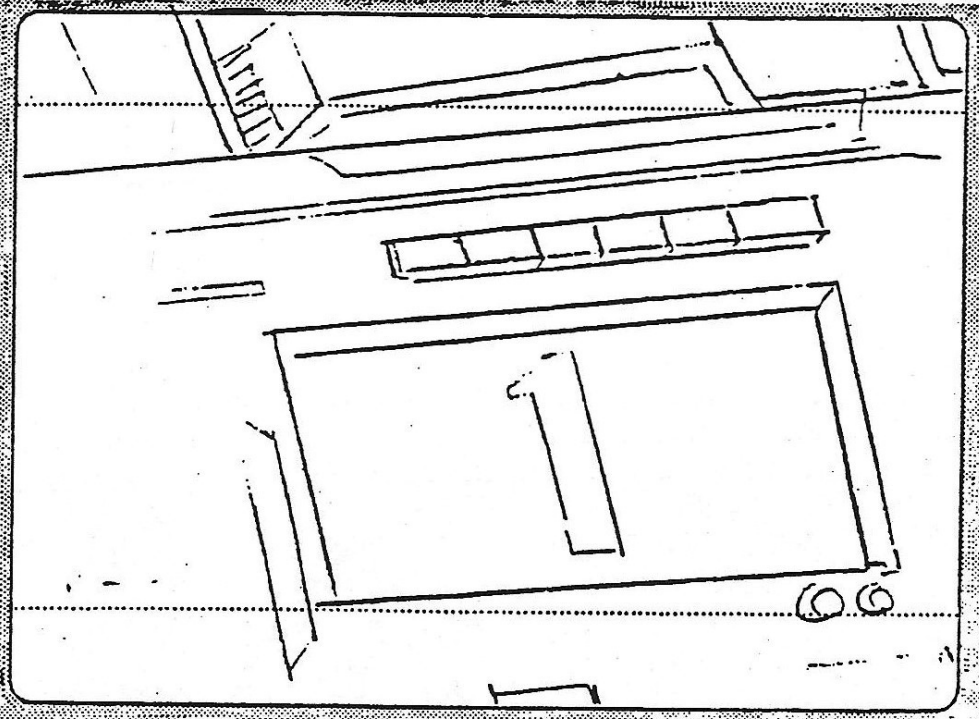
ACTION ...ENGULFS IT WITH ITS BEAKS.

DIAL BUMBLEBEE (V.O.) Three...two...

MUSIC/SFX

CAMERA

SC. 22-19 SEQ - 22 Page 15



ACTION X.C.U. THE TIMER CHANGES FROM ONE TO...

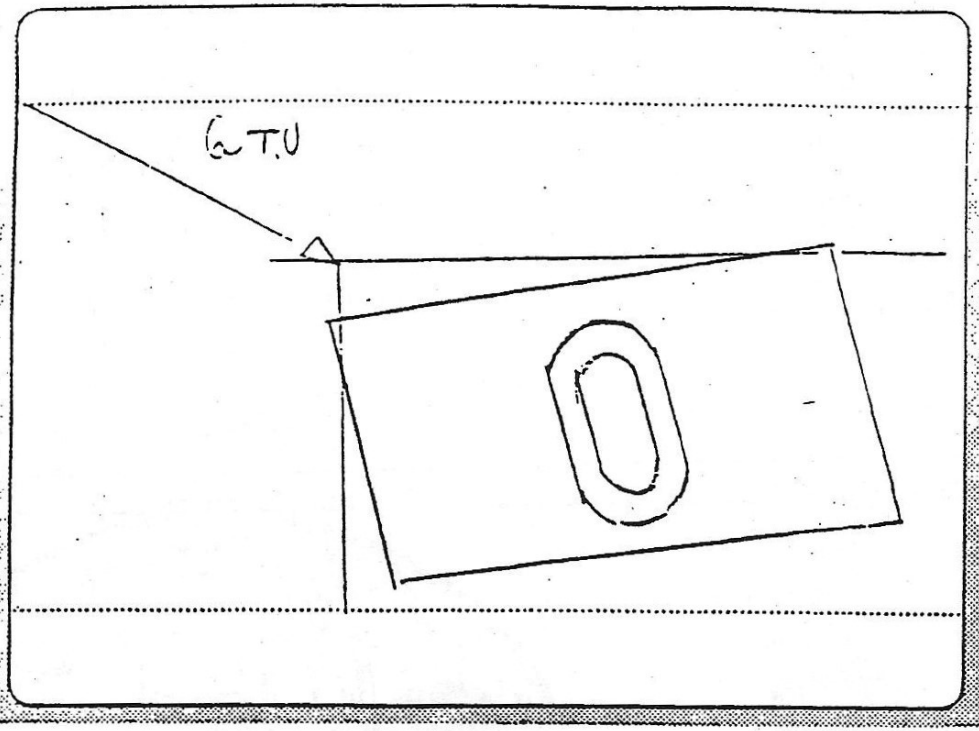
DIAL BUMBLEBEE (V.O.) (CONT) ...one.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.



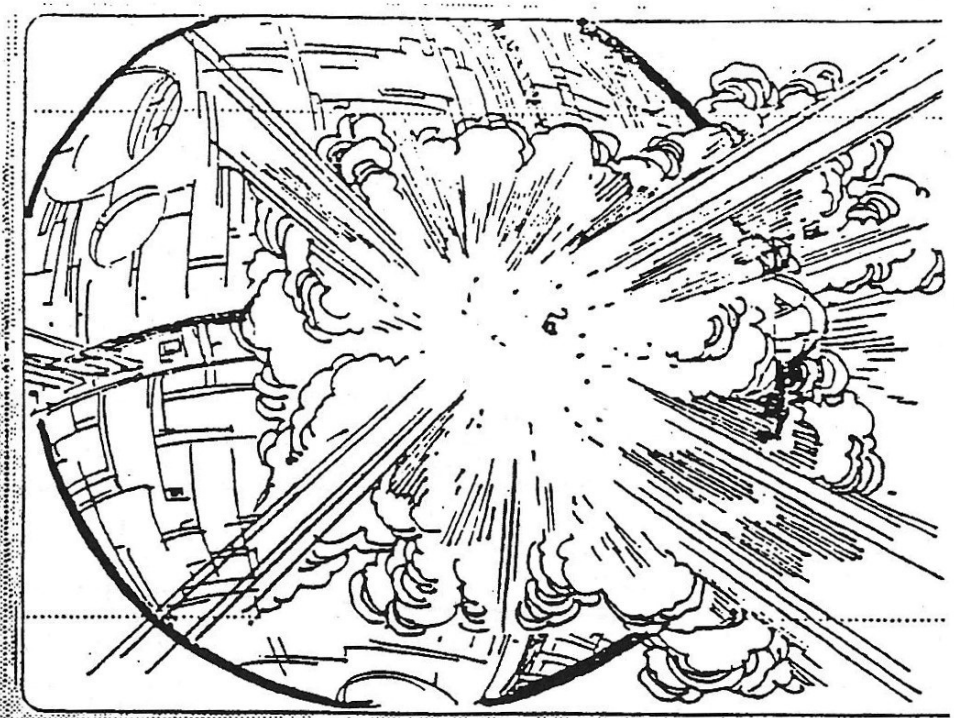
ACTION ...ZERO.

DIAL

MUSIC/SFX

SC.

SEQ.



ACTION L.S. UNICRON AS THE MOON EXPLODES IN HIS MOUTH!

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-20 CONT

SC.

SEQ. 22 Page 17

ACTION SENDS OUT DEBRIS AND SHOCKWAVES THAT FILL THE SCENE.

DIAL

MUSIC/SFX

CAMERA

ACTION

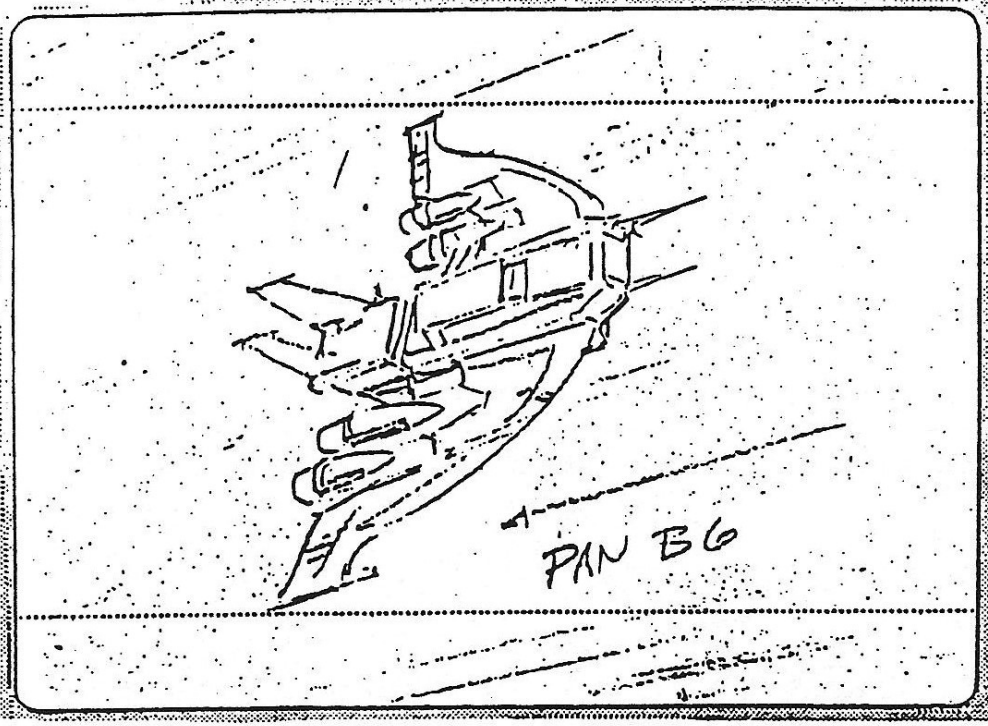
DIAL

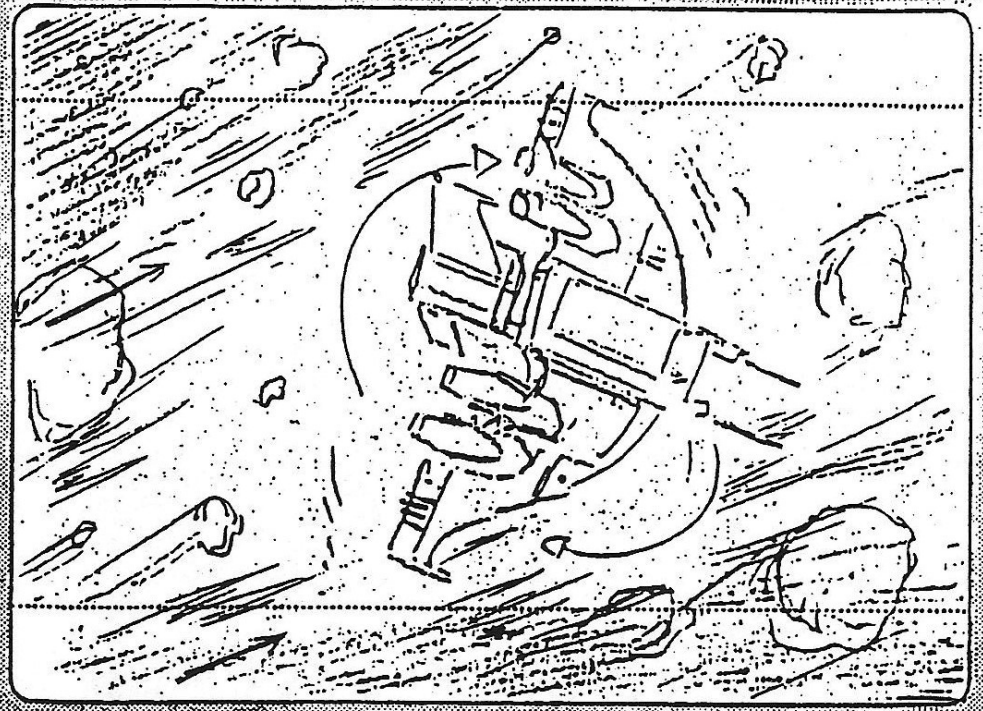
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-21 SC. CONT SEQ. 22 Page 18





ACTION L.S. SPIKE'S SPACE SHIP. WE FOLLOW IT ALONG AS THE BLAST FROM UNICRON HITS IT...

DIAL

MUSIC/SFX

CAMERA

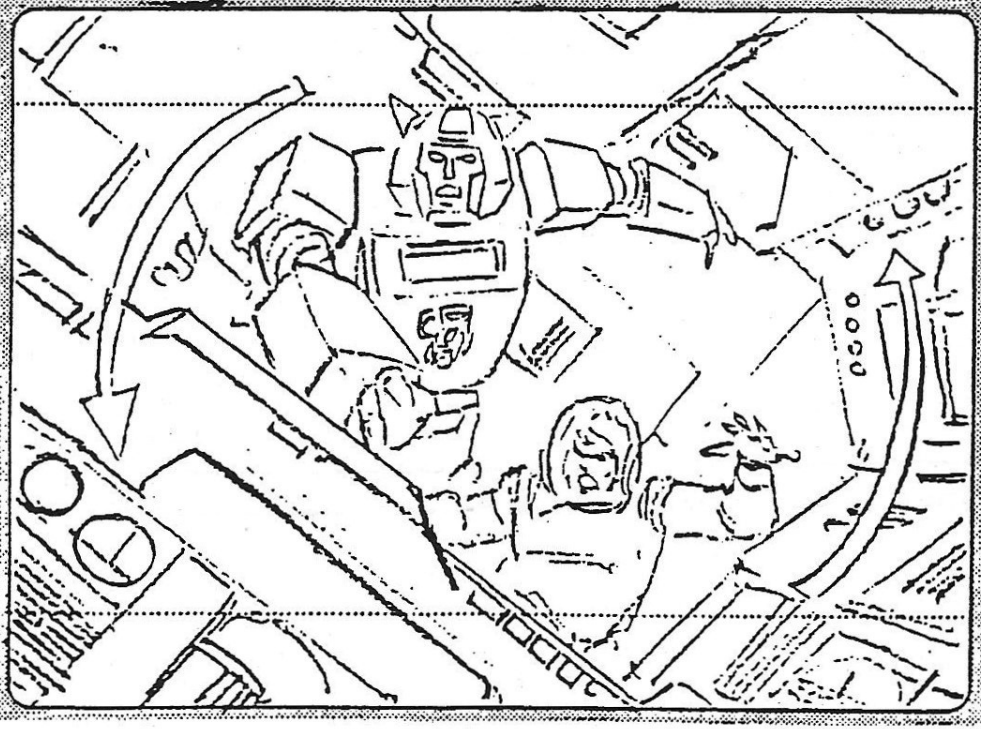
ACTION ...SENDING IT TUMBLING OUT OF CONTROL.

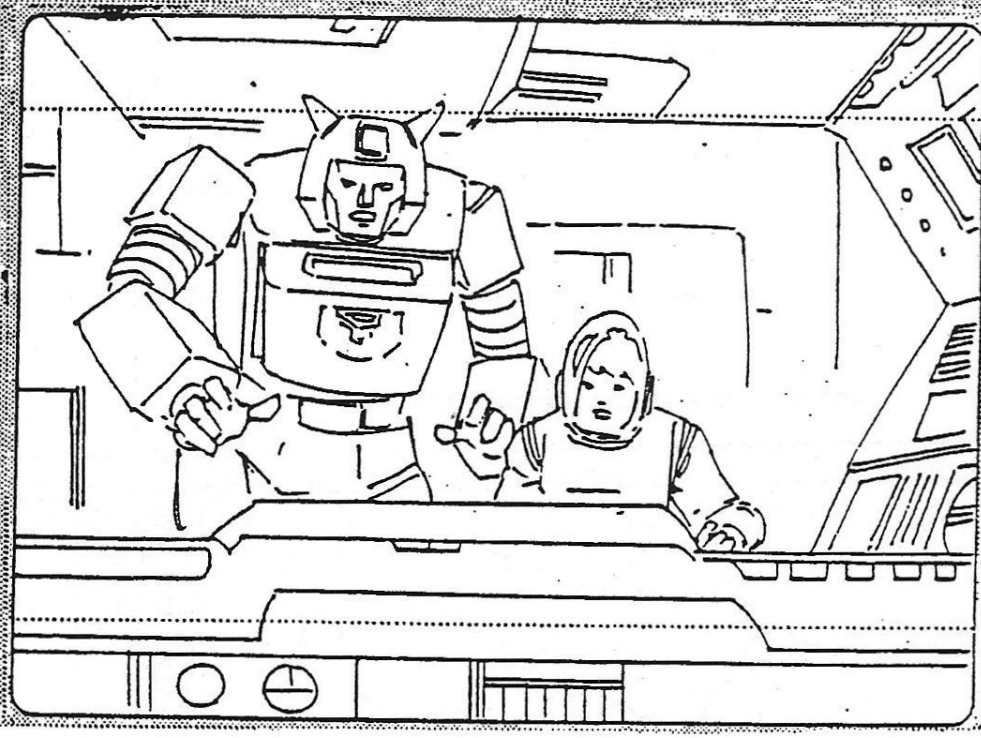
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ACTION M.L.S. BUMBLEBEE AND SPIKE TUMBLING INSIDE THE SPACE SHIP. SPIKE WORKS THE CONTROLS TO STABILIZE THE SHIP.

DIAL

MUSIC/SFX

CAMERA

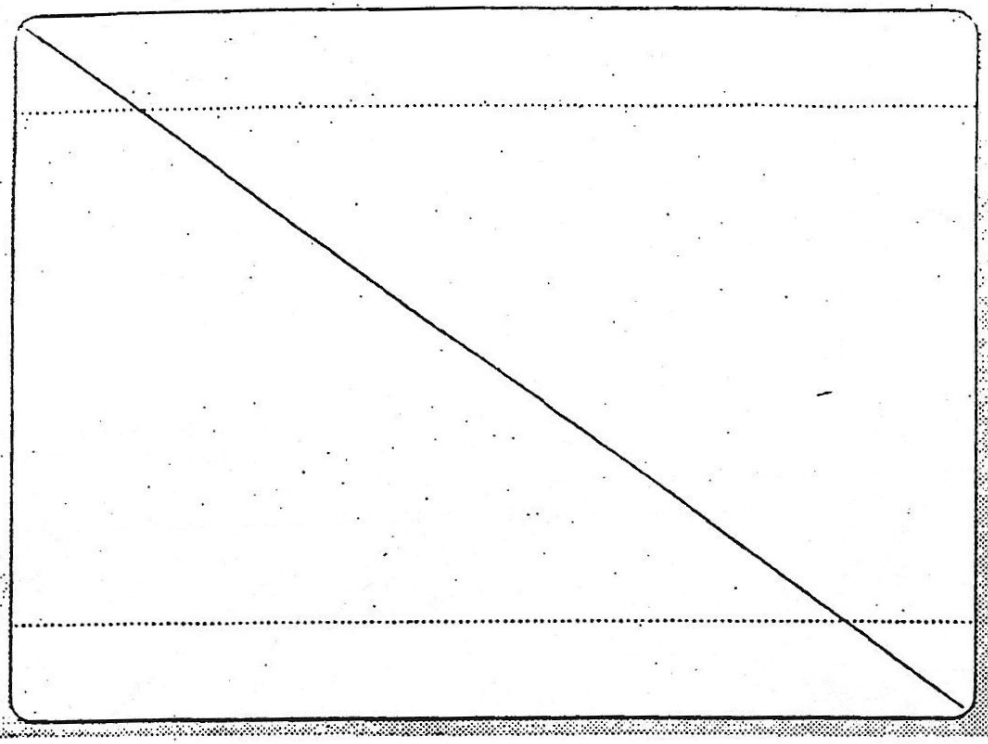
ACTION SPIKE'S SPACE SHIP STOPS SPINNING AND STABILIZES ITS COURSE.

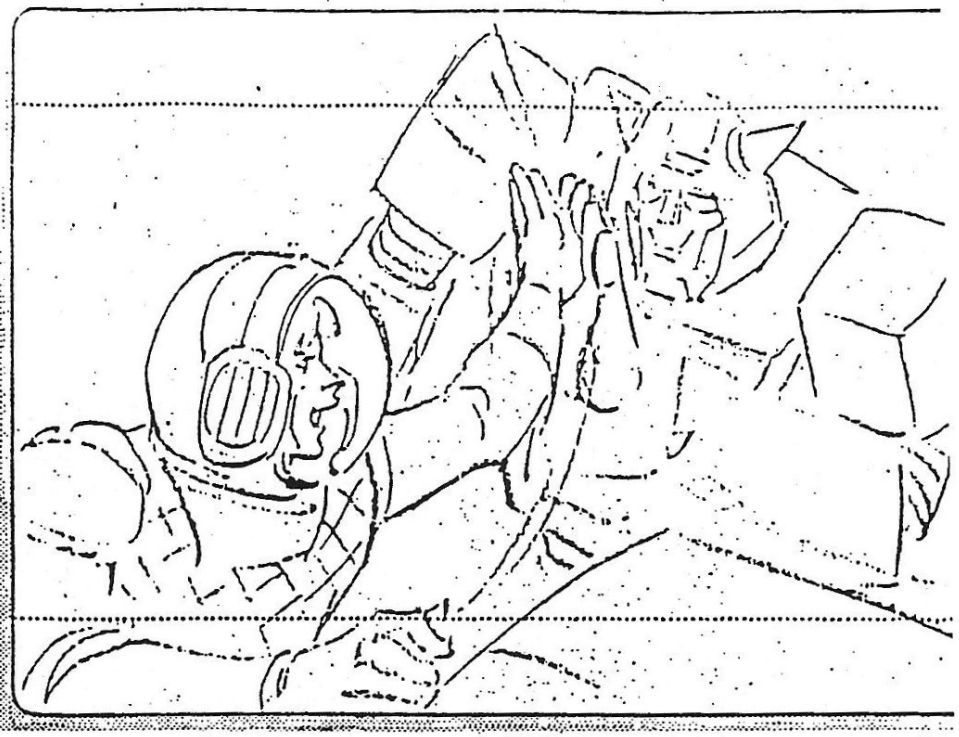
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. SPIKE AND BUMBLEBEE SLAP HANDS IN JOY.

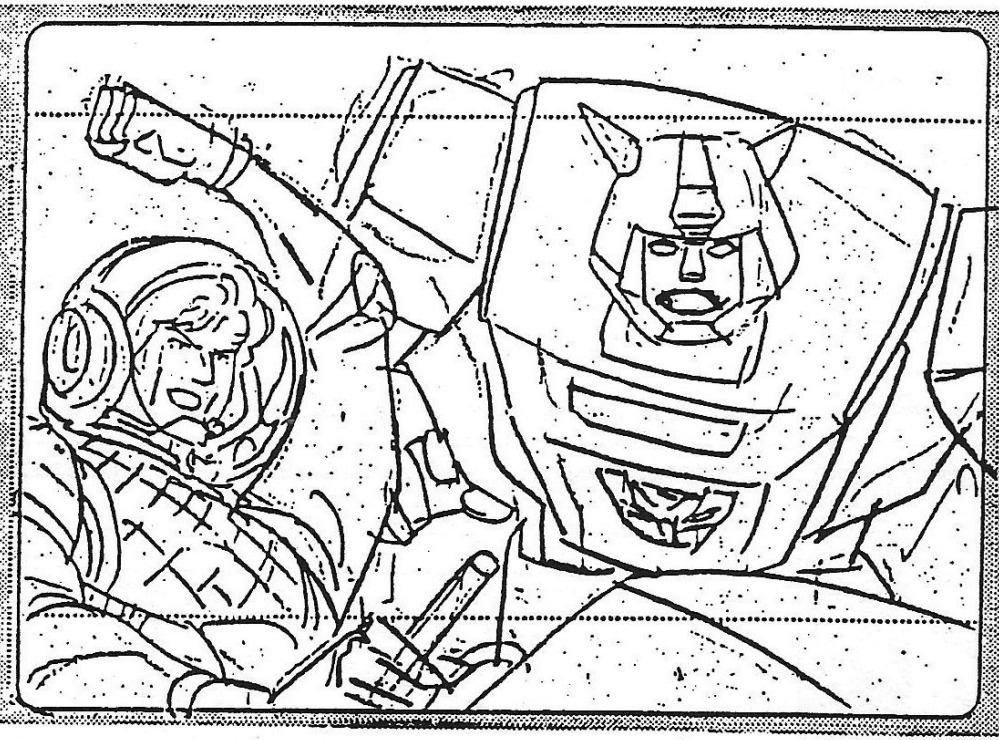
DIAL SPIKE/BUMBLEBEE (CHEER)

MUSIC/SFX

CAMERA

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!

SC. 22-25



ACTION ...AND SPIKE CALLS OUT A CHEER...BUT THEN...

DIAL BUMBLEBEE Spike!

MUSIC/SFX

CAMERA

SC. 22-26

SEQ. 22 Page 21

ACTION ...THEY NOTICE SOMETHING ON THE MONITOR SCREEN THAT SHOCKS THEM.

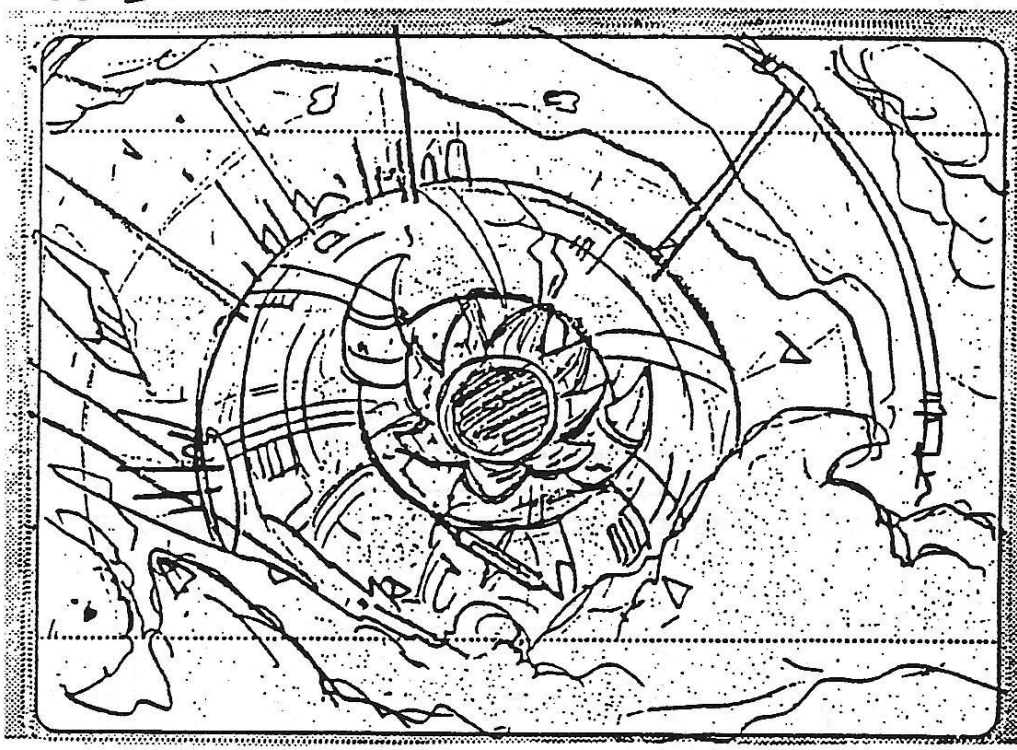
DIAL SPIKE It isn't even dented.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-27 SC. SEQ. 22 Page 22



ACTION L.S. UNICRON AS THE CLOUDS OF SMOKE AND DEBRIS CLEARS.
WE SEE IT CLEARING. UNDAMGED IT MOVES FORWARD.

DIAL

MUSIC/SFX

CAMERA

ACTION

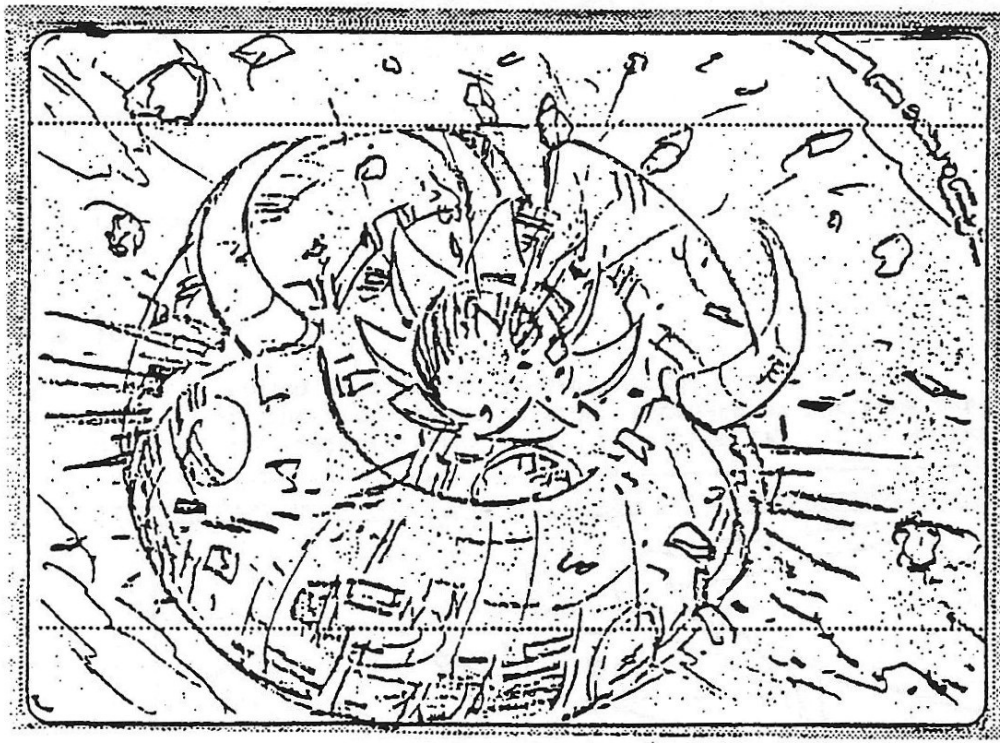
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-28



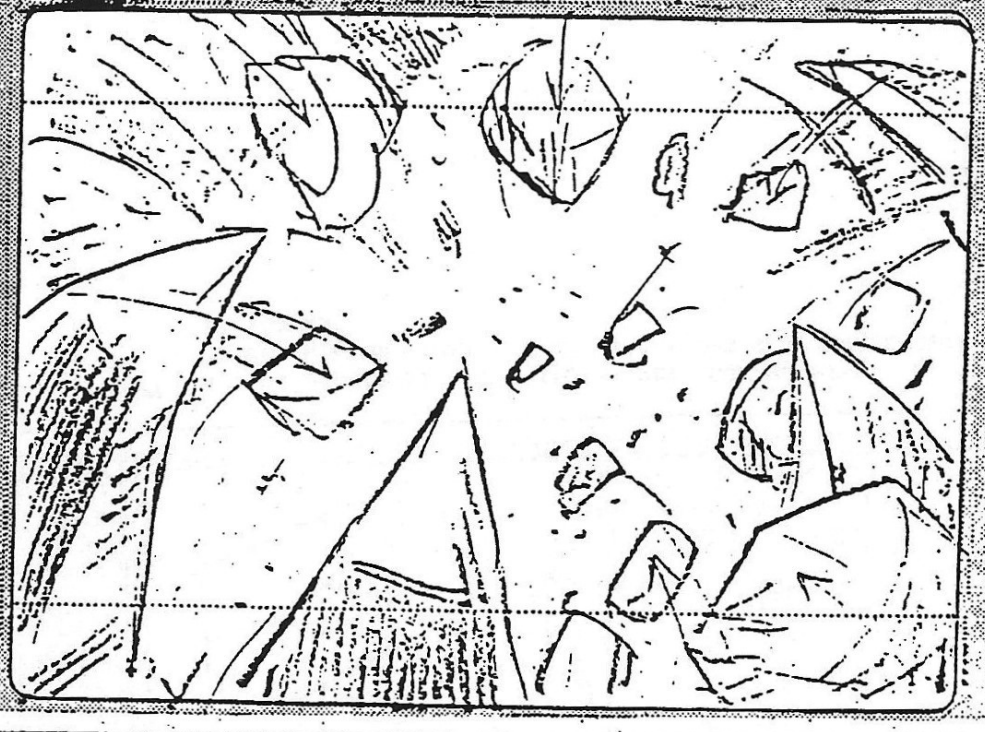
CTION ...AND STARTS TO DRAW INTO ITSELF ALL THE DEBRIS LEFT FROM THE EXPLOSION.

AL

USIC/SFX

AMERA

SC. 22-29 SEQ. 22 Page 23



ACTION C.U. UNICRON'S "MOUTH" AS IT PULLS IN ROCKS AND PIECES OF THE EXPLODED MOON.

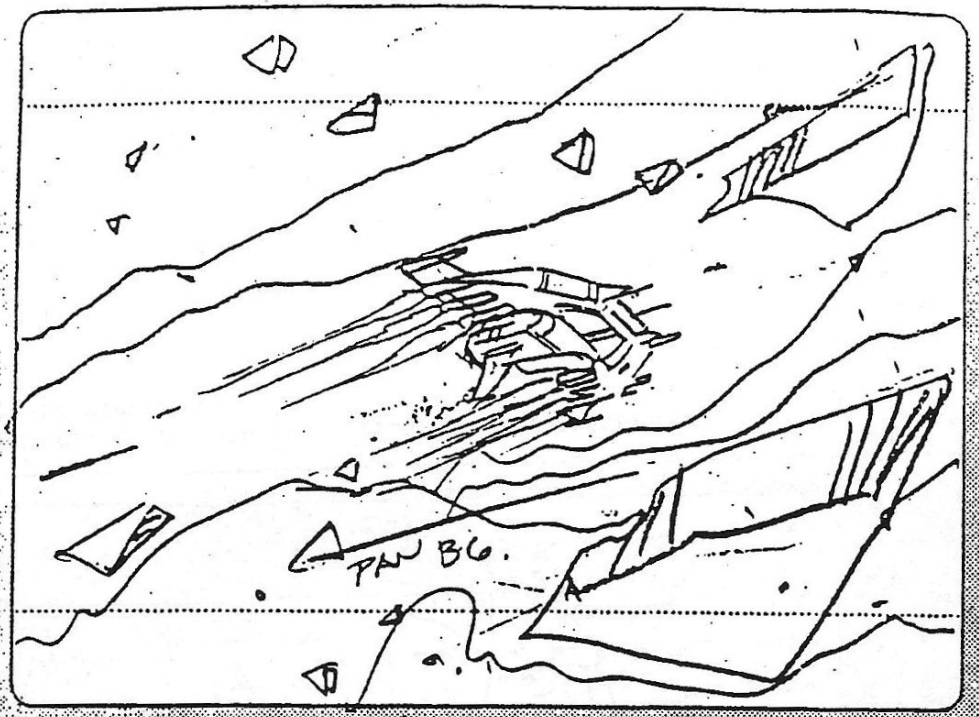
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SEQ.



ACTION L.S. SPIKE'S SPACE SHIP. WE FOLLOW IT. IT IS MOVING ON BUT THEN STARTS TO SLOW AS CHUNKS OF THE MOON ARE PULLED PAST IT AND TOWARD UNICRON O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

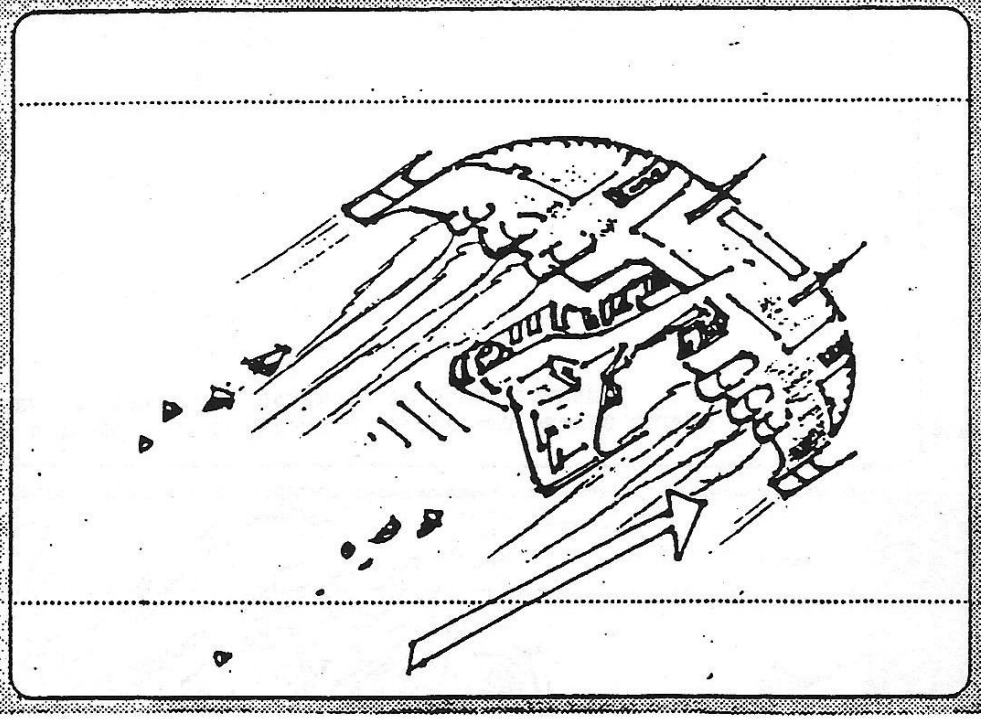
SC. SEQ.

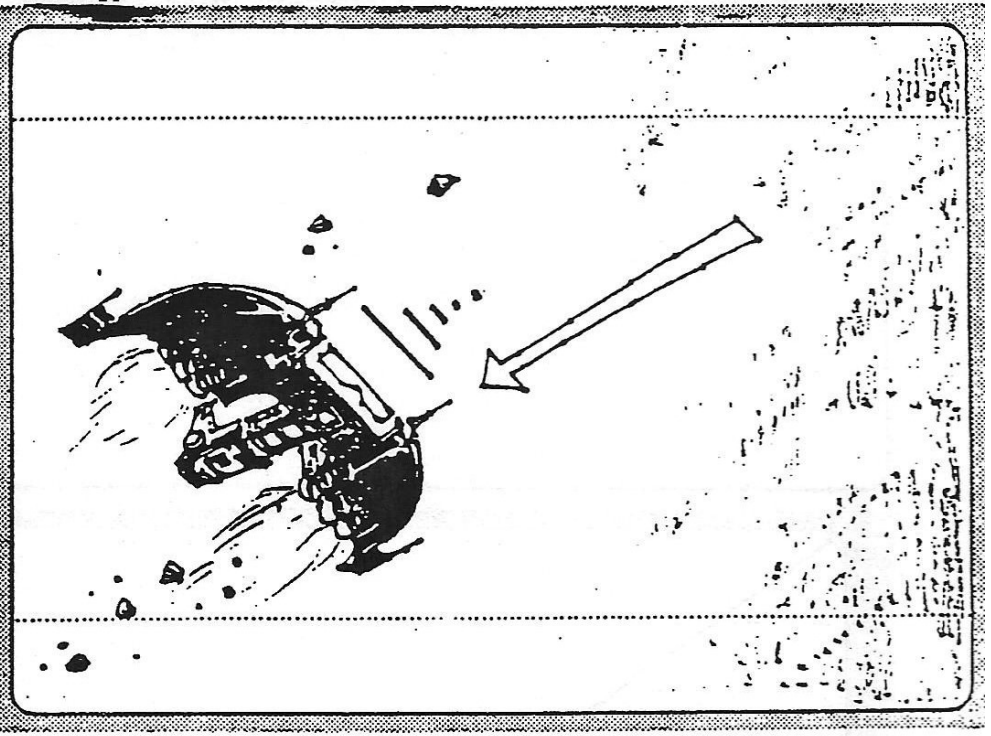
ACTION M.C.U. BUMBLEBEE AND SPIKE. THEY LOOK WORRIED. OUT OF THE WINDOW, BEHIND THEM WE CAN SEE THAT THEIR SHIP IS SLOWING.

DIAL

MUSIC/SFX

SC. 22-32 SC. CONT SEQ. 22 Page 25





ACTION L.S. THE SPACE SHIP. IT VIBRATES TO A STOP THEN AFTER A MOMENT'S PAUSE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SLOWLY STARTS TO BE PULLED BACK.

THE ROCKETS STRAIN, BUT CAN"T KEEP THE SHIP MOVING FORWARD.

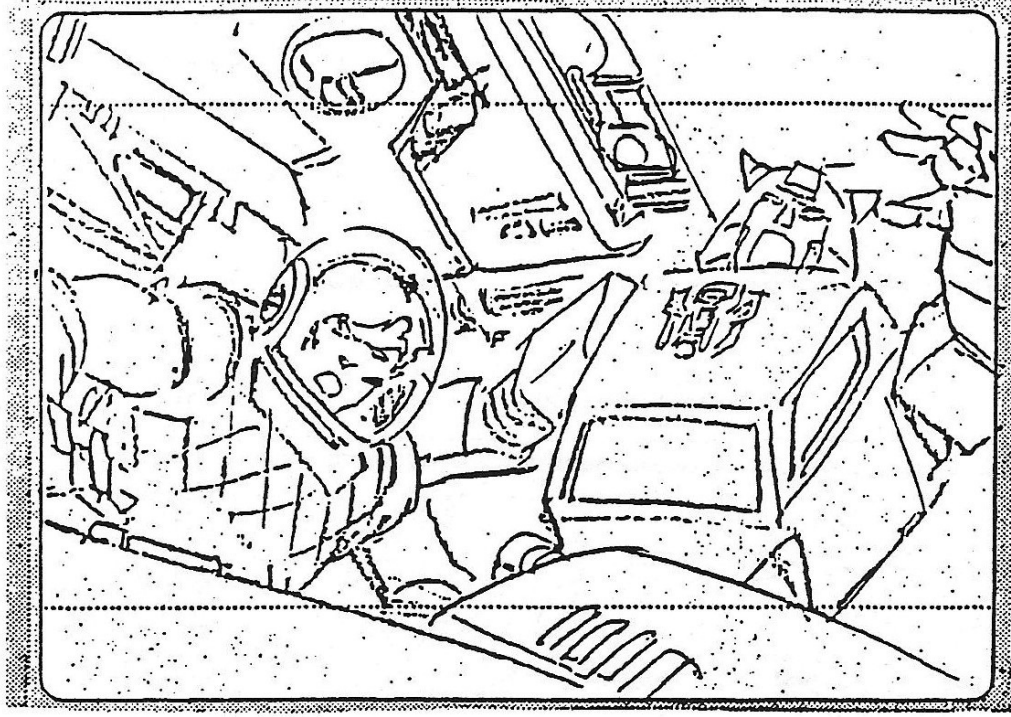
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-33



ACTION M.S. SPIKE AND BUMBLEBEE. THEY REACT WITH HORROR!

DIAL

MUSIC/SFX

CAMERA

SC. 22-34 SEQ. 22 Page 26

ACTION L.S. SPIKE'S SHIP AS IT IS DRAWN BACK, BACK TOWARD THE MOUTH OF UNICRON.

DIAL

MUSIC/SFX

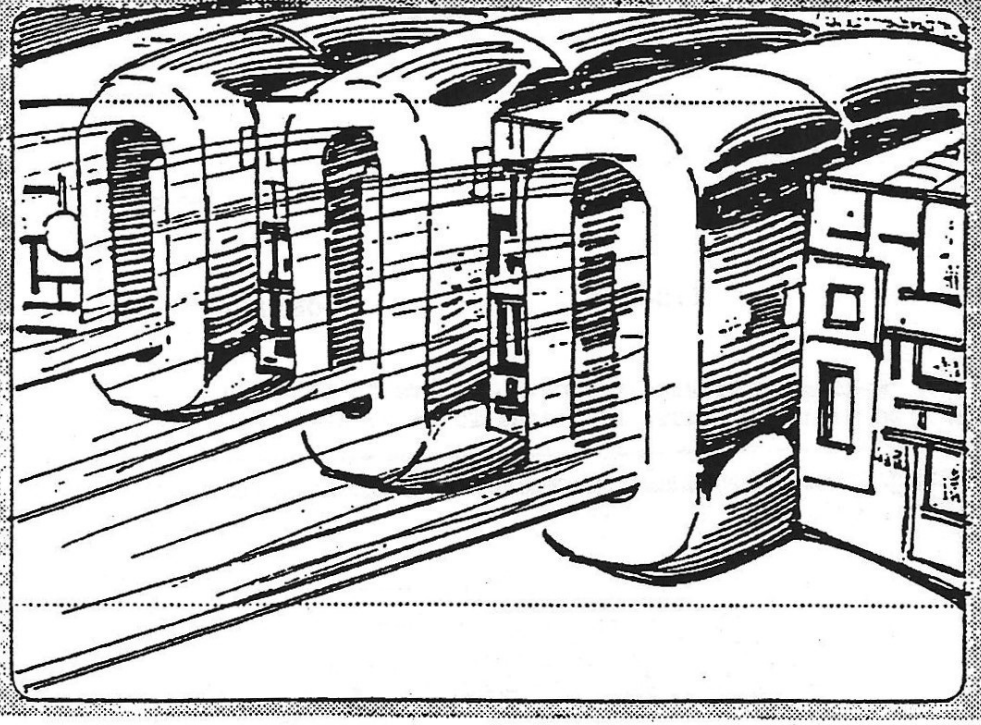
CAMERA

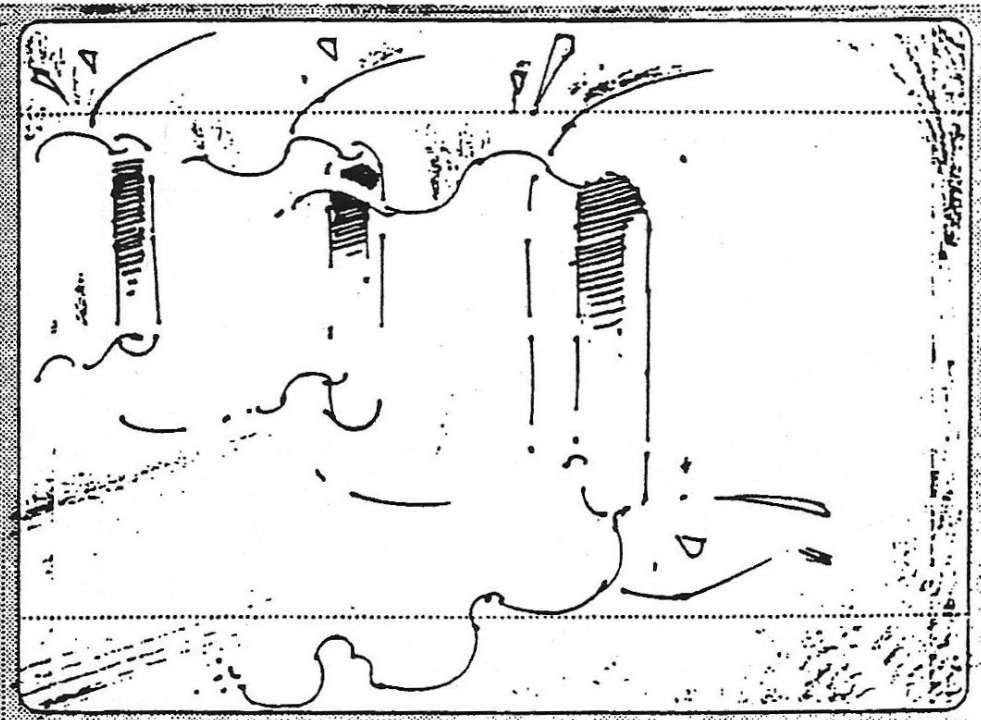
TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-35

SC. CONT

SEQ. 22 Page 27





ACTION C.U. THE ROCKET ENGINES. THE ENGINES FIRE WITH ALL THEIR FORCE, STRAINING AGAINST THE PULL OF UNICRON. THEY SEND OUT A LAST BLAST OF ENERGY...

DIAL

MUSIC/SFX

CAMERA

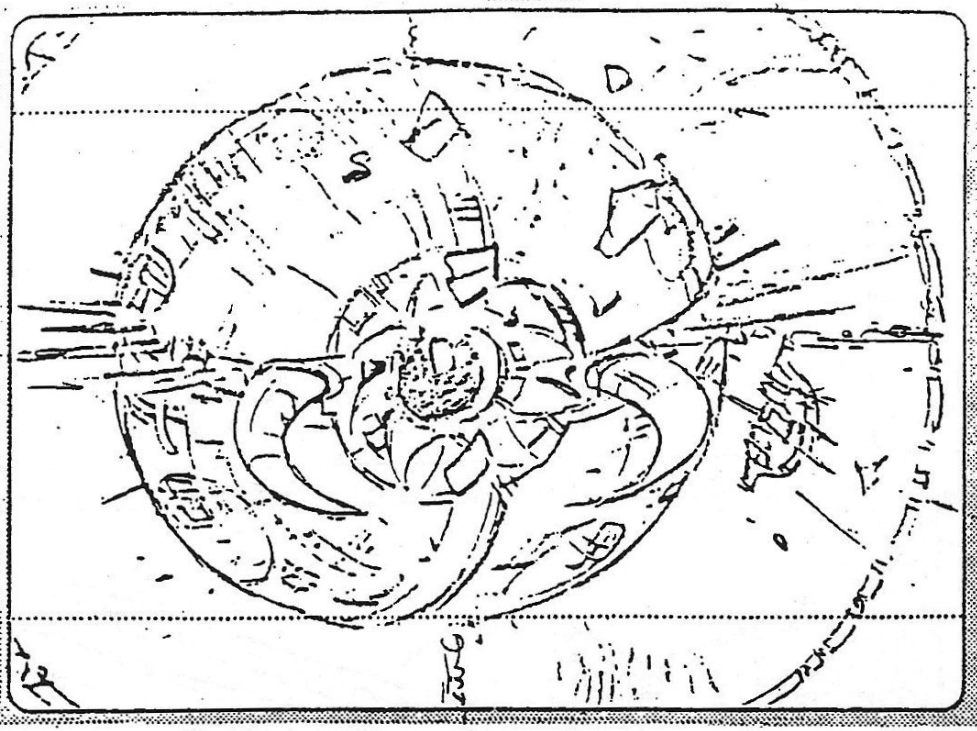
ACTION ...THEN SPUTTER TO A STOP.

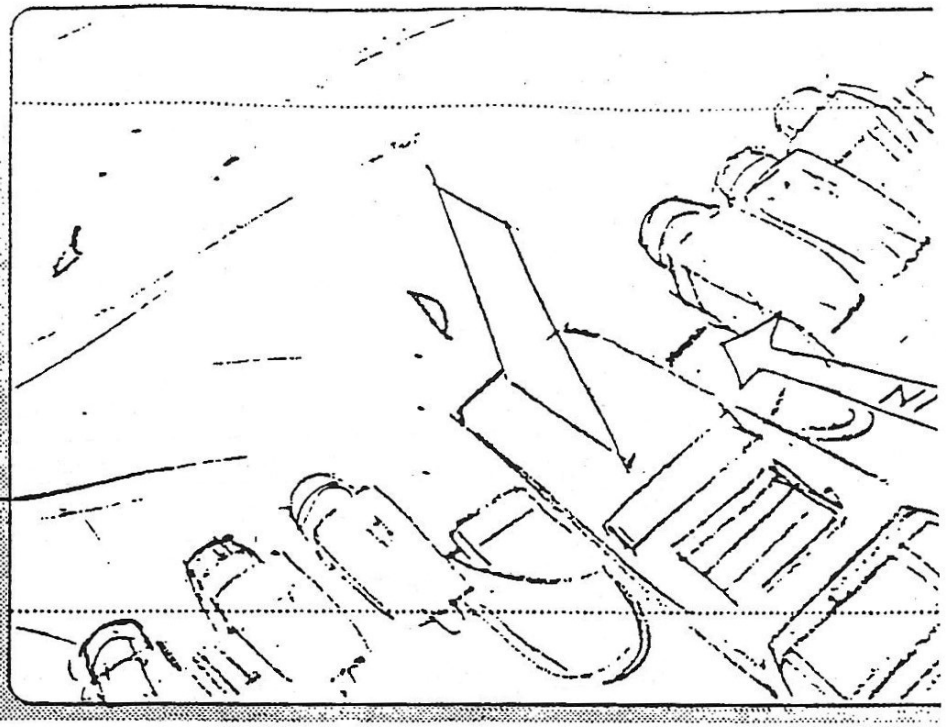
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. SPIKE'S SPACE SHIP. IT FALLS AWAY FROM US. WE PAN WITH IT AS IT IS DRAWN TOWARD THE UNDAMAGED UNICRON.

DIAL UNICRON (ROARS!)

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 22-37 SC. SEQ. 22 Page 29

ACTION C.U. SPIKE. HE LOOKS BACK IN FEAR.

DIAL BUMBLEBEE We're being sucked into it!

MUSIC/SFX

CAMERA

ACTION

DIAL

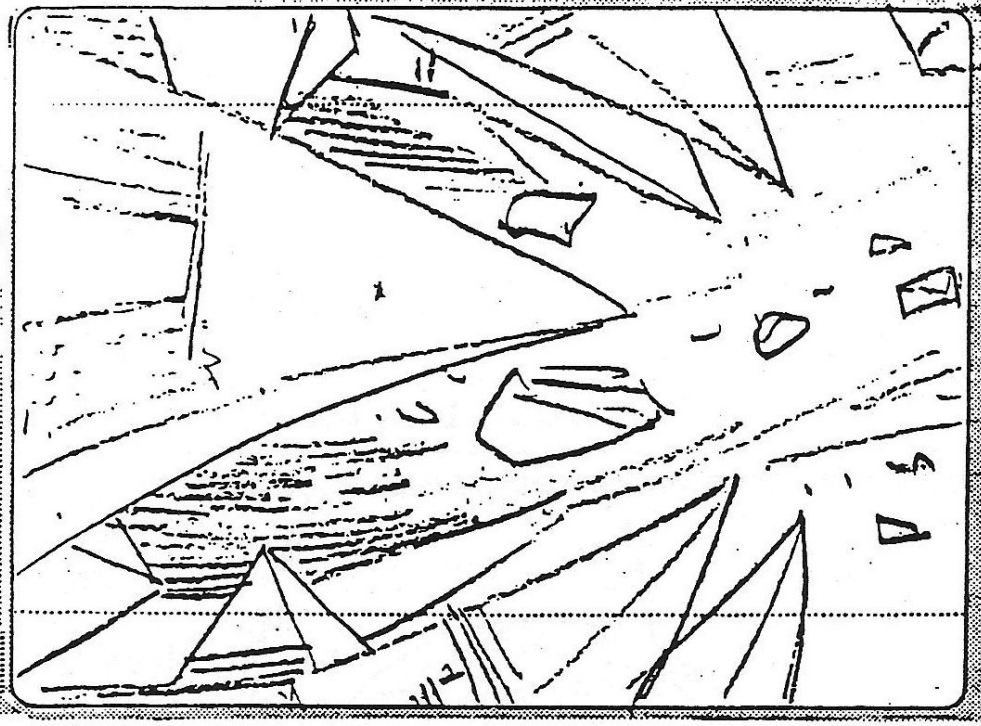
MUSIC/SFX

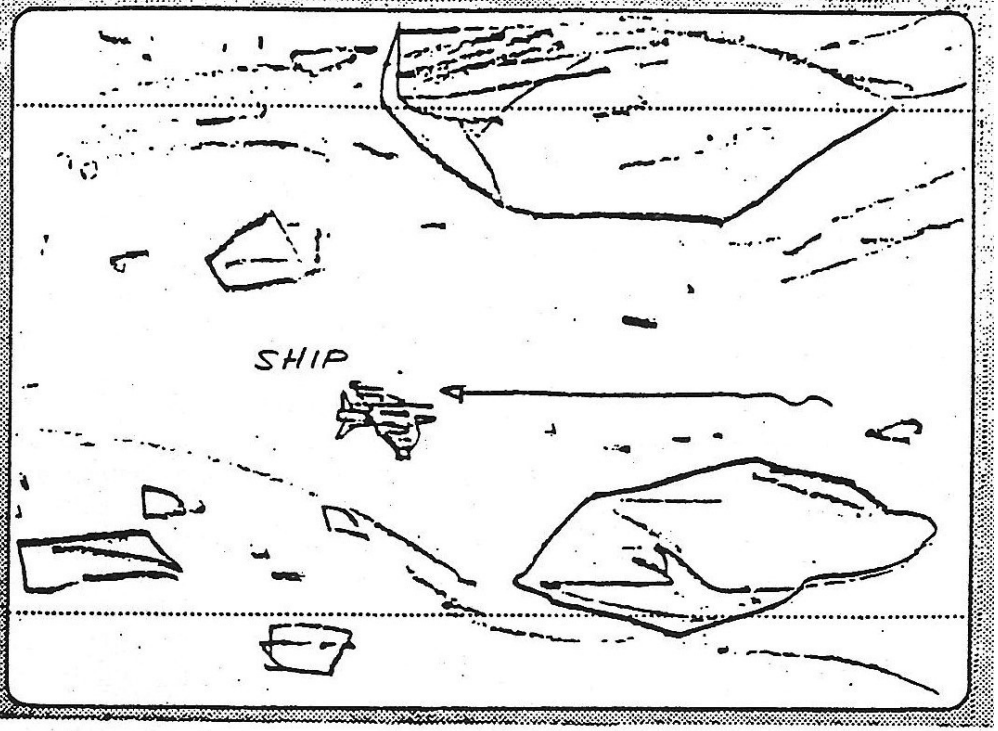
CAMERA

MPL-40

TF RAW
From Transformation 1 to Beast Hunters and Beyond!!!!

SC. 22-39 STOP ← PAN START SEQ. 22 Page 30





ACTION X.L.S. SPIKE'S SPACE SHIP AS IT IS CARRIED THE FINAL DISTANCE TOWARD UNICRON'S WAITING MOUTH. PAN FORWARD TO SEE PIECES OF THE MOON ARE PULLED INTO UNICRON'S MOUTH.

DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

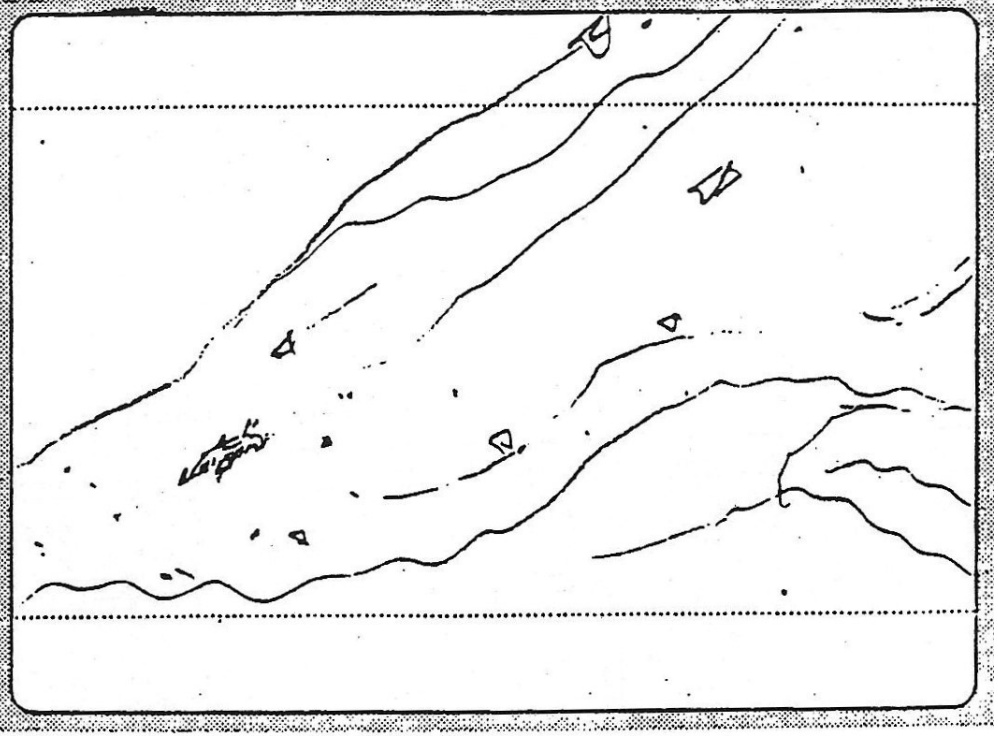
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 22-40 SC. CONT SEQ. 22 Page 31



CTION X.C.U. UNICRON'S MOUTH AS SPIKE'S SHIP ENTERS THE SCENE.

IAL

USIC/SFX

AMERA

ACTION ...AND IS PULLED INSIDE.

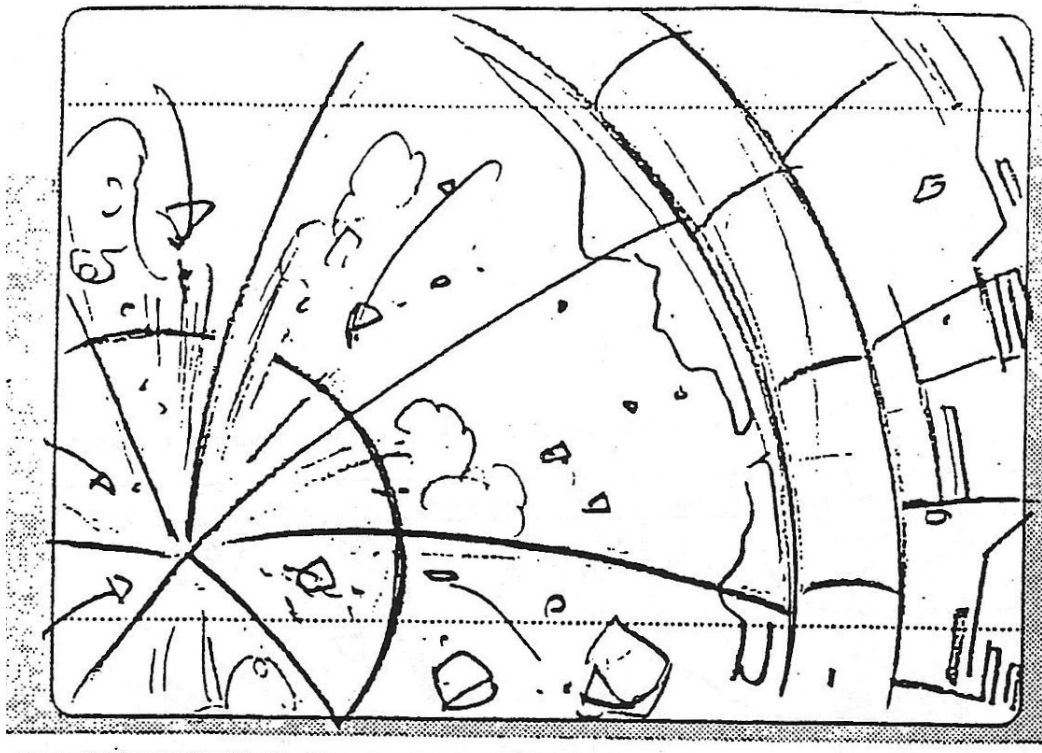
DIAL

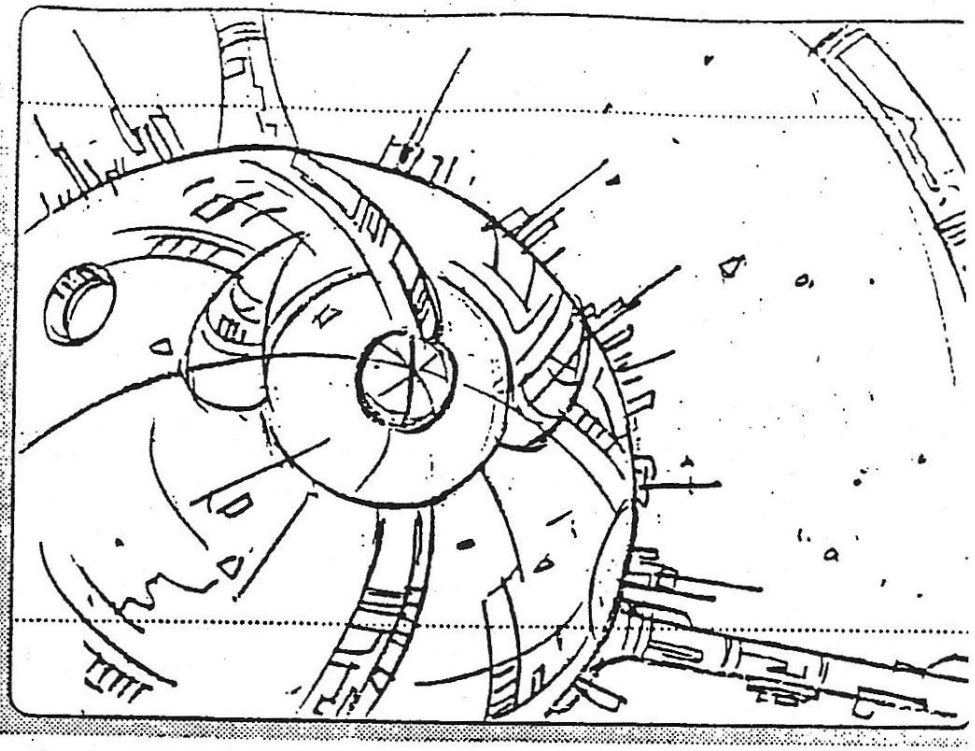
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SEQ.





ACTION THE BEAKS OF THE MOUTH CLOSE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...UNICRON THEN PULLS BACK...

DIAL

MUSIC/SFX

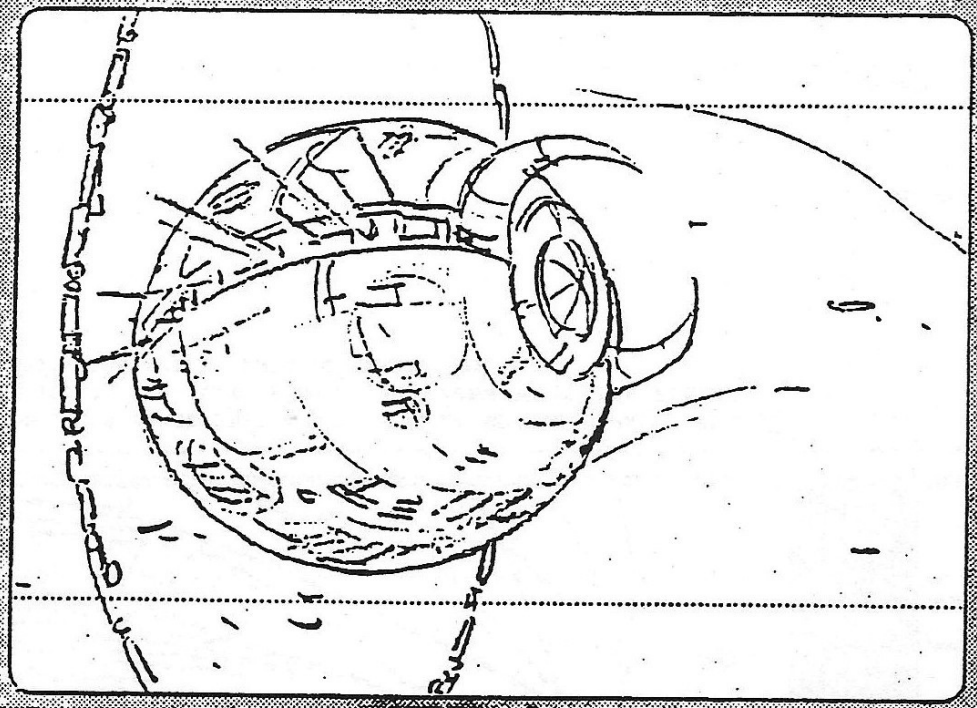
CAMERA

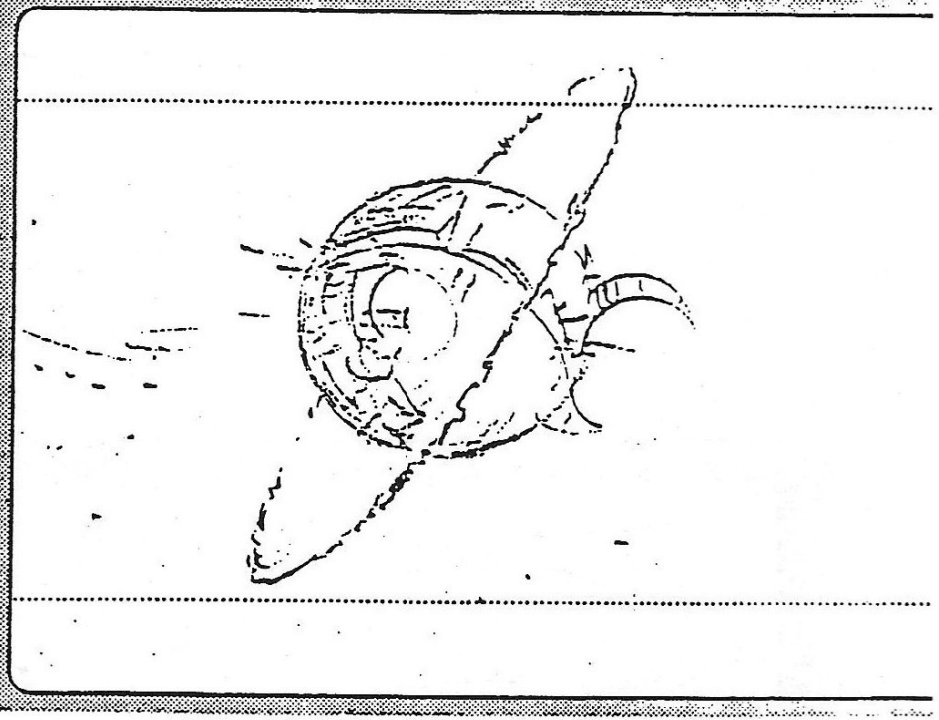
TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 22-40 :START FOLLOW PAN LEFT →

SEQ. 22

STOP PAN Page 33





ACTION ...TURNS AND WE PAN WITH IT AS IT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...MOVES THROUGH SPACE.

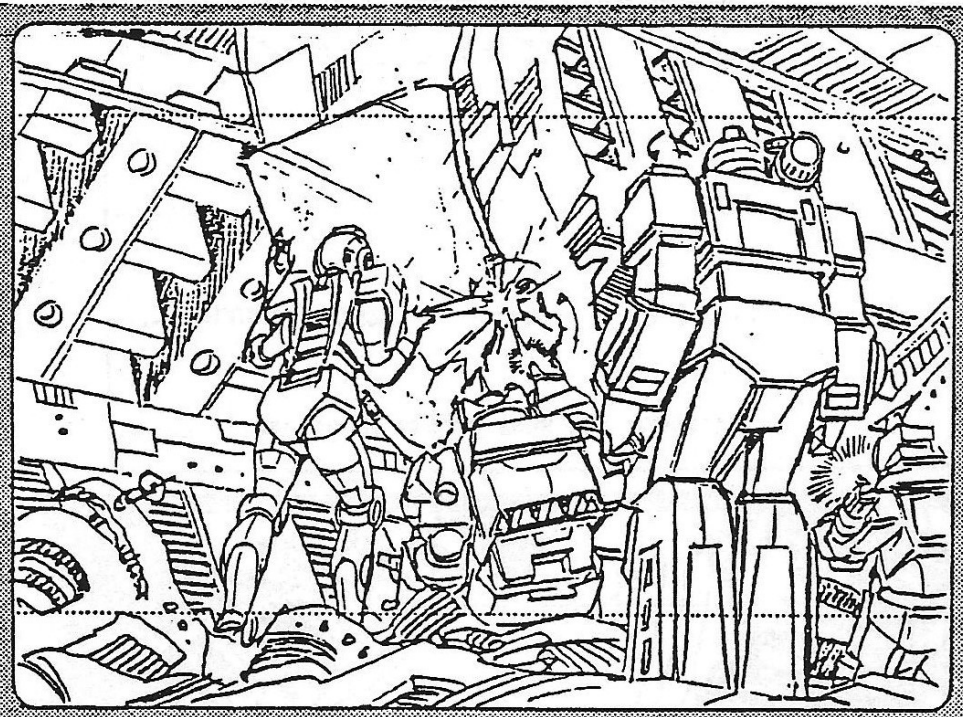
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-1



ACTION M.L.S. ULTRA MAGNUS, ARCEE AND SPRINGER WORK ON REPAIRING THE SHUTTLE WHILE PERCEPTOR WATCHES.

DIAL PERCEPTOR Be sure the fittings are securely welded!

MUSIC/SFX

CAMERA

SC. 23-2

SEQ. 23 Page 1

ACTION M.S. BLURR WITH DANIEL IN B.G. BLURR USES HIS FINGERTIP TORCH TO WELD JOINTS WHERE NEW CANOPY IS FITTED. BLURR LOOKS UP AT O.S. PERCEPTOR.

DIAL BLURR (VERY FAST, AS USUAL) Absolutely, positively, definitely...

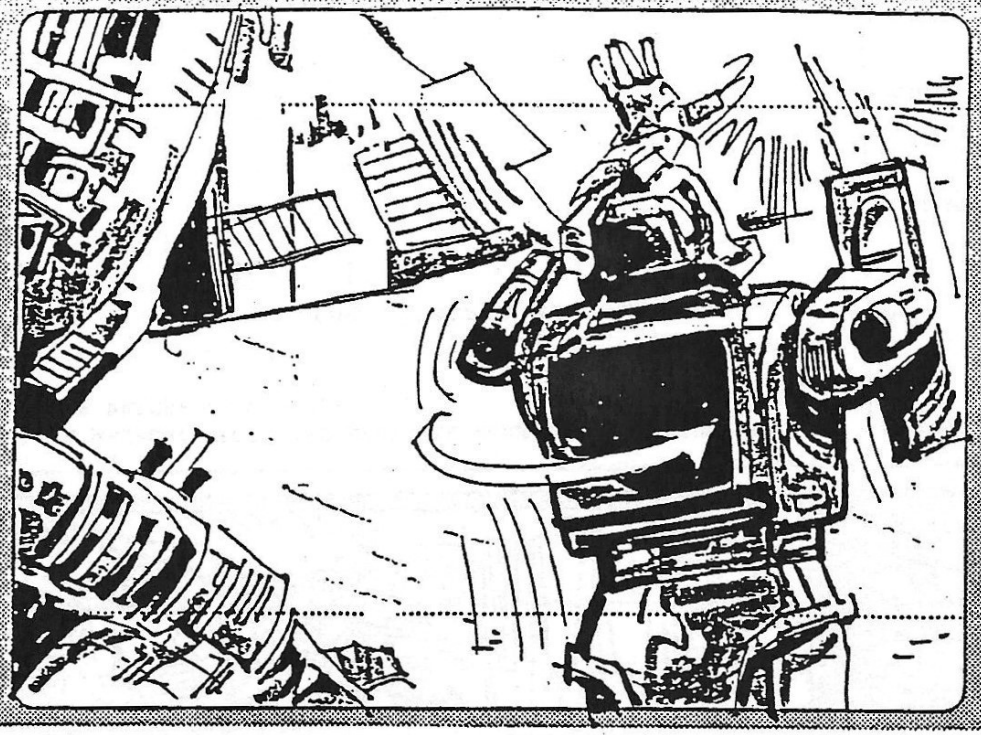
MUSIC/SFX

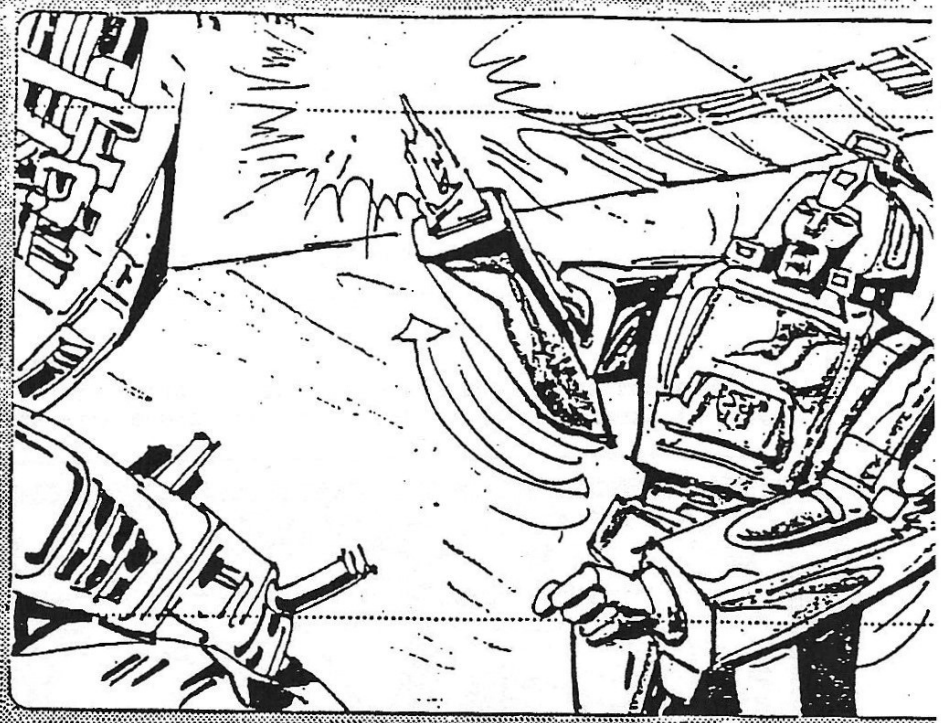
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23 CONT

SC. CONT SEQ. 23 Page 1A





ACTION BLURR ZOOMS AROUND FROM ONE PLACE...

DIAL BLURR (CONT) I wouldn't do it...

MUSIC/SFX

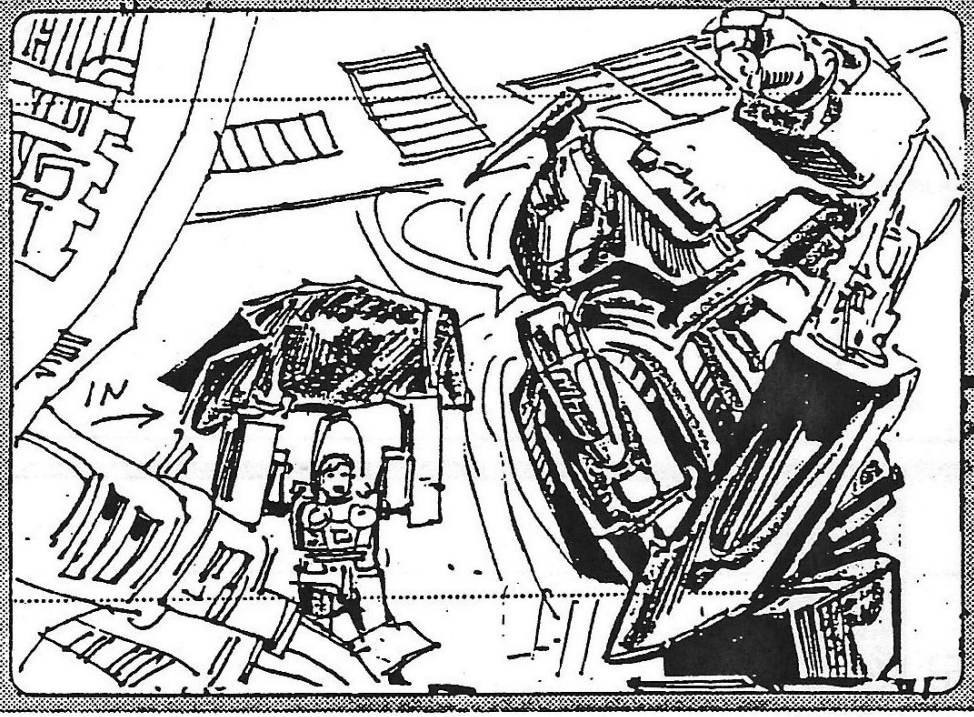
ACTION ...TO ANOTHER, WELDING HERE AND THERE...

DIAL BLURR (CONT) ...any other way...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 23-2



ACTION ...FIXING AND PATCHING THE SHUTTLE. DANIEL ENTERS THE SCENE, CARRYING A HUGE SHEET OF METAL HIGH OVER HIS HEAD.

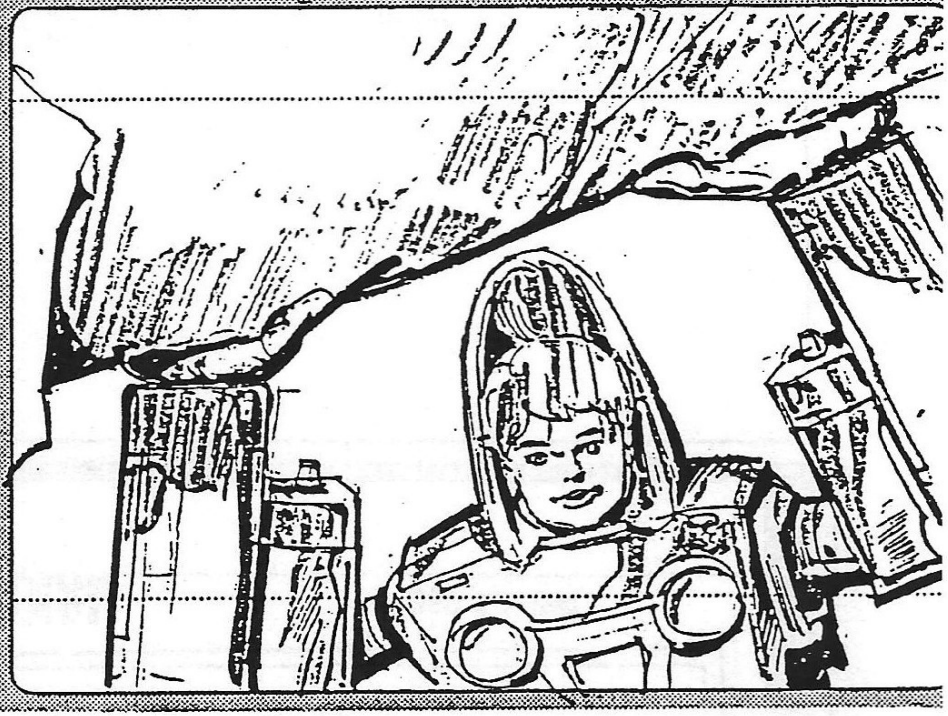
DIAL

BLURR (CONT) ...any other way at at all.

MUSIC/SFX

CAMERA

SC. 23-2A



ACTION M.S. DANIEL. HE HOLDS UP THE METAL, ENJOYING THE STRENGH HE HAS USING THE EXO SUIT.

DIAL

DANIEL This exo suit is fantastic!

MUSIC/SFX

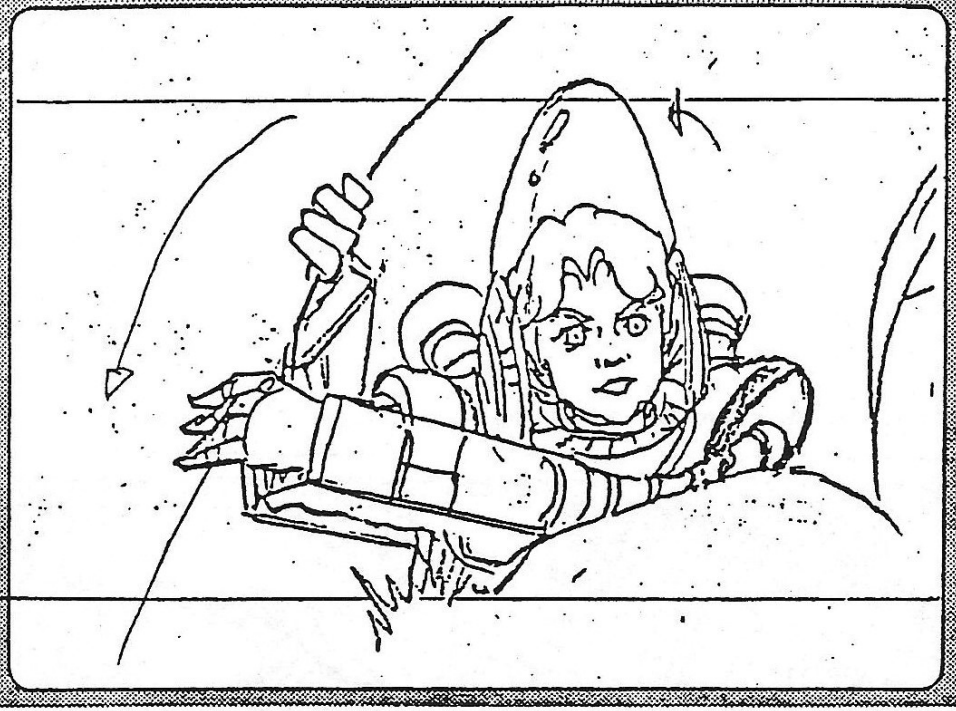
CAMERA

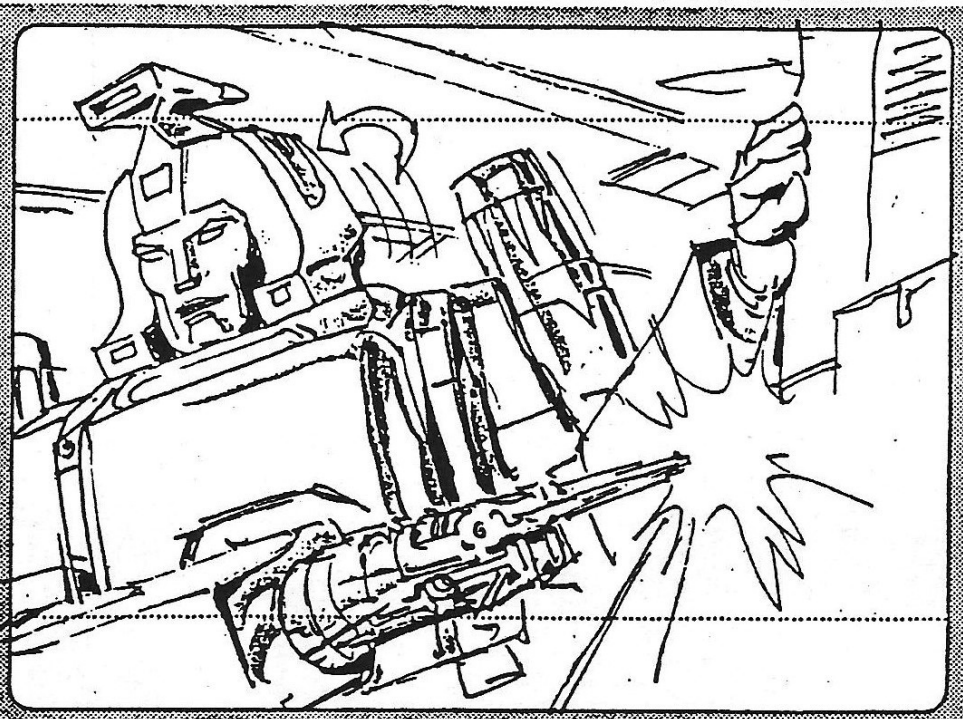
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-2A CONT

SC. 23-2B

SEQ. 23 Page 2





ACTION DANIEL PUTS DOWN THE HEAVY SHEET OF METAL.

DIAL DANIEL Want me to help?

MUSIC/SFX

ACTION BLURR LOOKS AT DANIEL, THEN AT THE JOB, THEN BACK TO DANIEL.

DIAL BLURR Weld? You? Really?

MUSIC/SFX

CAMERA

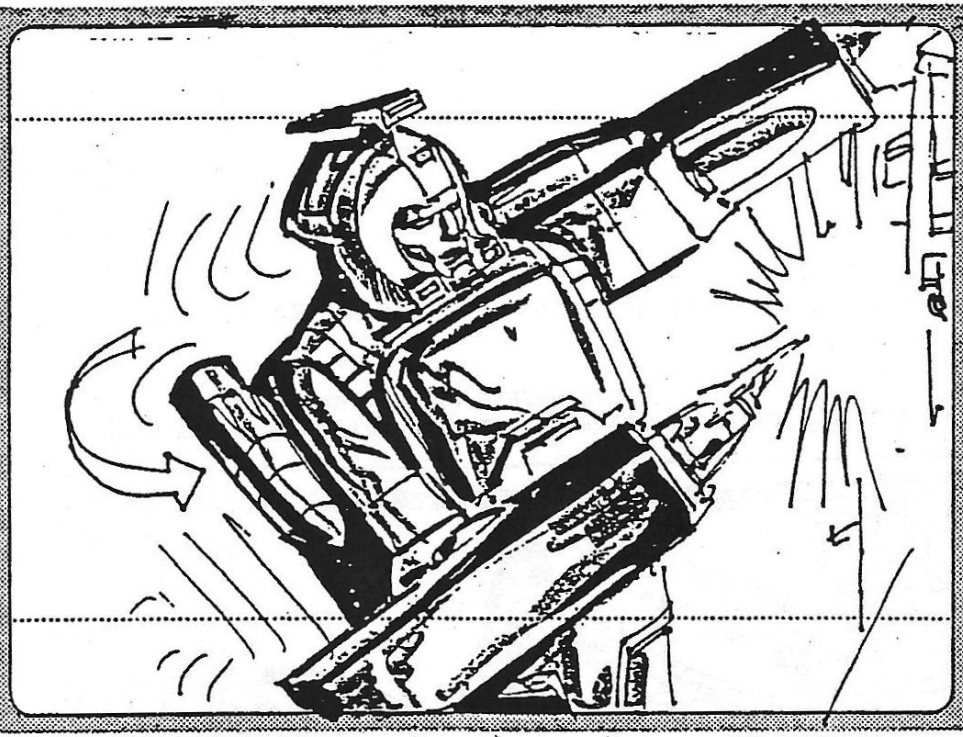
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

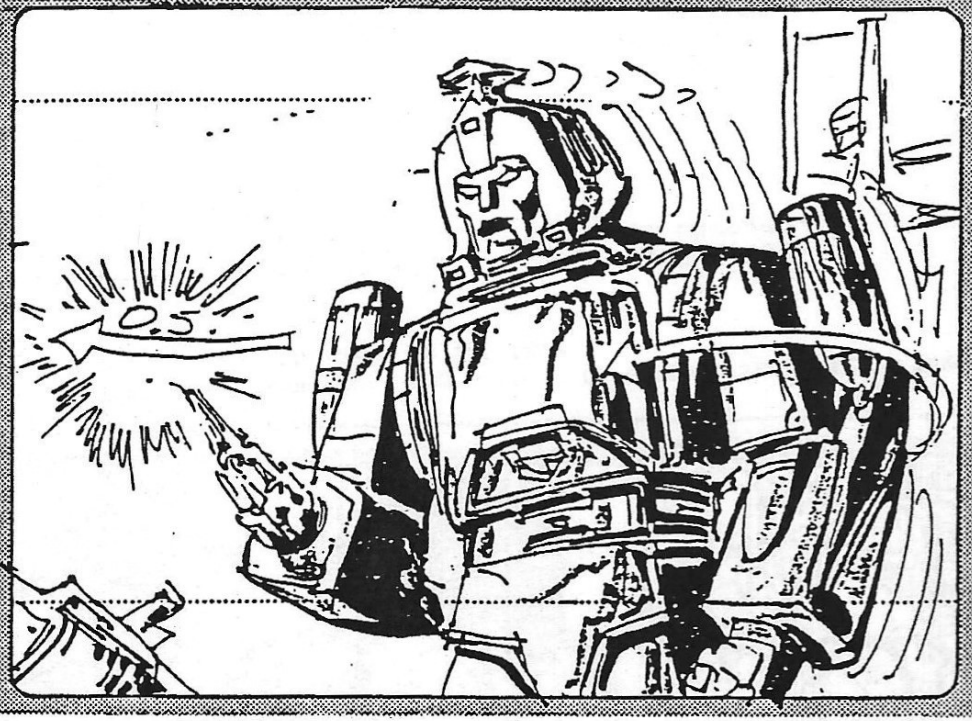
SC. 23-2B CONT

SC. CONT

SEQ. 23

Page 2A





ACTION THEN HE ZOOMS OVER AND WORKS IN ANOTHER AREA.

DIAL BLURR (CONT) Why not give it a try.

MUSIC/SFX

CAMERA

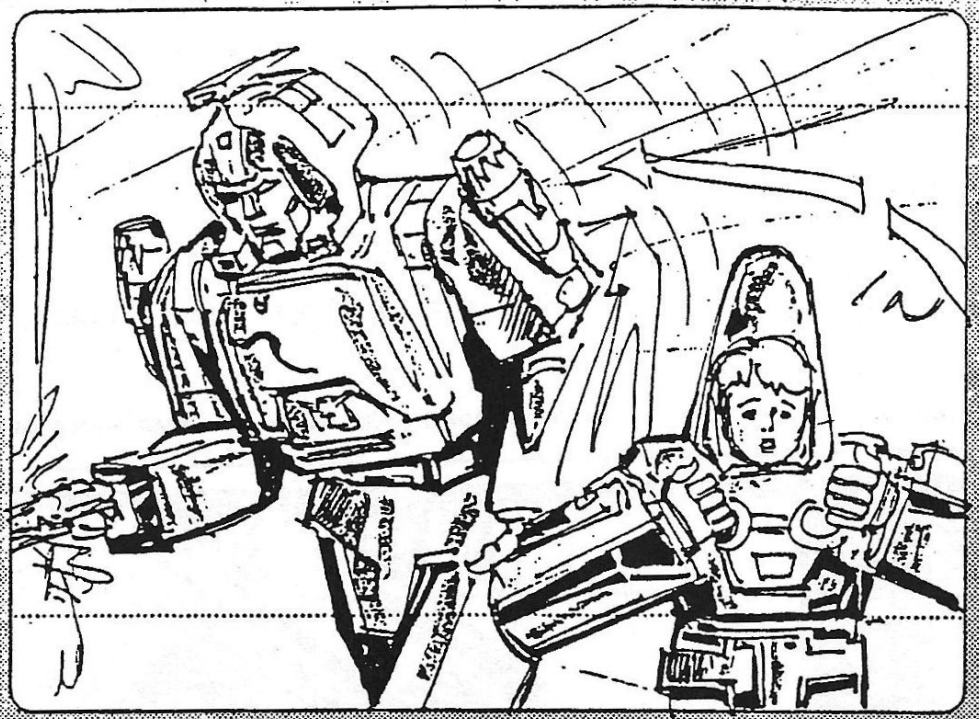
ACTION ...THEN TURNS AND SPEAKING TO DANIEL, ZIPS O.S.

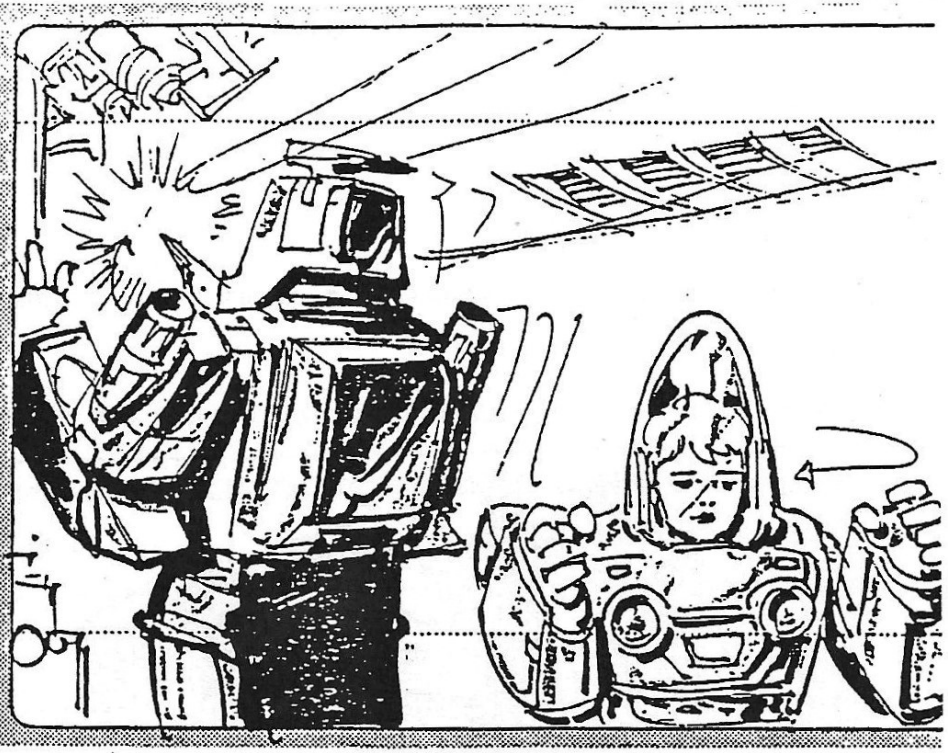
DIAL BLURR (CONT) But think it through first.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. DANIEL. HE CONCENTRATES ON USING THE SUIT, AS BLURR ZIPS IN BEHIND HIM...

DIAL BLURR (CONT) Think it through first.

MUSIC/SFX

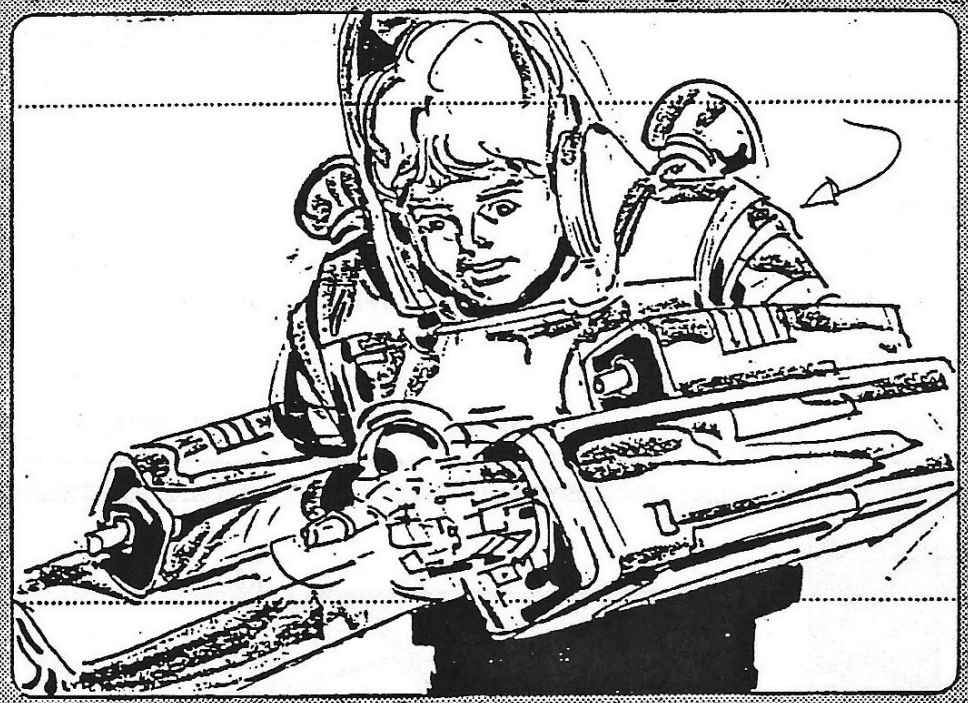
ACTION ...AND CONTINUES WELDING ON VARIOUS SECTIONS OF THE SHIP. DANIEL TURNS TO THE LEFT.

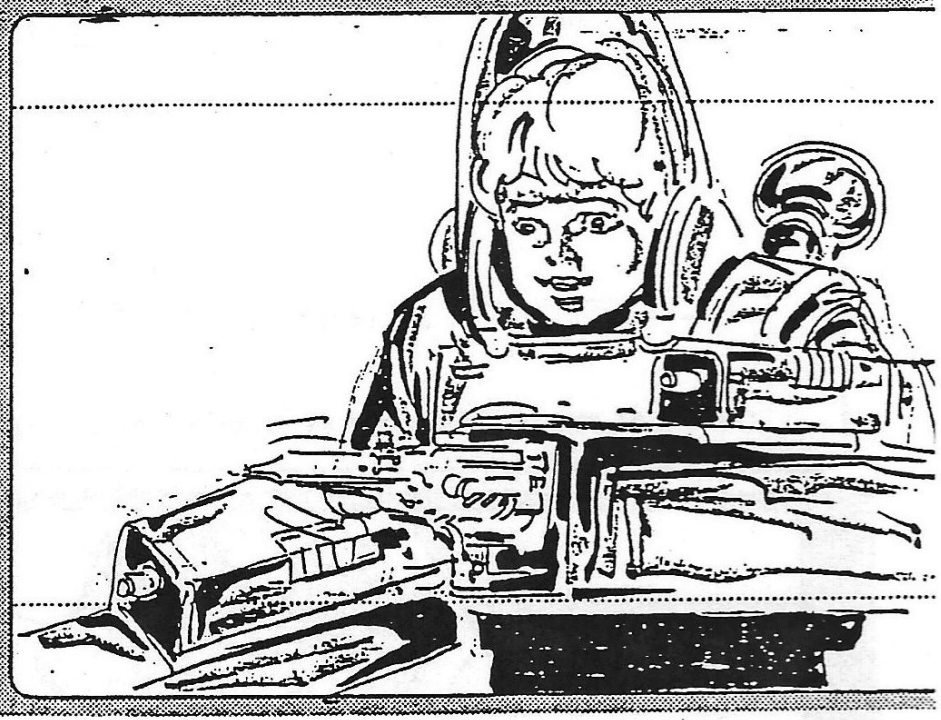
DIAL BLURR (CONT) Think it through.
Think it through.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-3 SC. CONT SEQ. 23 Page 3





ACTION M.C.U. DANIEL. HE SMILES AS THE ONE HAND OF HIS EXO SUIT...

DIAL

MUSIC/SFX

CAMERA

ACTION ...TRANSFORMS INTO A WELDING TORCH.

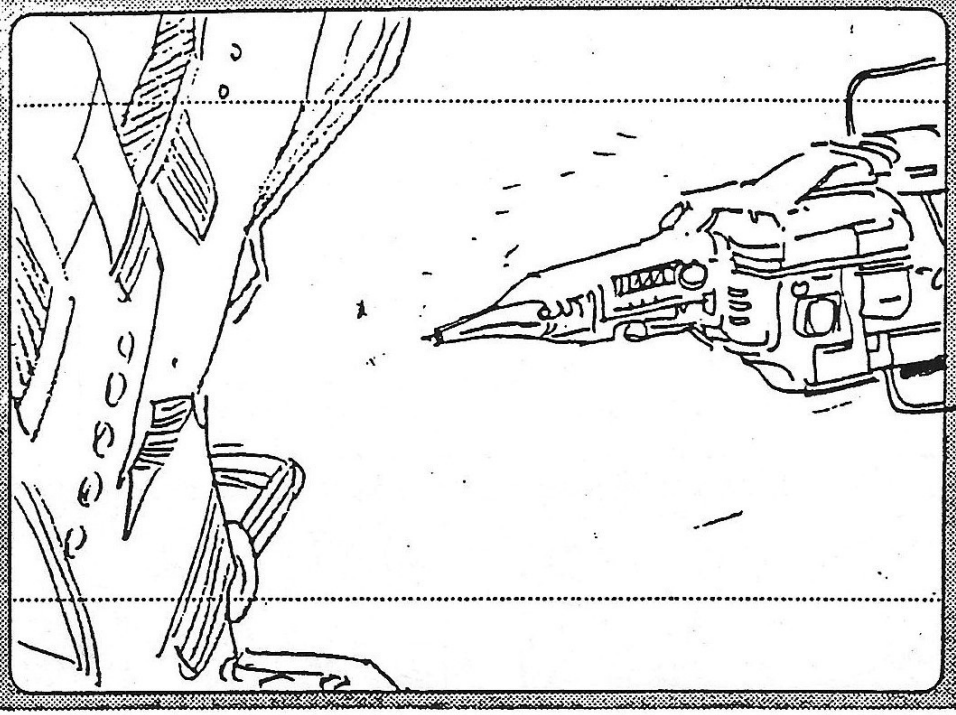
DIAL

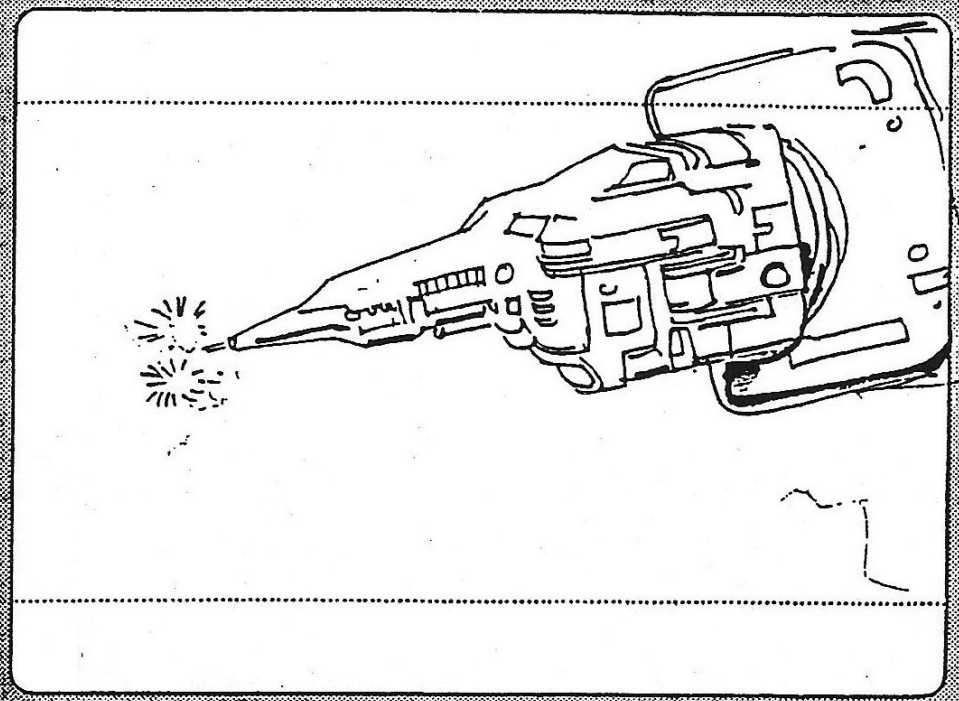
MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-4 SC. CONT SEQ. 23 Page 4





ACTION X.C.U. EXO-GLOVE WELDING TORCH, IT QUIVERS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND THEN SHOOTS OUT A TINY FLAME WHICH SPUTTERS...

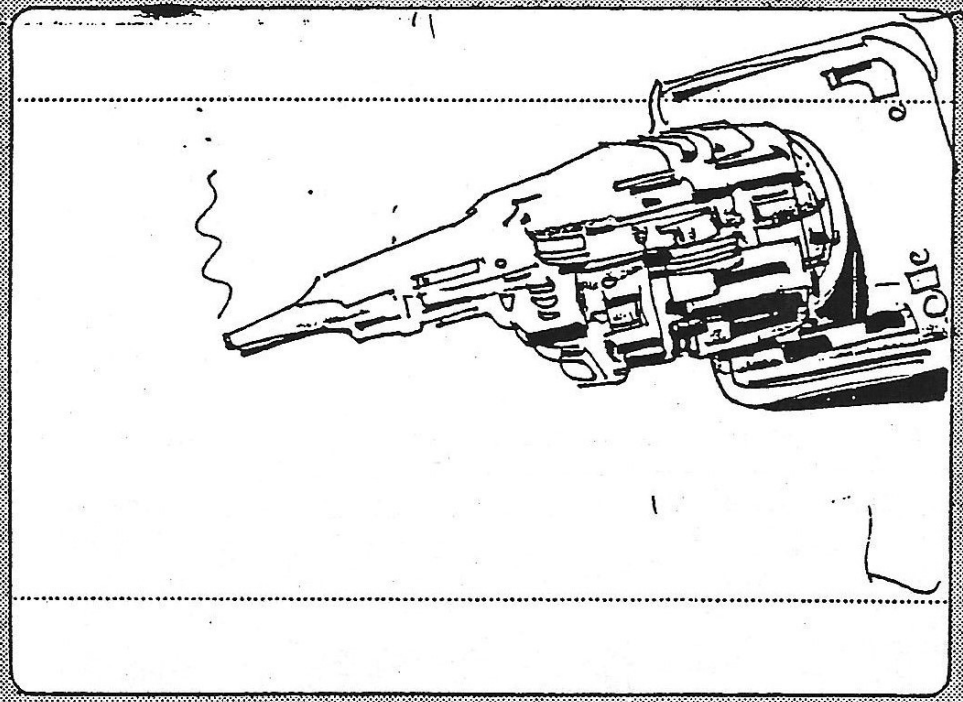
DIAL

MUSIC/SFX

CAMERA

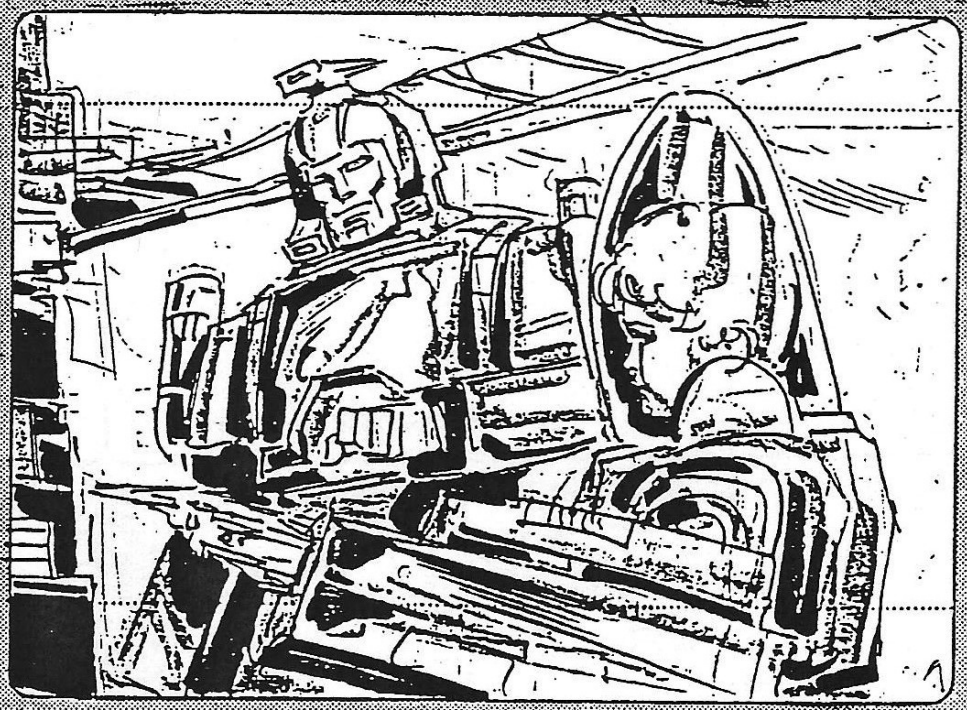
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 23-4



SC. 23-5

SEQ. 23 Page 5



ACTION ...GOES OUT LIKE A WET MATCH.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

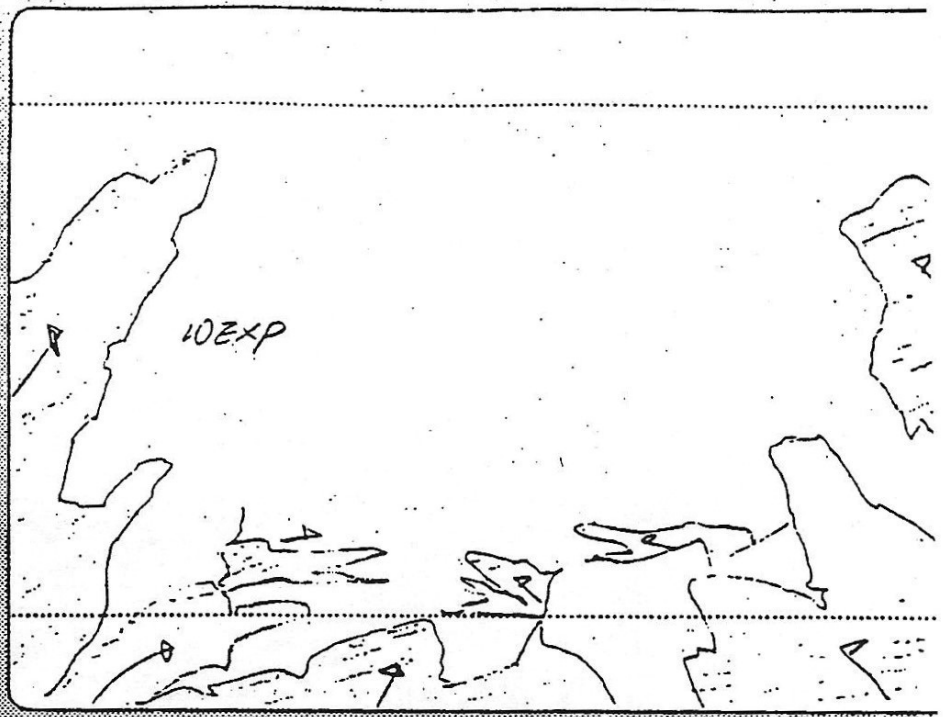
ACTION M.S. DANIEL AND BLURR AS DANIEL PRACTICES WITH EXO-GLOVE. TRUCK OUT TO INCLUDE BLURR.

DIAL DANIEL I can't seem to do it.

BLURR You can do it. You can do it. Practice. Practice. Practice.

MUSIC/SFX

CAMERA



ACTION L.S. THE AUTOBOT SHUTTLE AS WE SEE IT IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

ACTION OMINOUS SHADOWS SLIDE IN.

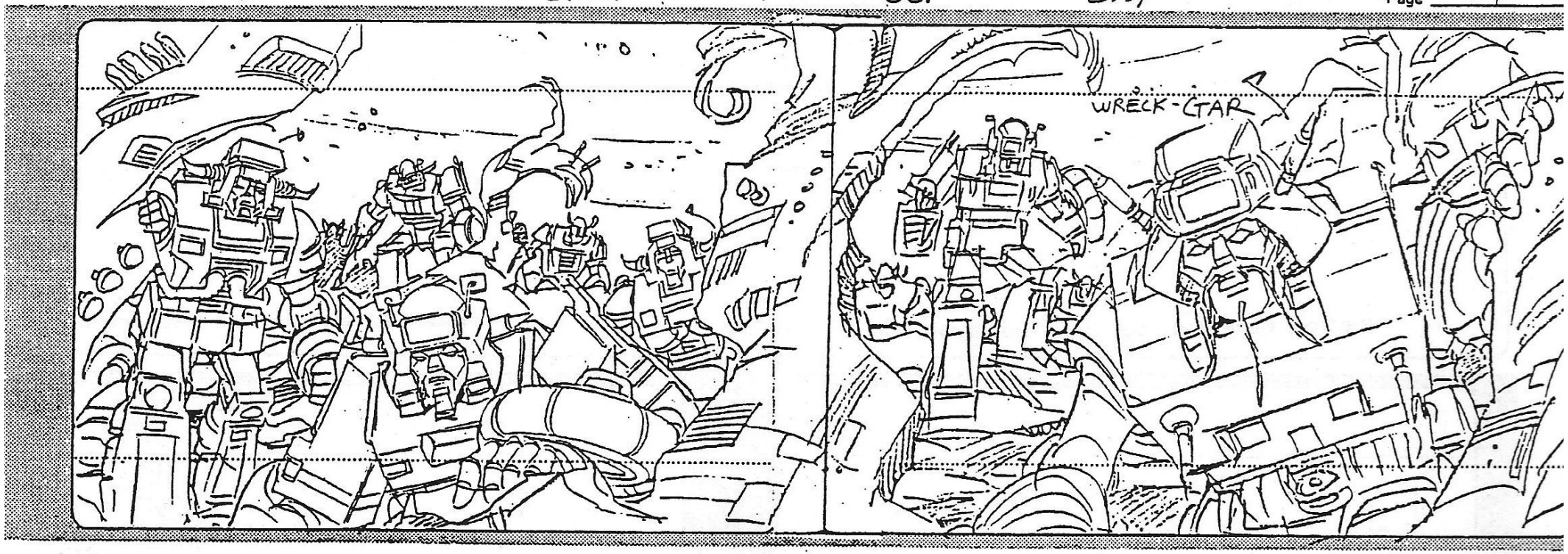
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. #23-7 START PAN SC. STOP Page 7



ACTION WIDE SHOT OF WRECK GAR AND JUNKIONS IN HIDING. WE PAN OVER TO WRECK GAR WHO MOTIONS...

DIAL

MUSIC/SFX

CAMERA

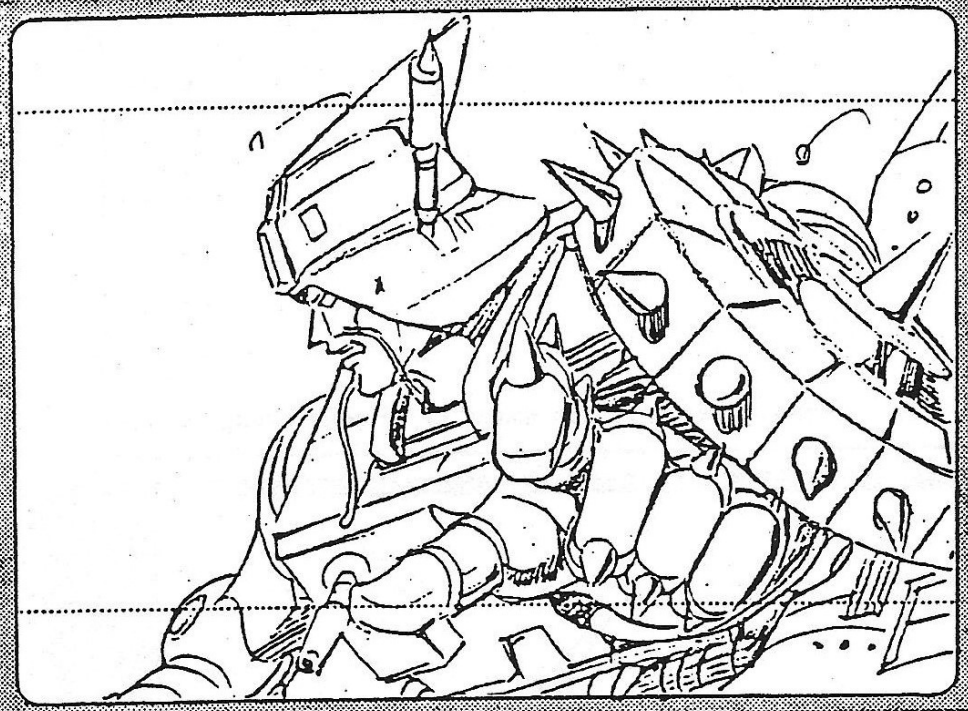
ACTION ...THEM TO ATTACK.

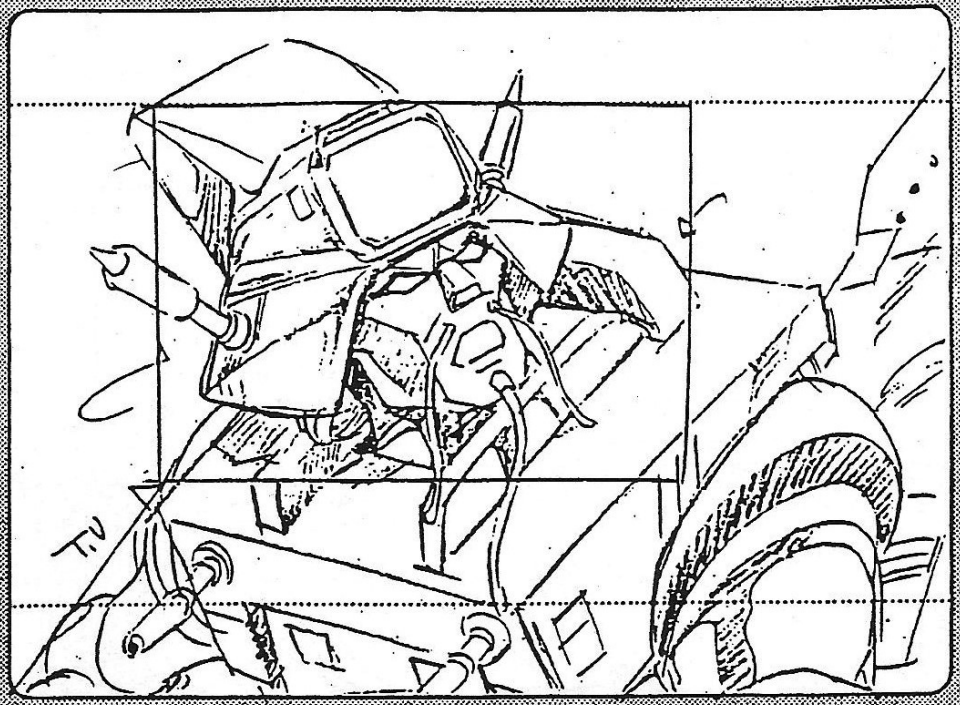
DIAL WRECK-GAR Forward, avanti, and like, . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION WRECK GAR POINTING FOWARD. HE TURNS AND LOOKS DOWN, THEN...

DIAL WRECK-GAR (CONT) ... go for the gusto...

MUSIC/SFX

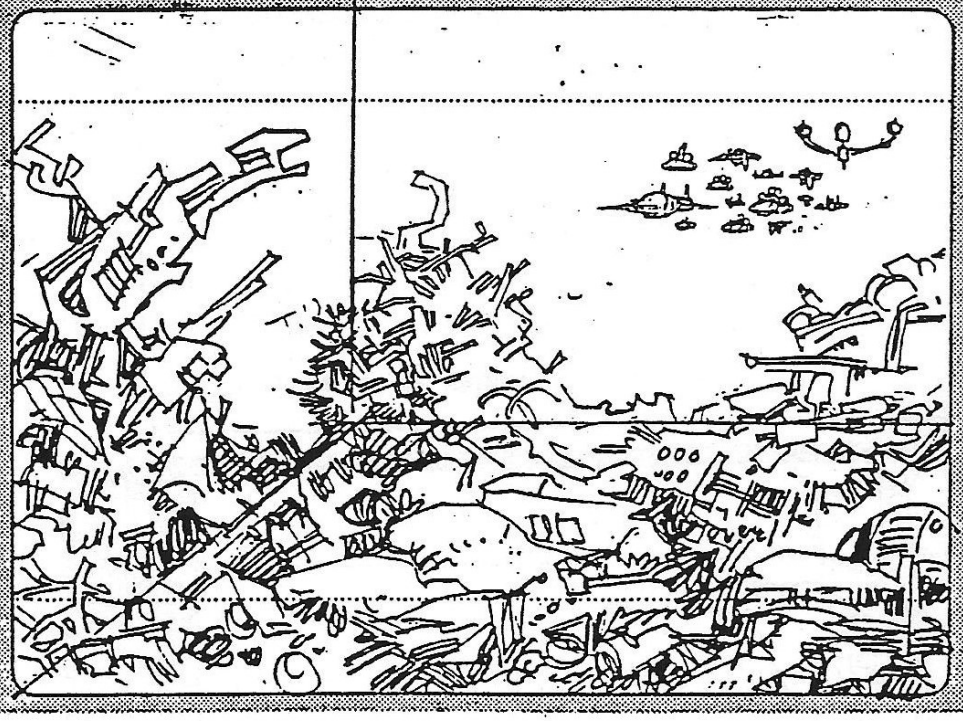
ACTION ...HE STOPS AND LOOKS TO THE SIDE AND UP AS HE HEARS OMINOUS ROAR.

DIAL WRECK-GAR Hang on,...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-8



ACTION L.S. WRECK GAR'S POV. AT GALVATRON AND HUGE DECEPTICON FORCE.

DIAL WRECK-GAR (V.O.) ... this be industrial strength. We watch....

MUSIC/SFX

CAMERA

SC. 23-9

SEQ. 23 Page 9

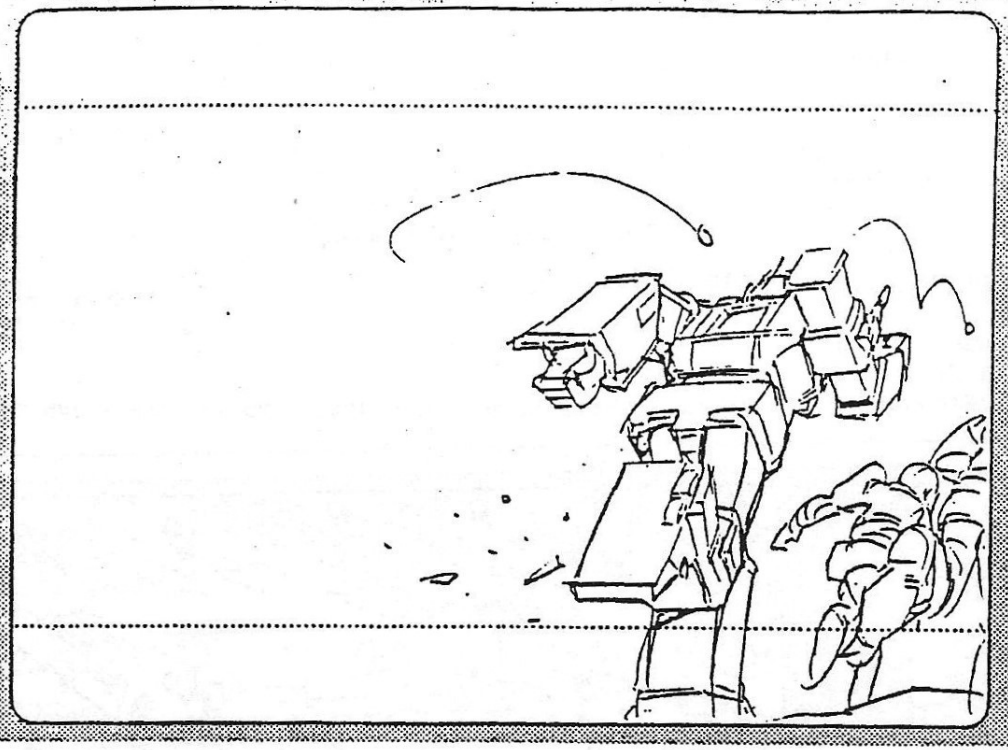
ACTION WIDE SHOT ULTRA MAGNUS, DANIEL, AND SPRINGER ALL LOOKING UP AS THEY TOO HEAR ROAR AND THEN THEY SEE DECEPTICON FORCE. THEY THEN...

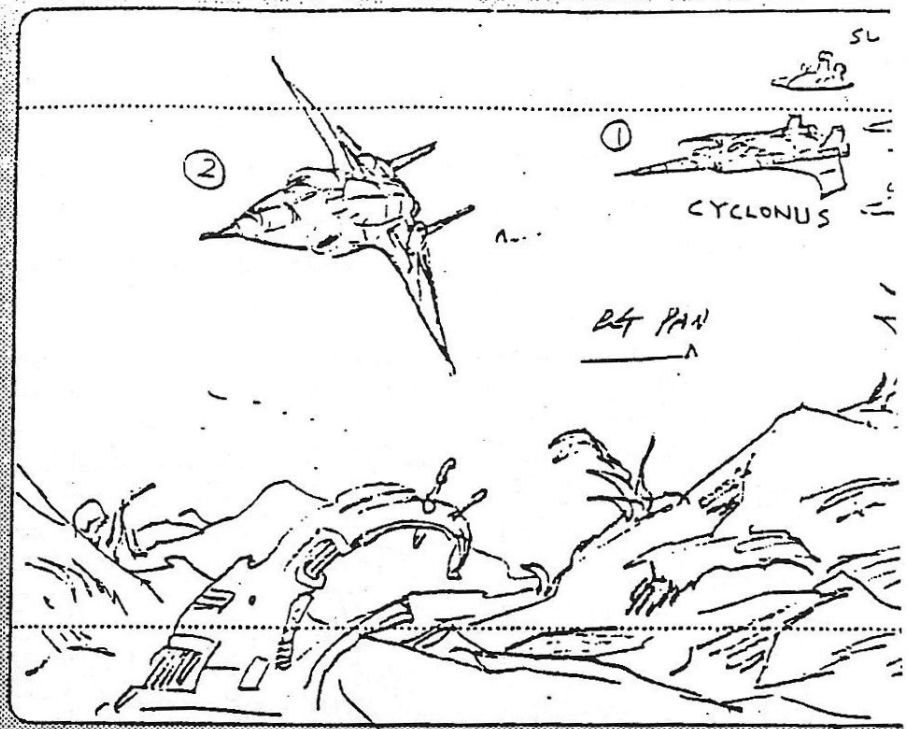
DIAL ULTRA MAGNUS Decepticons! (TO SPRINGER) We've got to draw them off and then double back to the shuttle!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...RUN OUT OF FRAME.

DIAL

MUSIC/SFX

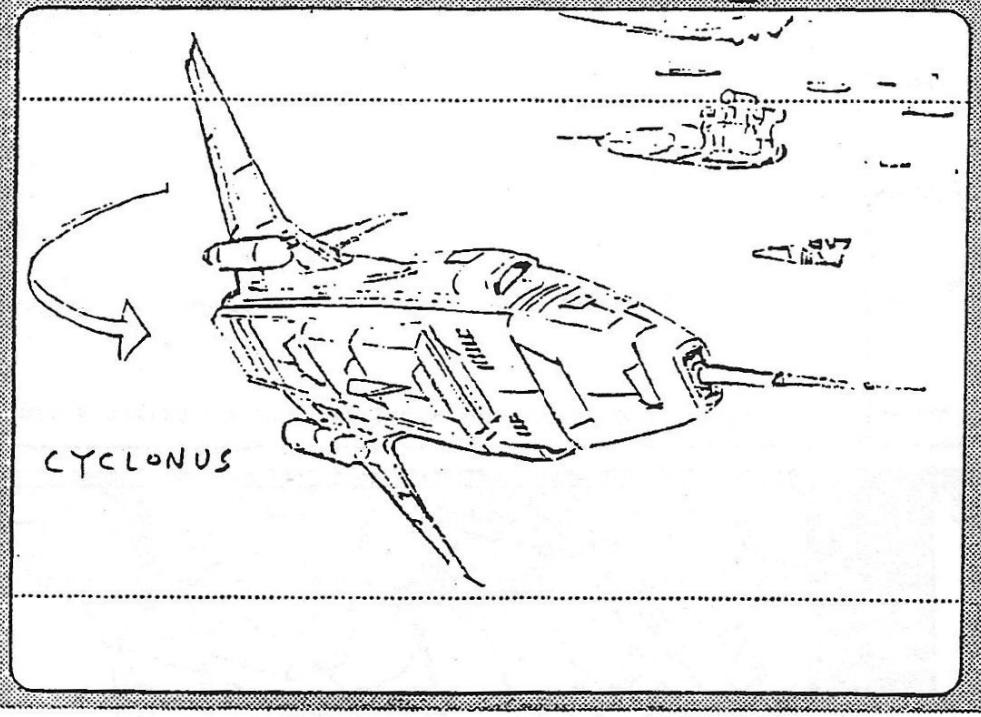
ACTION ANGLE ON CYCLONUS WITH SWEEPS FOLLWOING. HE BANKS AND DIVE TOWARD THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 23-10



ACTION UNDER SHOT OF CYCLONUS CIRCLING PAST CAMERA.

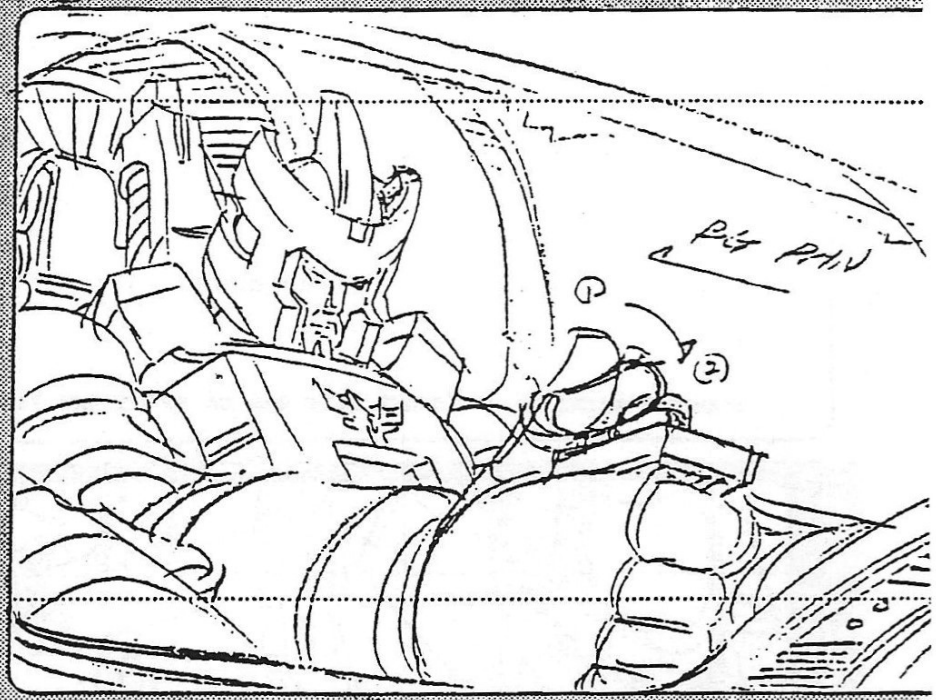
DIAL

MUSIC/SFX

CAMERA

SC. 23-11

SEQ. 23 Page 11



ACTION C.U. GALVATRON PILOTING SHIP. HE PRESSES THE FIRING BUTTON ON THE JOY STICK.

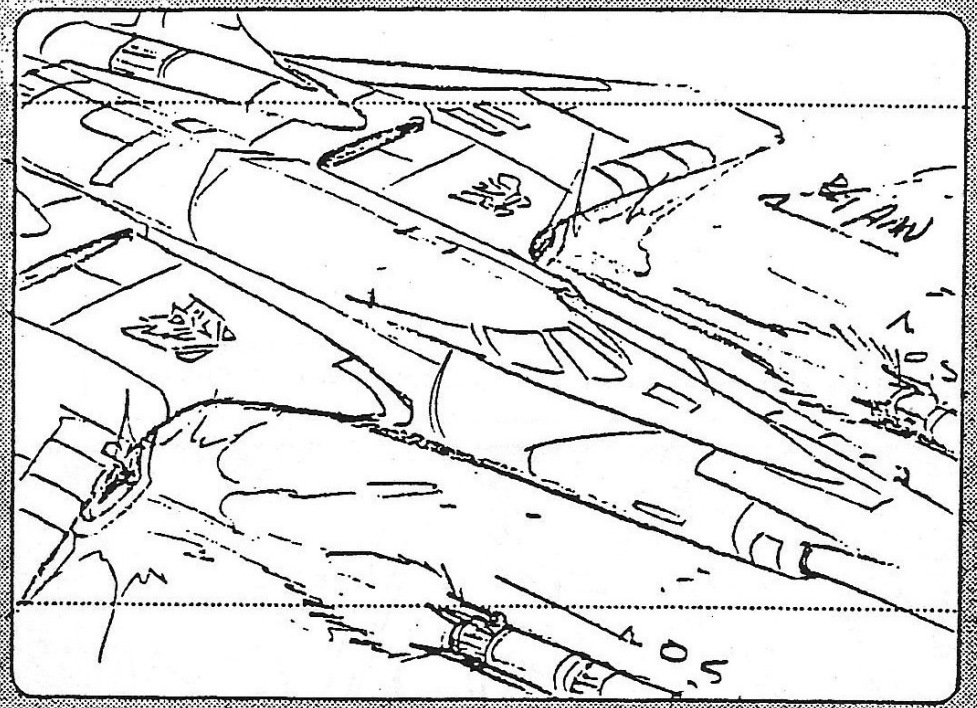
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 23-12



ACTION C.U. CYCLONUS. WE FOLLOW HIM. HE IS SHOOTING MISSILES WHICH STREAK O.S.

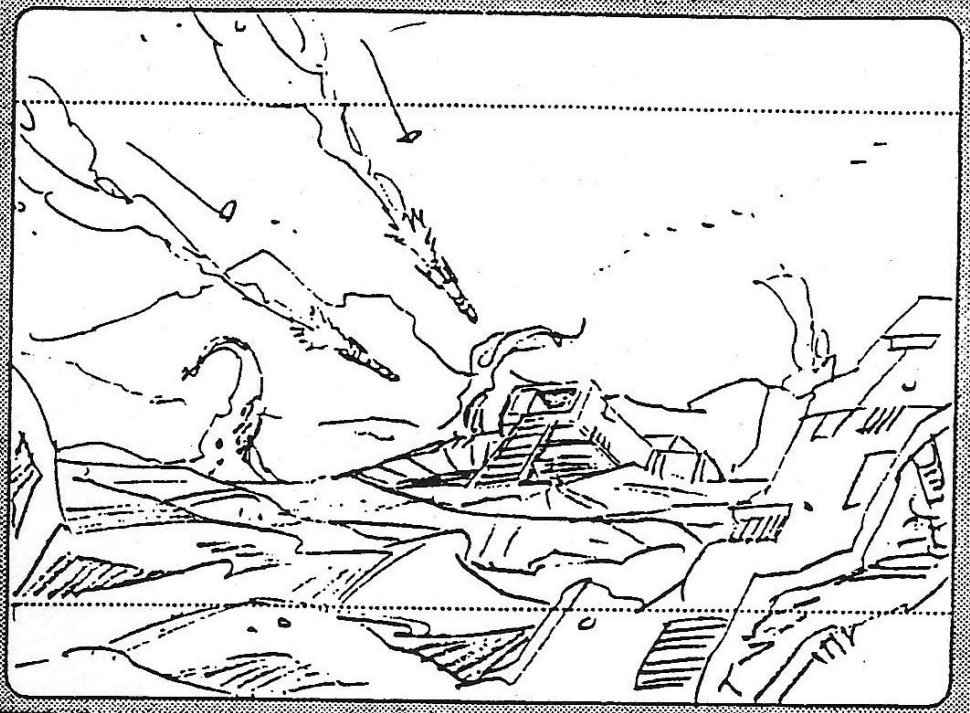
DIAL

MUSIC/SFX

CAMERA

SC. 23-13

SEQ. 23 Page 12



ACTION X.L.S. THE AUTOBOT SHUTTLE. WE SEE MISSILES SHOOTING INTO SCENE FROM ABOVE, HEADED TOWARD IT.

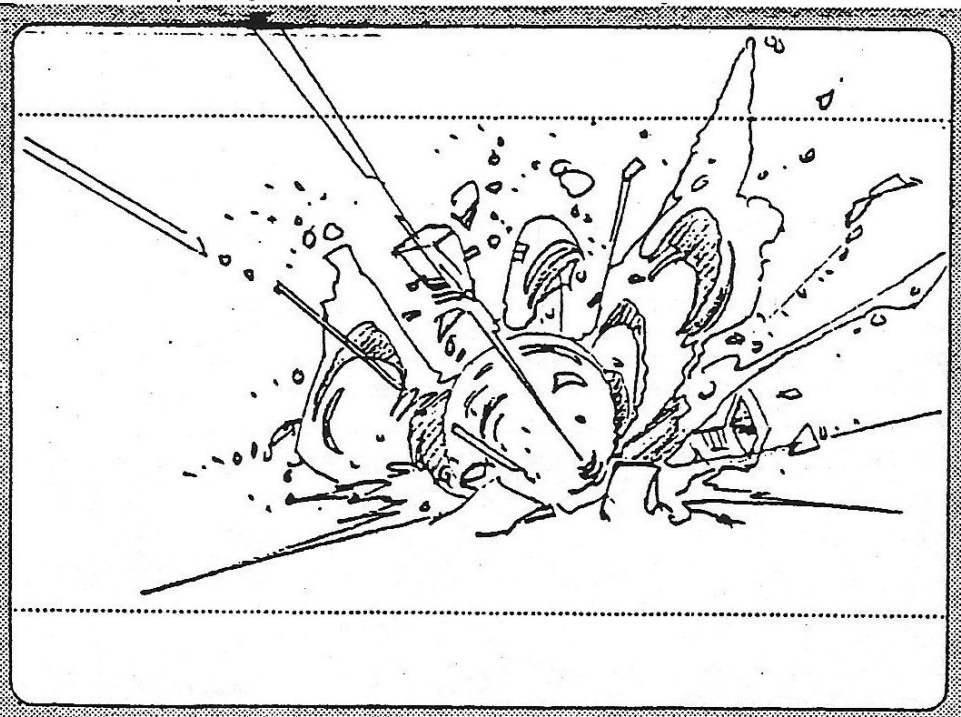
DIAL

MUSIC/SFX

CAMERA

TF RAW
Ion 1 to Beast Hunters and Beyond!!!!

SC. CONT 23-13



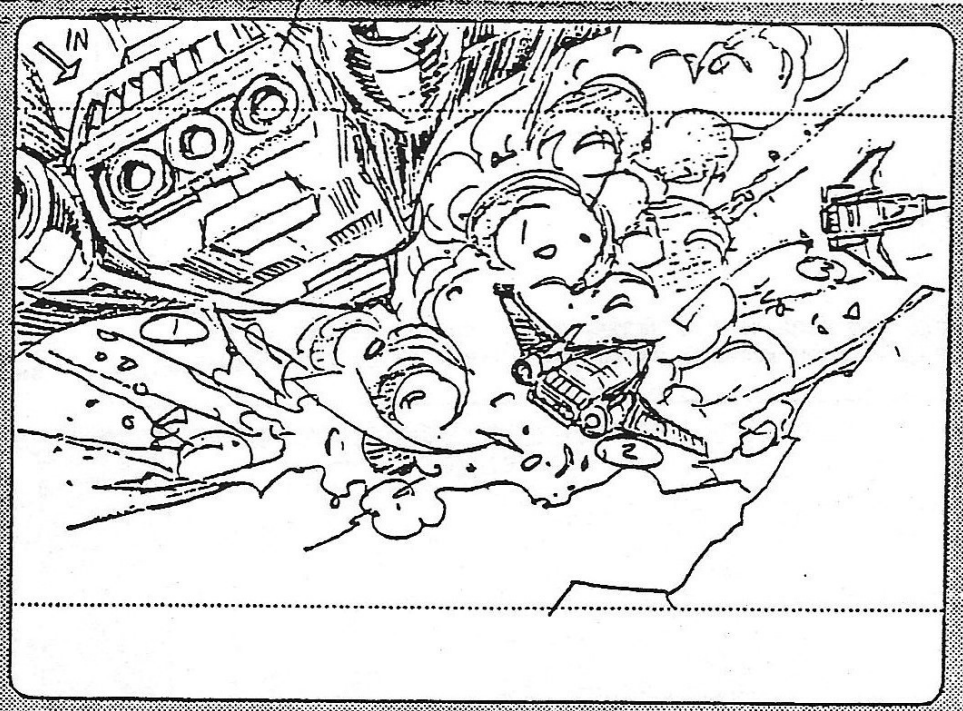
ACTION THE SHIP EXPLODES AND TURNS INTO JUNK.

DIAL

MUSIC/SFX

CAMERA

SC. CONT CYCLONUS SEQ. 23 Page 13



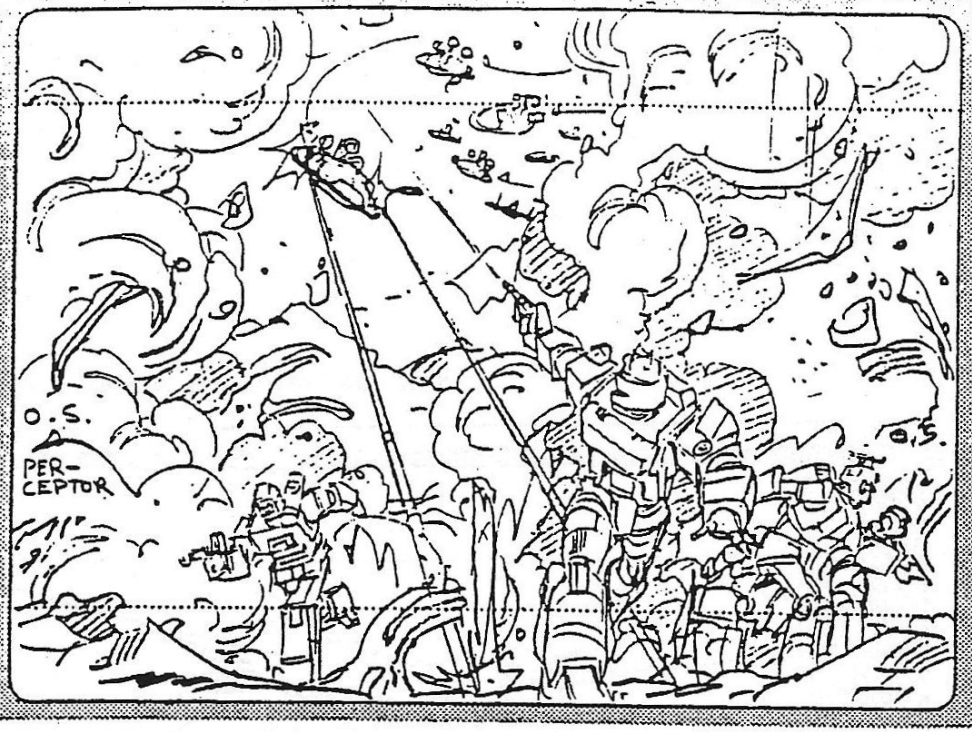
ACTION ...AS CYCLONUS SHOOTS INTO AND THROUGH SCENE.

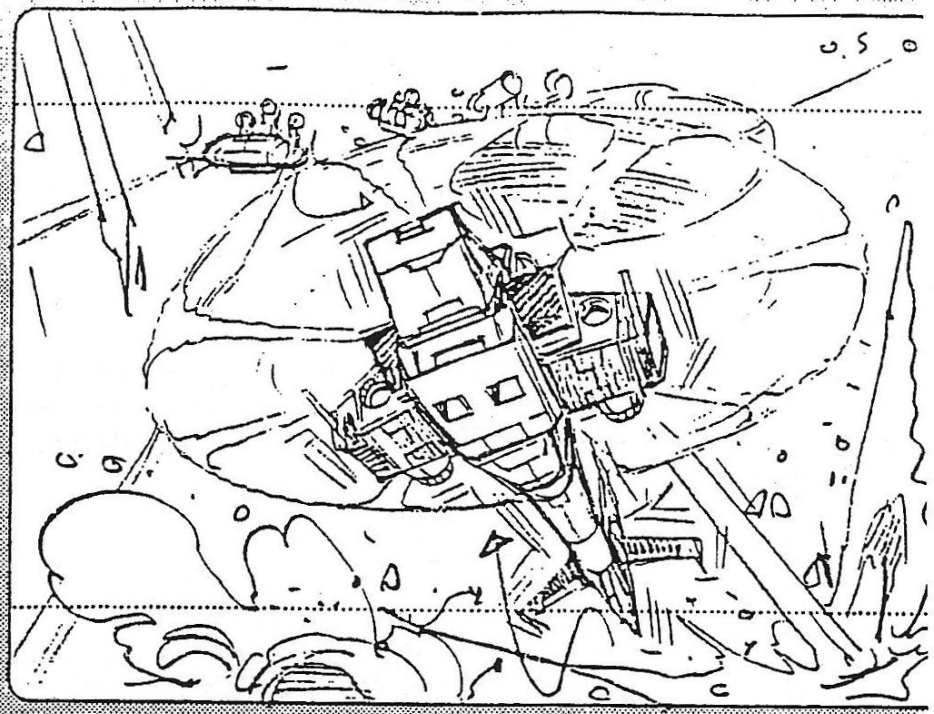
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION WIDE ON AUTOBOTS RUNNING AWAY FROM SWEEPS AND OTHER DECEPTICONS, WHO STRAFE THE JUNK TERRAIN WITH LASER BLASTS. PERCEPTOR, BLURR, ARCEE AND DANIEL RUN O.S. SPRINGER RUNS TOWARD CAM., FIRING BACK UP AT DECEPTICONS AS HE CALLS TO THE OTHERS.

DIAL

SPRINGER Cancel that last order.

MUSIC/SFX

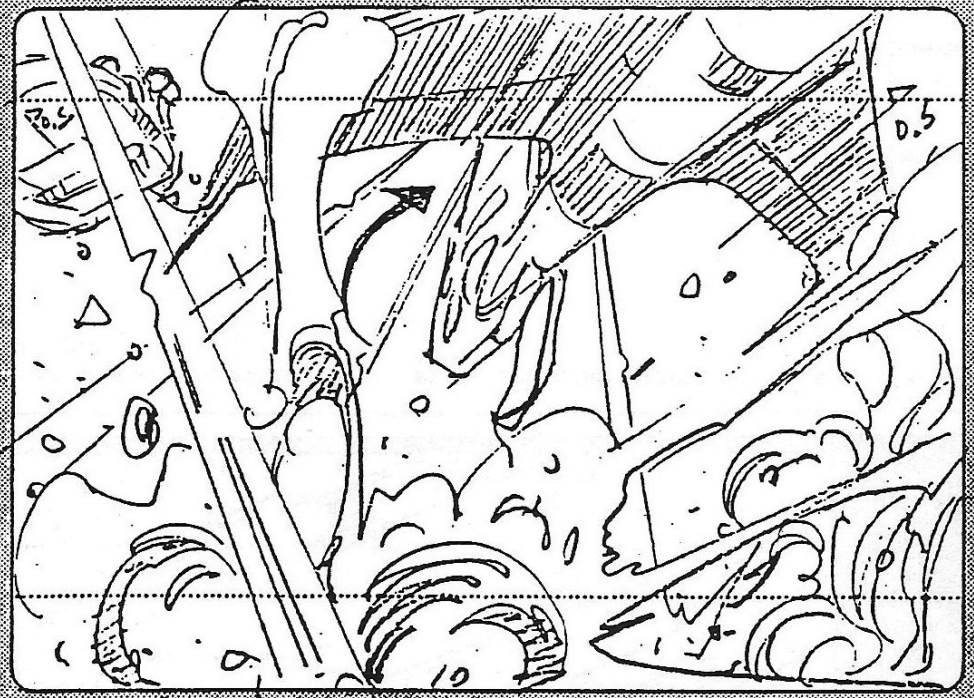
CAMERA

ACTION SPRINGER QUICKLY TRANSFORMS TO HELICOPTER MODE AS THE JUNK BENE HIM IS HIT BY LASERS. THE SWEEPS FLY THROUGH SC. OVERHEAD, FIRING.

DIAL

MUSIC/SFX

TF RAW
From G1 to Beast Hunters and Beyond!!!!



END OF
SEQ 23

ACTIC SPRINGER BANKS, DODGING MORE BEAMS WHICH TEAR UP THE JUNK.
HE RACES UP AND O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

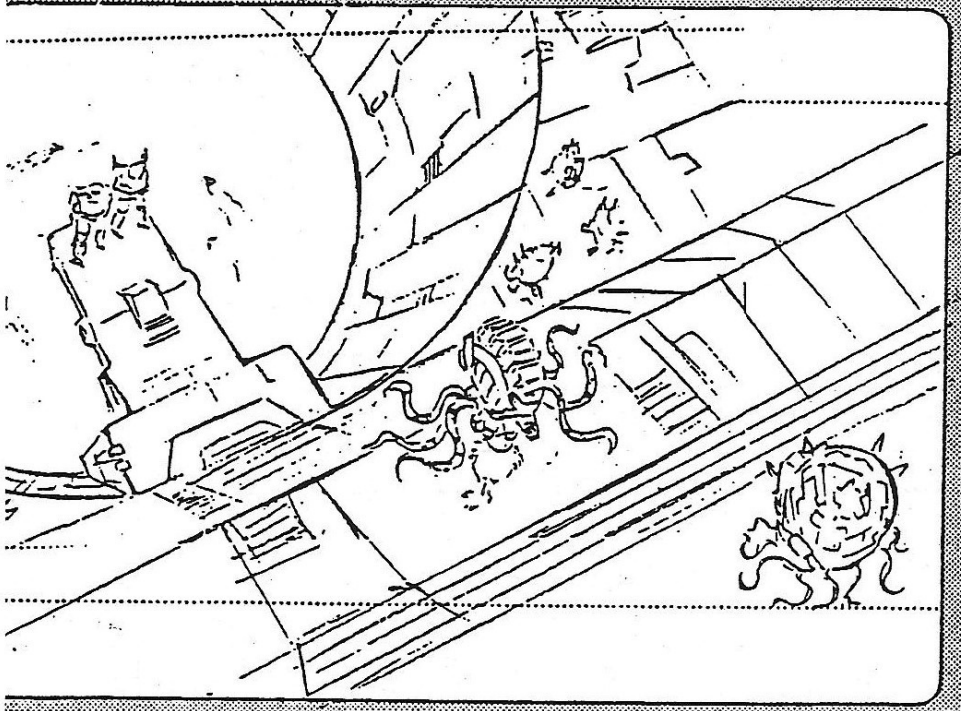
DIAL

MUSIC/SFX

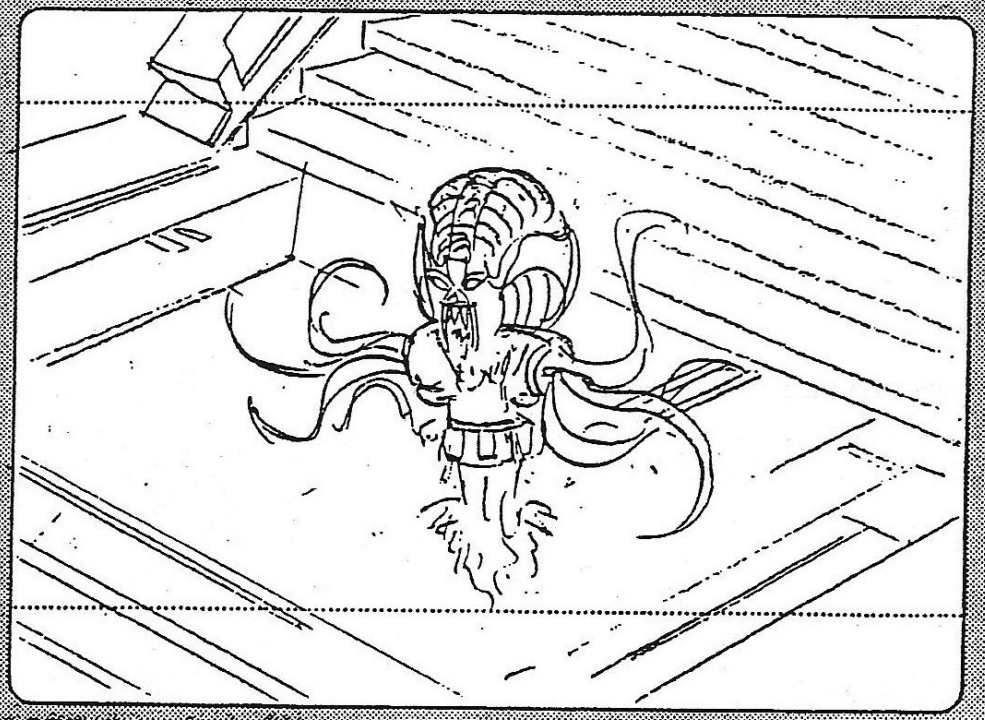
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. Z4-1



SC. Z4-2



SEQ. Z4 Page 1

ON X.L.S. HOT ROD AND KUP STAND ON THE GANGPLANK ABOVE THE SHARKTICON PIT. A FEW QUINTESSON GUARDS STAND NEAR THEM.

QUINTESSON LEADER (V.O.) Before his Imperial Magistrate

C/SFX

CAMERA

ACTION L.S. THE LEAD QUINTESSON.

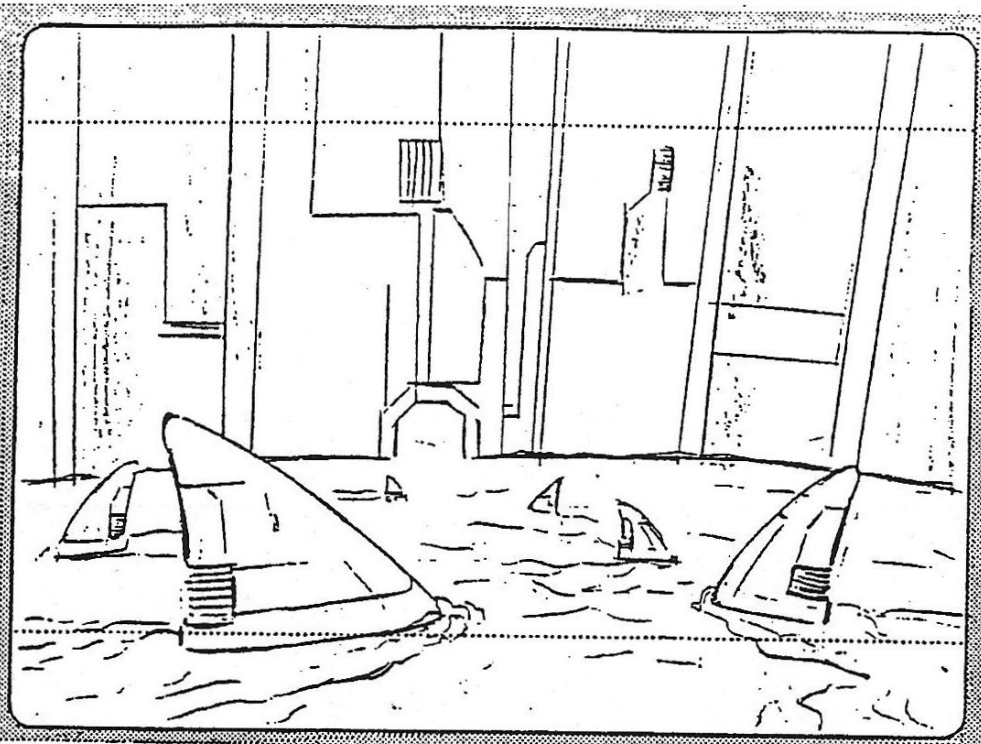
DIAL QUINTESSON LEADER (CONT) delivers a verdict,'

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-3



ACTION THE SHARKTICON PIT. THE SHARKTICONS SWIM ABOUT IN CIRCULAR PATTERNS. THEIR DORSAL FINS CUTTING THROUGH THE SURFACE OF THE WATER.

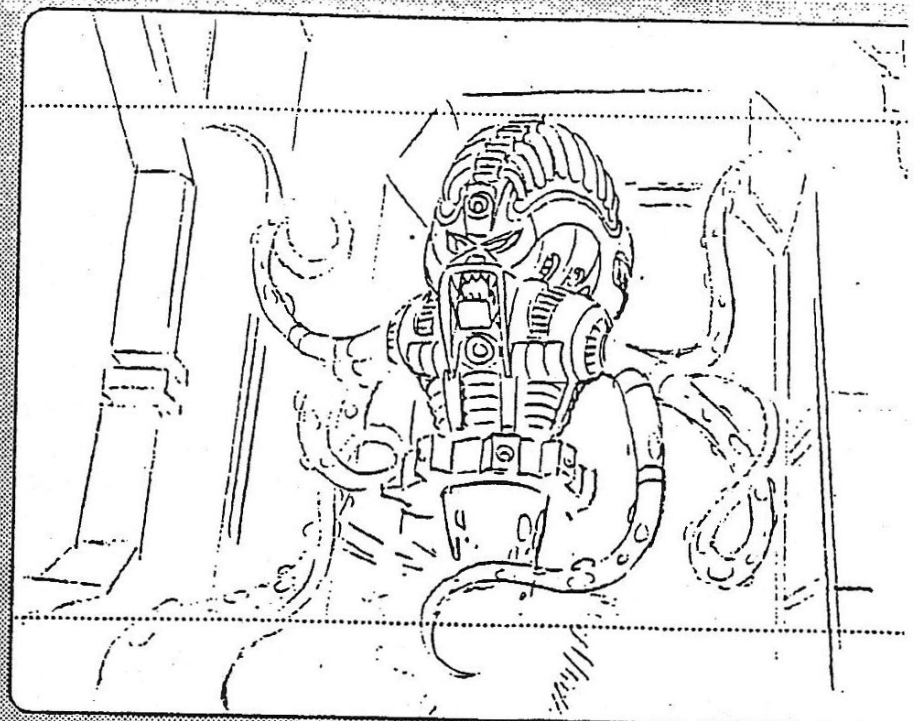
DIA QUINTESSON LEADER (V.O.) (CONT) would you like to beg for your lives?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-4



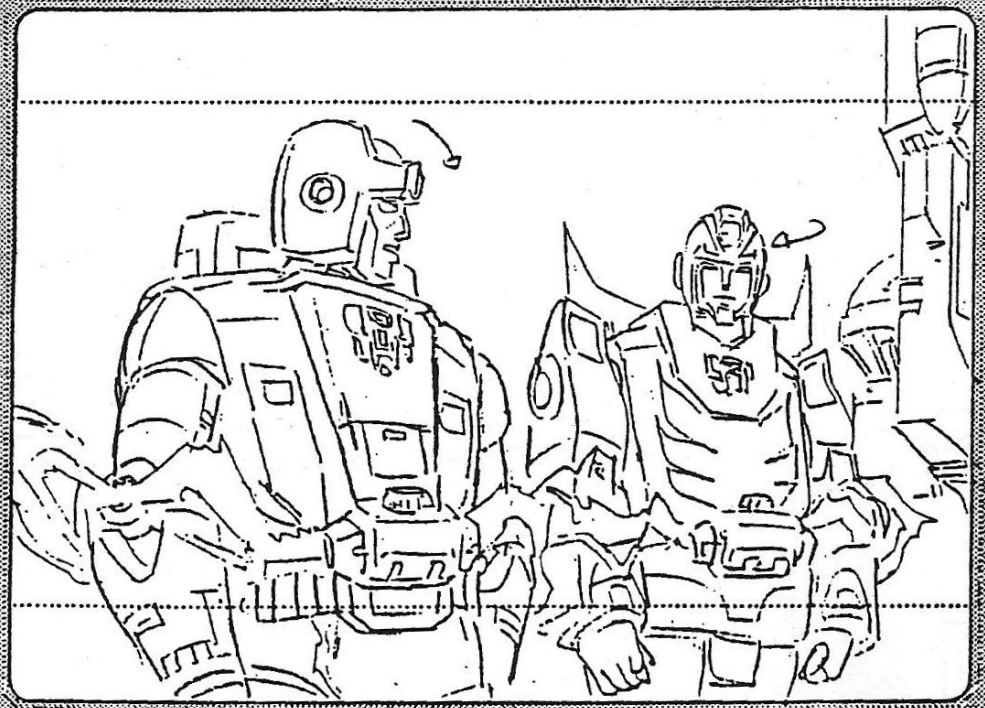
ACTION M.L.S. THE LEAD QUINTESSON. HE ADDRESSES HOT ROD AND KUP.

DIAL QUINTESSON LEADER (CONT) It sometimes help but not often.

MUSIC/SFX

CAMERA

SC. Z4-5



ACTION M.S. HOT ROD AND KUP. THEY TURN AND SPEAK TO ONE ANOTHER.

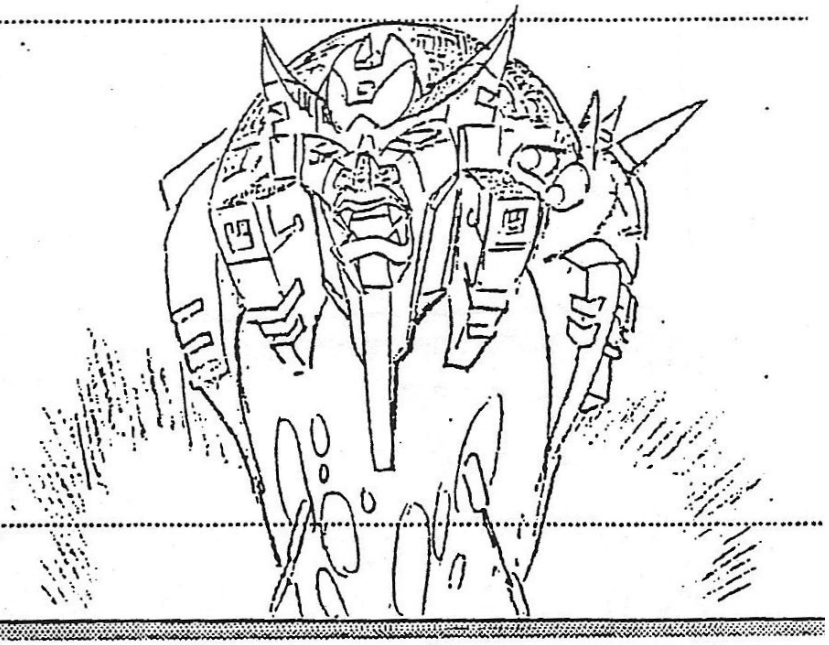
DIAL KUP I can't transform.

HOT ROD Keep trying.

MUSIC/SFX

CAMERA

SC. Z4-6 SEQ. Z4 Page 3



ACTION M.C.U. THE QUINTESSON JUDGE. HE COMMANDS THE PRISONERS TO B QUIET.

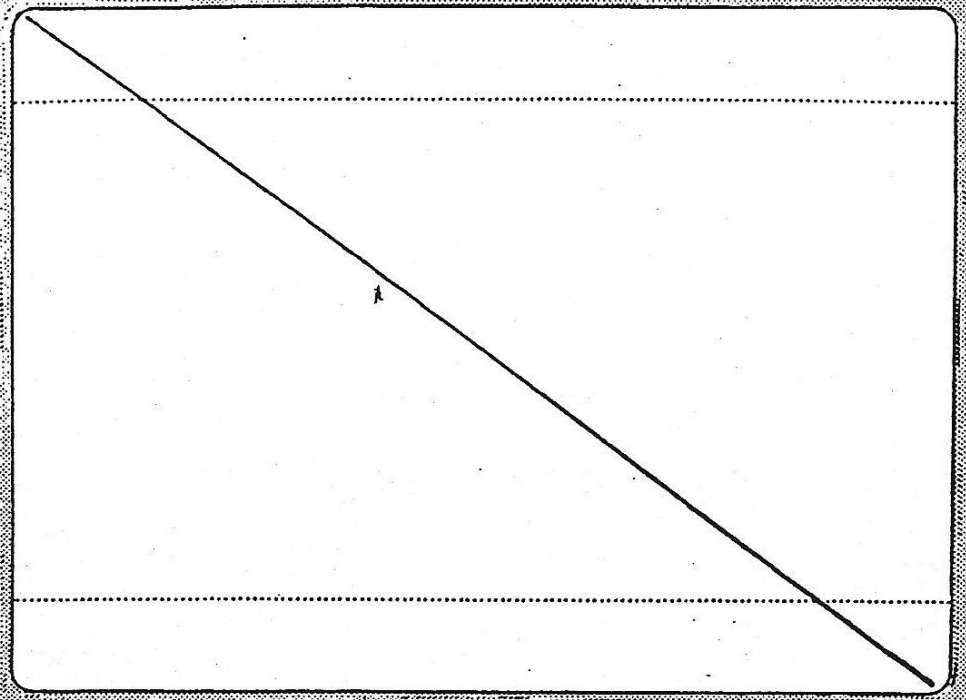
DIAL QUINTESSON JUDGE Silence! Or you'll be held in contempt of this court.

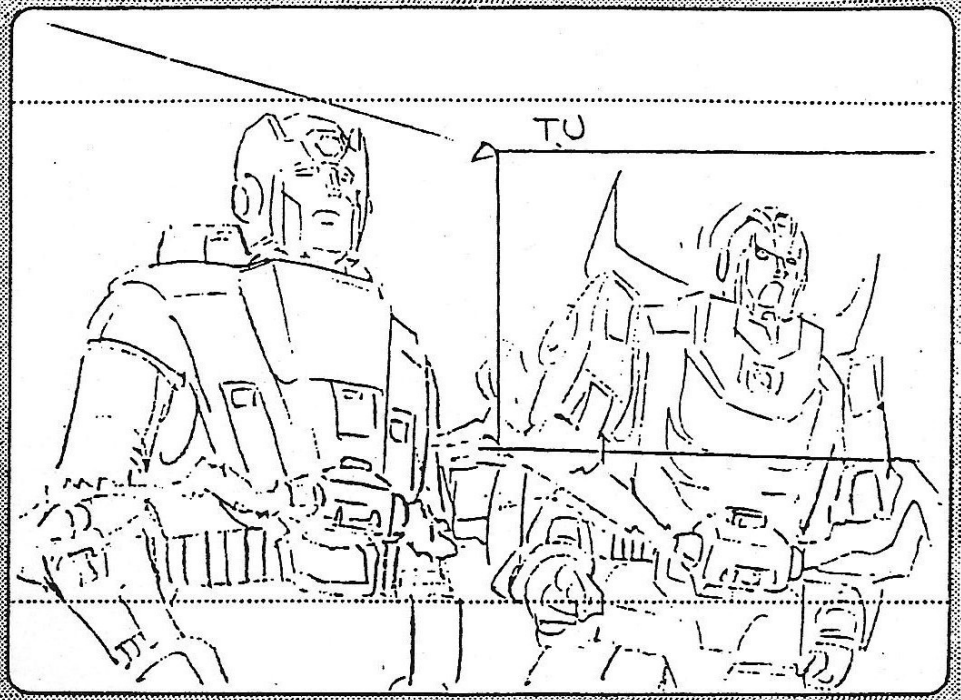
MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. Z4-8 SEQ. Z4 Page 4





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. HOT ROD AND KUP. HOT ROD REACTS TO THE JUDGE'S ORDER.

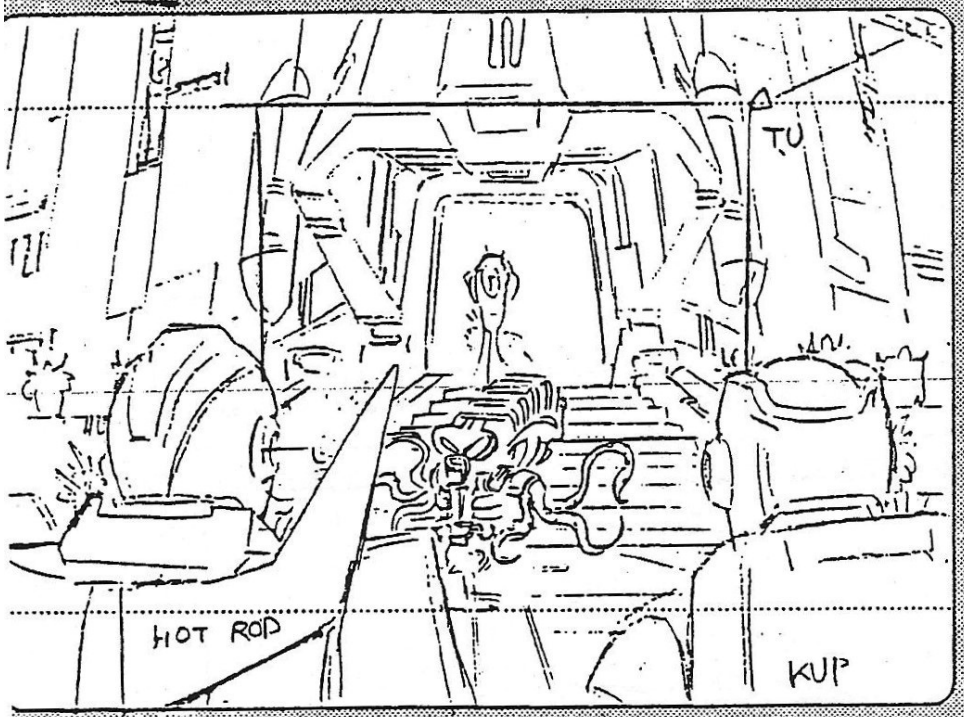
DIAL HOT ROD I have nothing but contempt for this court.

MUSIC/SFX

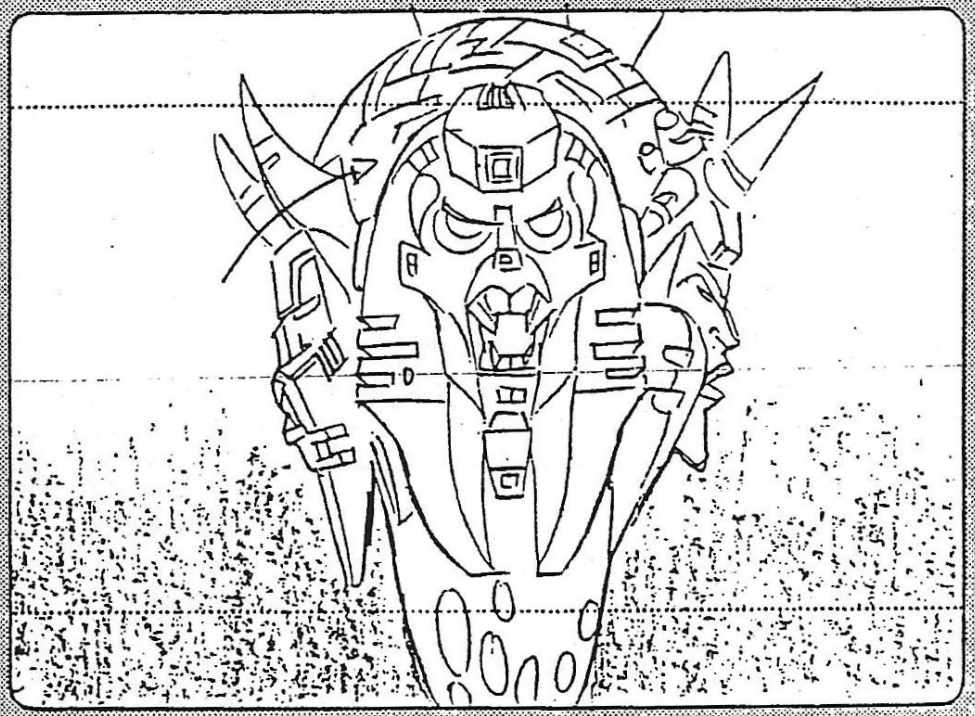
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 24-9



SC. 24-10 SEQ. 24 Page 5



ON X.L.S. THE QUINTESSON JUDGE FROM BEHIND HOT ROD AND KUP IN FOREGROUND.

QUINTESSON LEADER Guilty or innocent.

C/SFX

RA

ACTION M.C.U. THE QUINTESSON JUDGE. HIS FACE CLICKS AROUND TO THE DEATH MASK.

DIAL QUINTESSON JUDGE Innocent!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-11

ACTION L.S. KUP AND HOT ROD. THE GANGPLANK RELEASES, CAUSING KUP AND HOT ROD TO FALL INTO THE PIT.

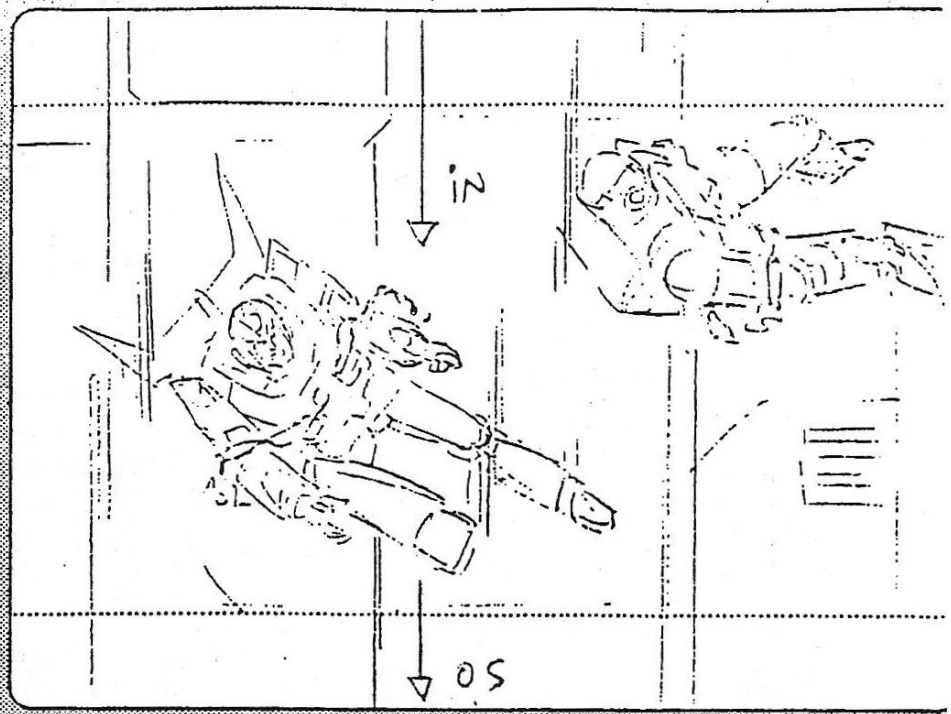
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-12 SEQ. 27 Page 0



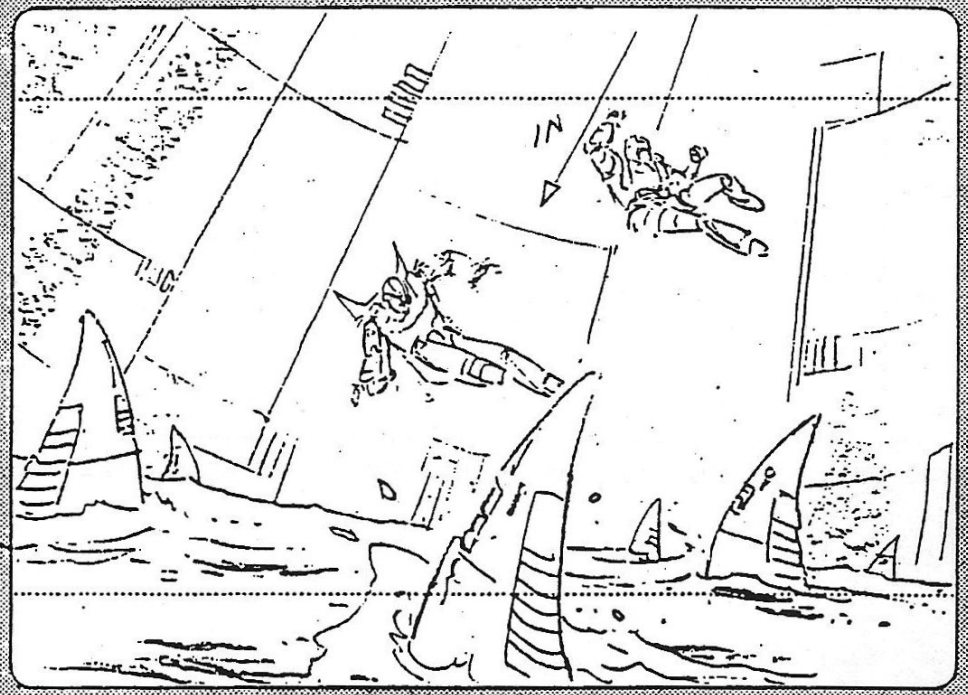
ACTION L.S. HOT ROD AND KUP. THEY FALL THROUGH THE SCENE. THE RESTRAINING BONDS THAT HOLD THEIR ARMS FADE AWAY.

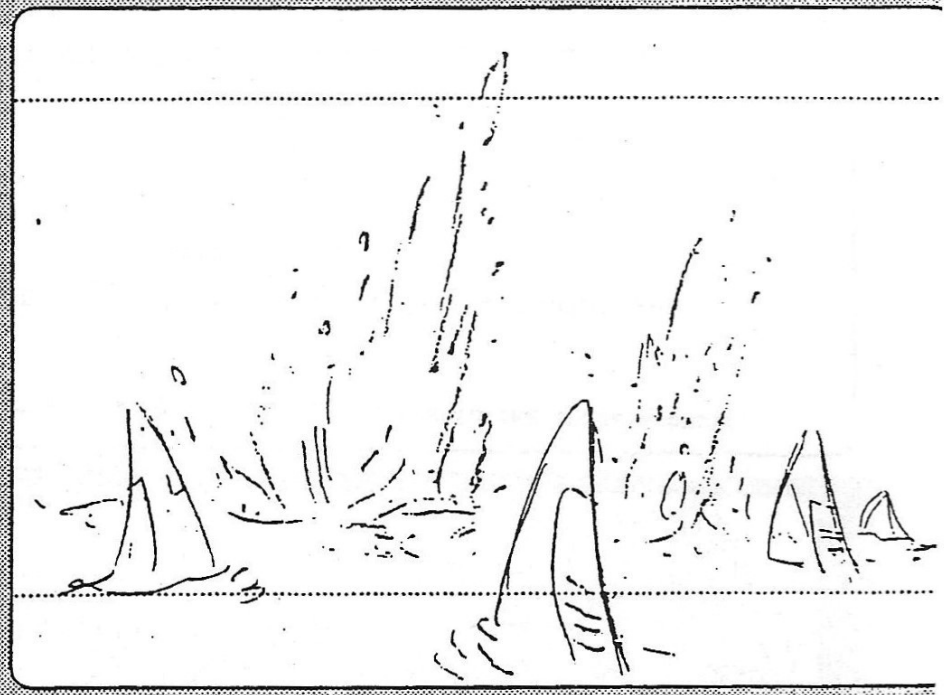
DIAL

MUSIC/SFX

CAMERA

SC. 24-13 SC. CONT SEQ. 24 Page 7





ACTION X.L.S. HOT ROD AND KUP, THEY FALL INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND SPLASH INTO THE TANK OF WATER. THE FINS OF THE SHARKTIC PROTRUDE ABOVE THE SURFACE OF THE WATER.

DIAL

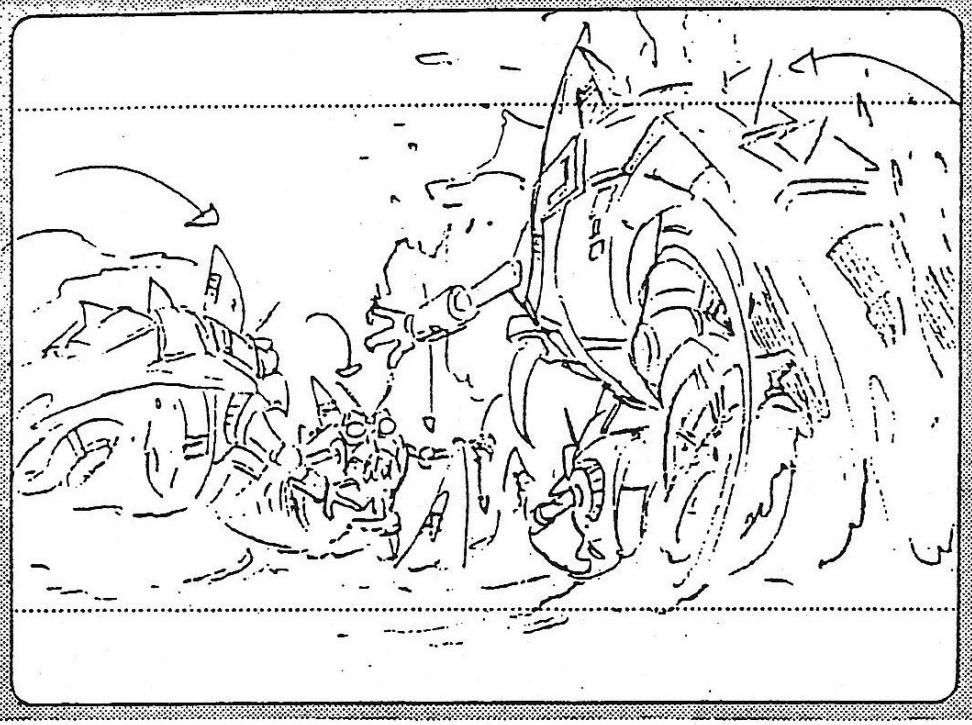
MUSIC/SFX

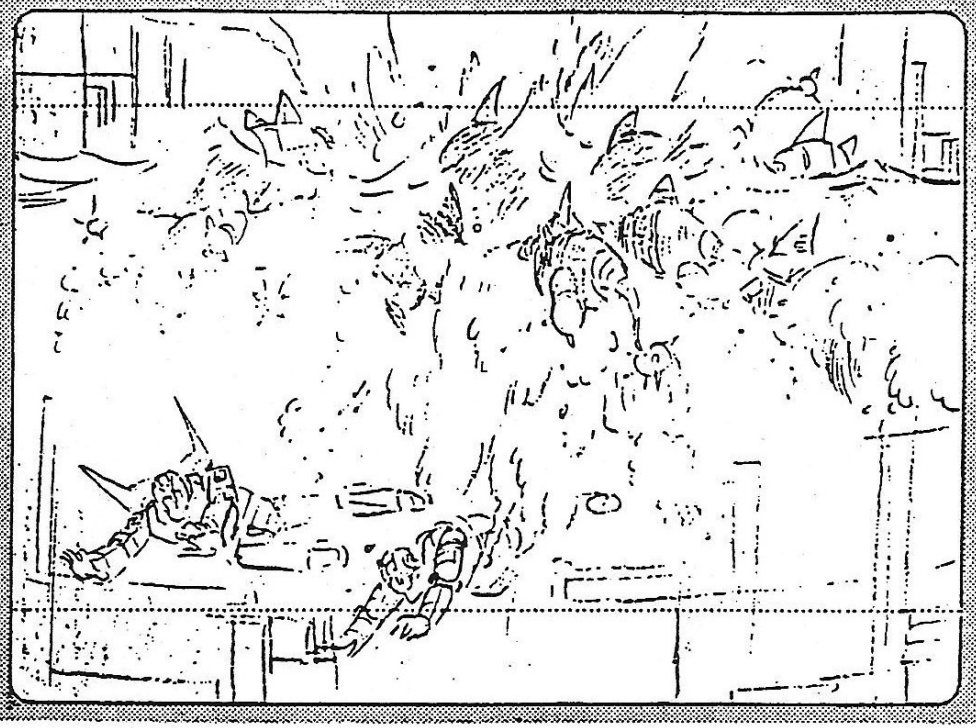
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-13

SC. 24-14 FOLLOW ↓ PAN SEQ. 24 Page 8





ACTION SUDDENLY, THE SHARKTICONS LEAP UP OUT OF THE WATER AND POUNCE BACK IN AT THE SPOT WHERE KUP AND HOT ROD ENTERED.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. HOT ROD AND KUP. THE SHARKITCONS ARE IN A FRENZY, SPLASHING ABOUT IN SEARCH OF THE AUTOBOTS. HOT ROD AND KUP SWIM DOWN TO THE BOTTOM OF THE TANK.

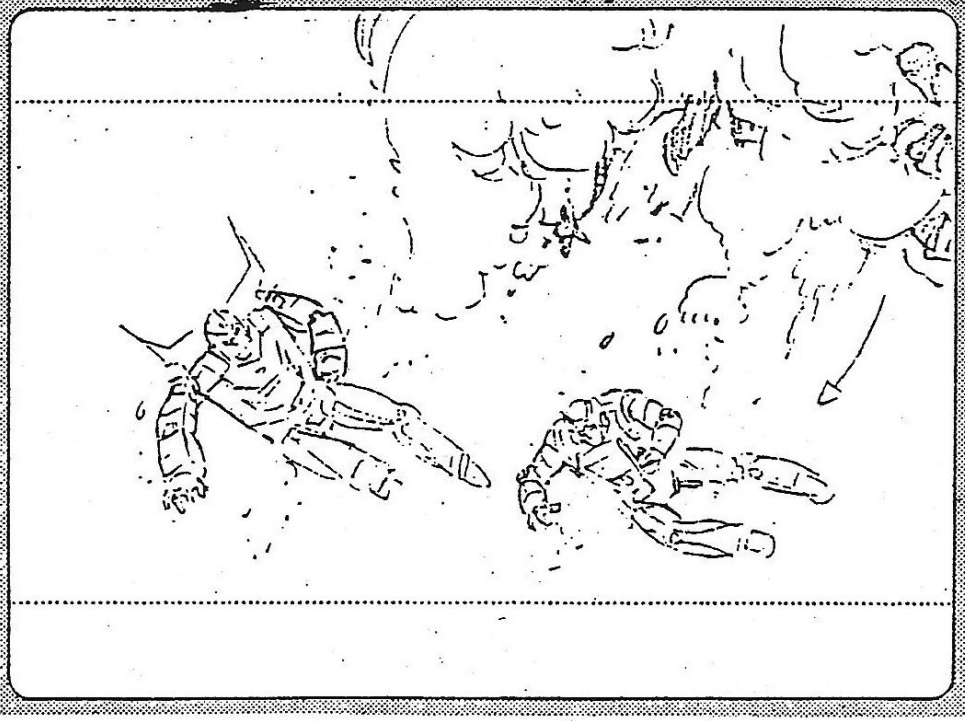
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-14 FOLLOW ↓ PAN



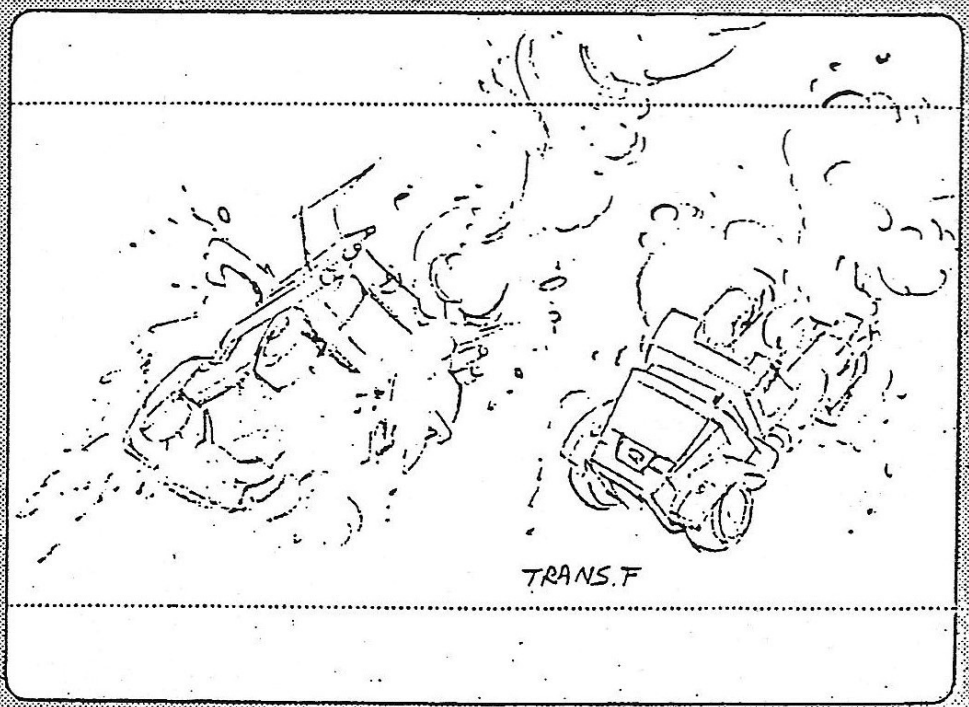
ACTION WE PAN DOWN WITH THE TWO AUTOBOTS.

DIAL HOT ROD They've got more Sharkticons than we have photon charges!

MUSIC/SFX

CAMERA

SC. CONT SEQ. 24 Page 9



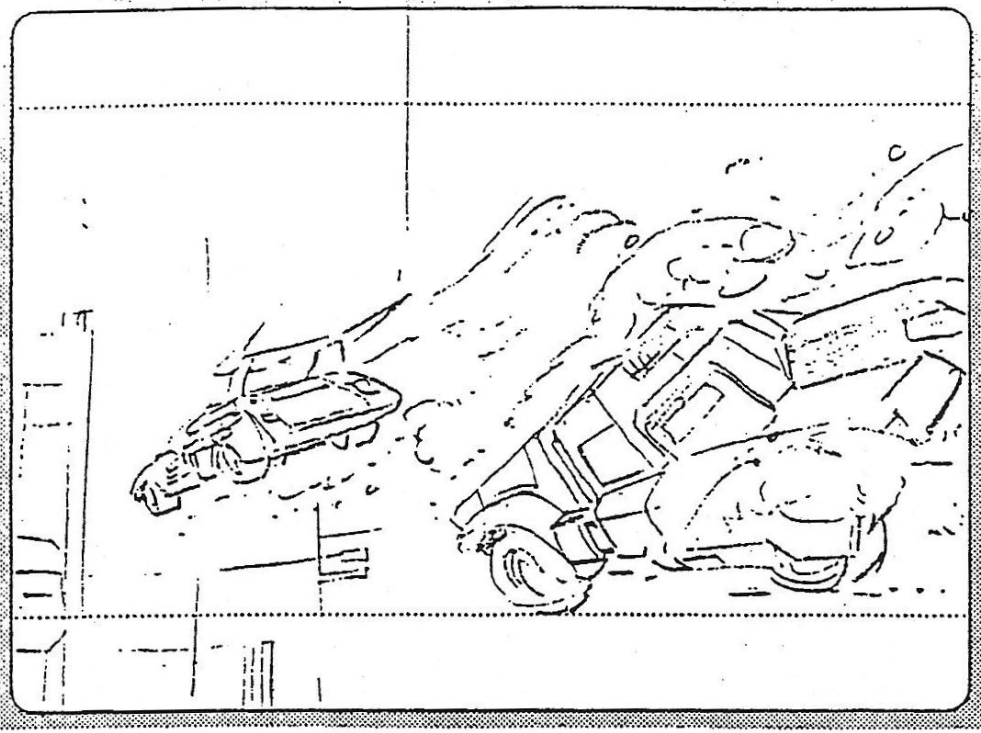
ACTION ...THEY TRANSFORM INTO AUTO MODE...

DIAL KUP Then let's hold a demolition derby!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...AND RACE AWAY TO ANOTHER SECTION OF THE TANK.

DIAL

MUSIC/SFX

CAMERA

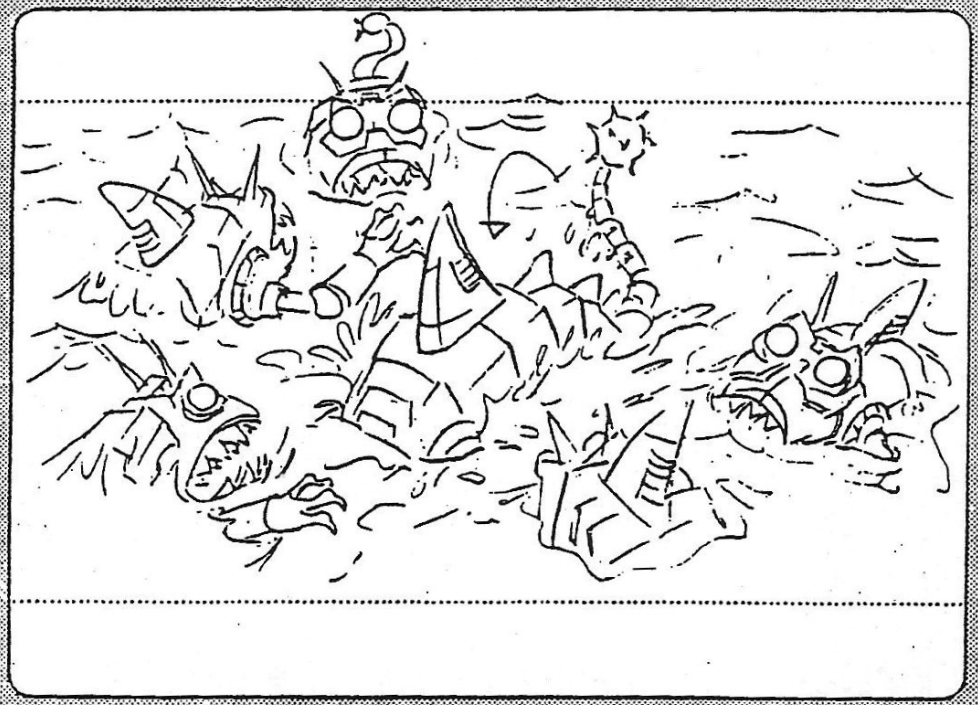
ACTION L.S. THE SHARKTICONS. THEY LOOK ABOUT WONDERING WHAT HAPPENE TO THE AUTOBOTS.

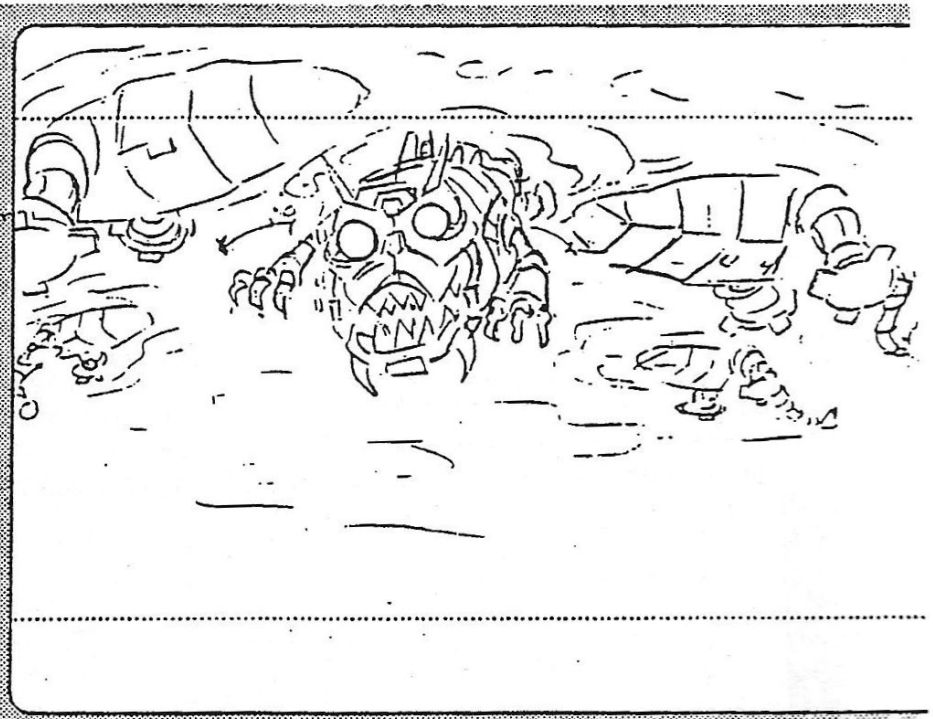
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THEN ONE OF THE SHARKTICONS DIPS HIS FACE DOWN UNDER THE WATER.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. THE SHARKTICONS FROM UNDER THE WATER. THE SHARKTICON LOOKS ABOVE FOR HOT ROD AND KUP. HE SPOTS THEM!

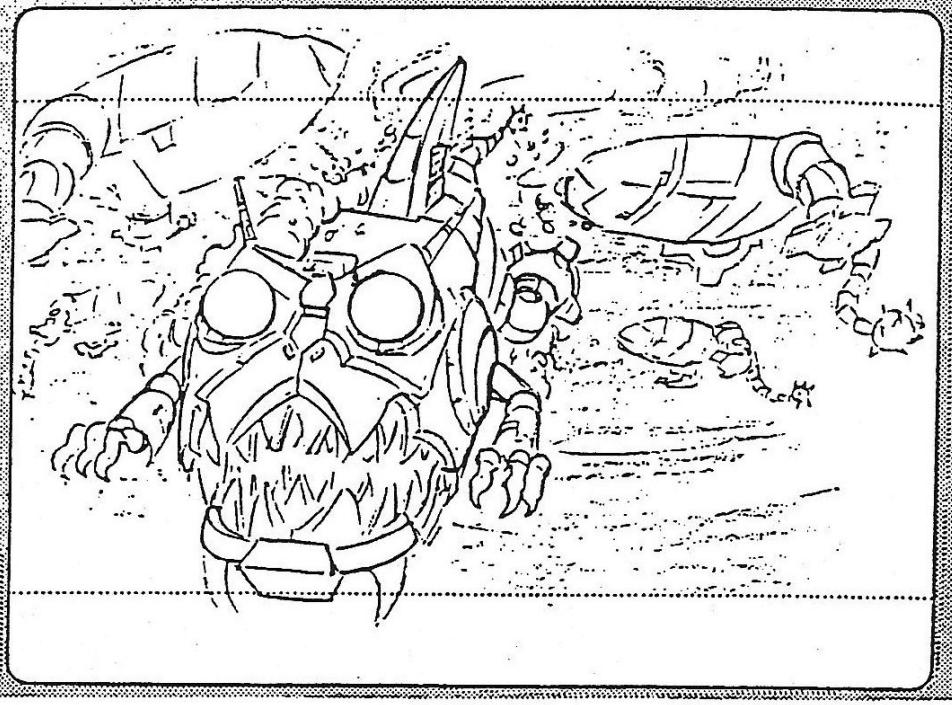
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-15A CONT SC. SEQ 24 Page 10 B



NEXT PAGE (1)

ACTION ...AND SWIMS FRANTICALLY AFTER THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION

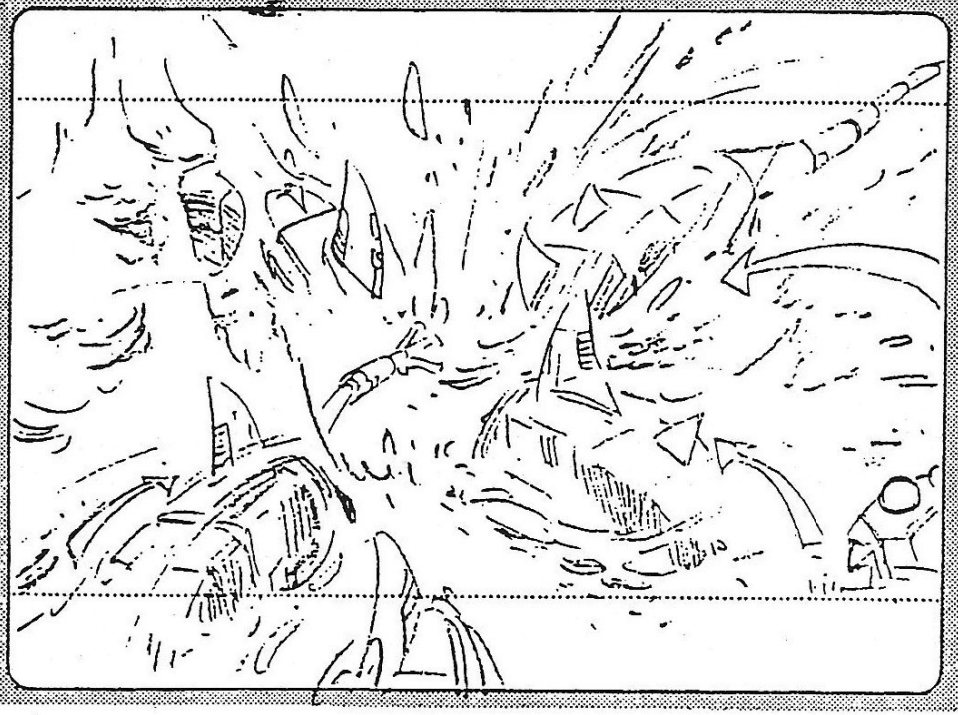
DIAL

MUSIC/SFX

CAMERA

TF RAW
From G1 to Beast Hunters and Beyond!!!!

SC. 24-15B



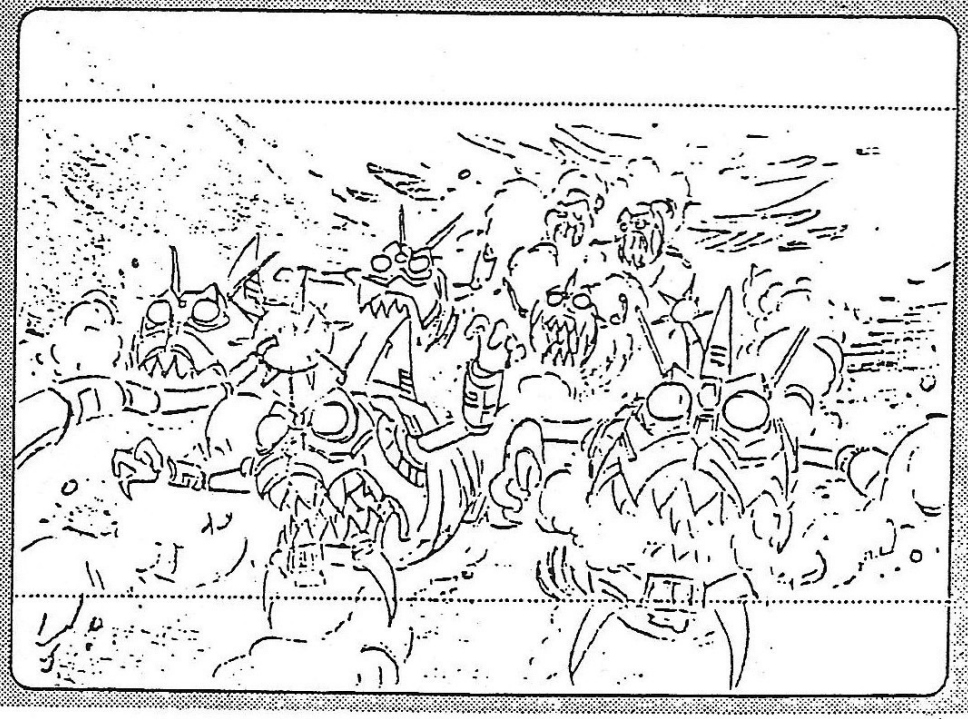
ACTION L.S. THE PACK OF SHARKTICONS TAKING THE OTHER SHARKTICONS LEAD. THEY ALL PLUNGE INTO THE WATER.

DIAL

MUSIC/SFX

CAMERA

SC. 24-16



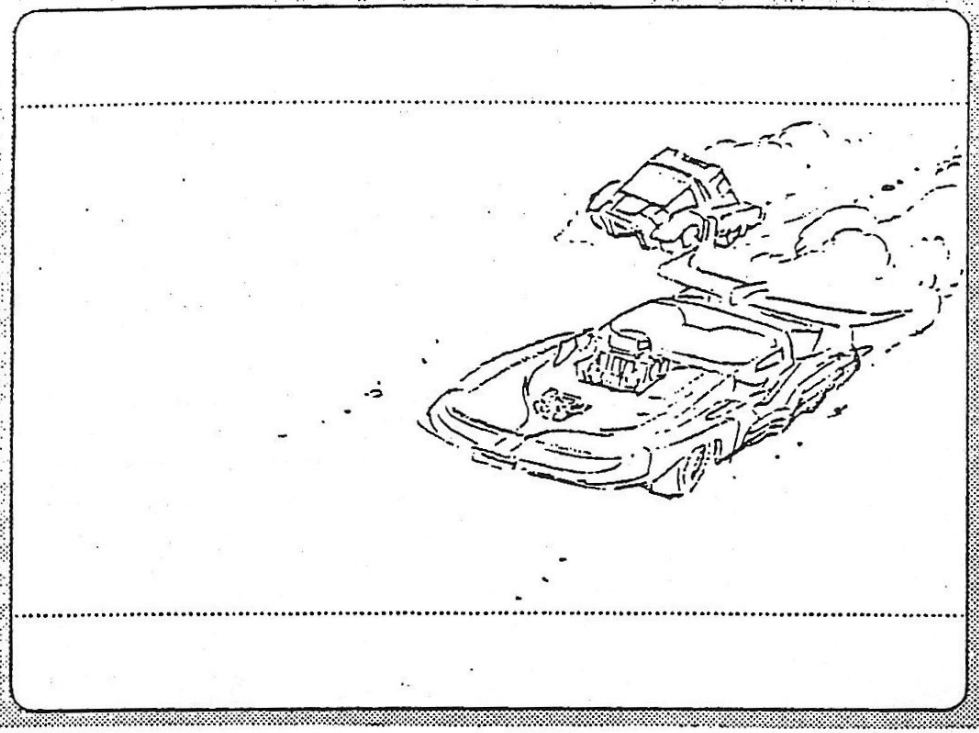
ACTION L.S. THE SHARKTICONS. THEY SWIM DOWN TOWARDS US INTO THE DEPTHS OF THE TANK.

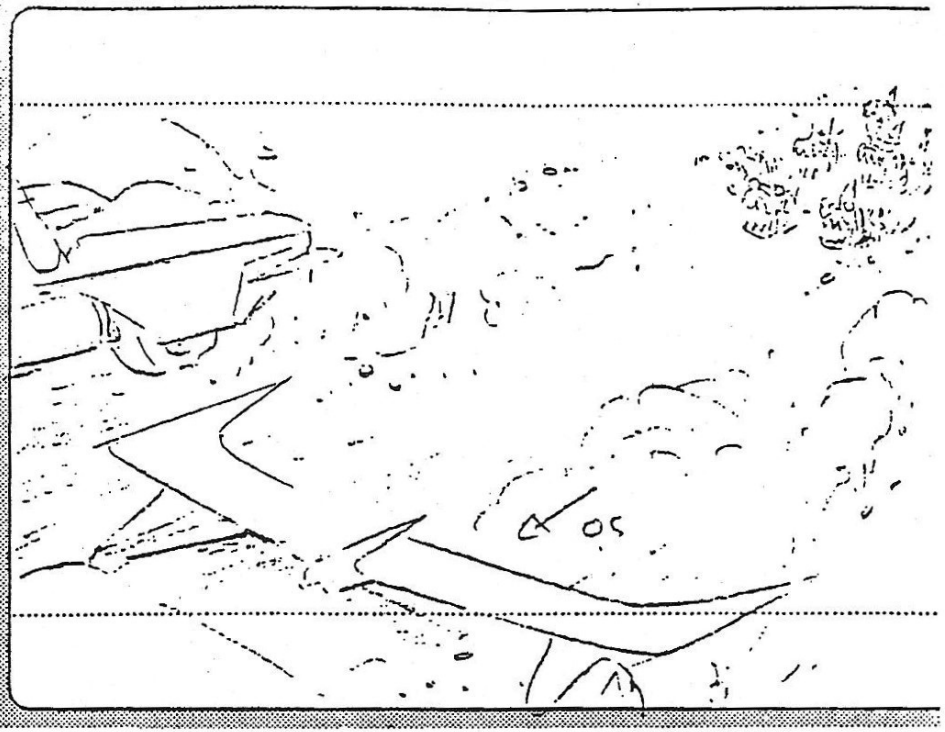
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. HOT ROD AND KUP RACE ALONG...

DIAL

MUSIC/SFX

ACTION ...THEY ARE FOLLOWED BY THE SAVAGE SHARKTICONS.

DIAL

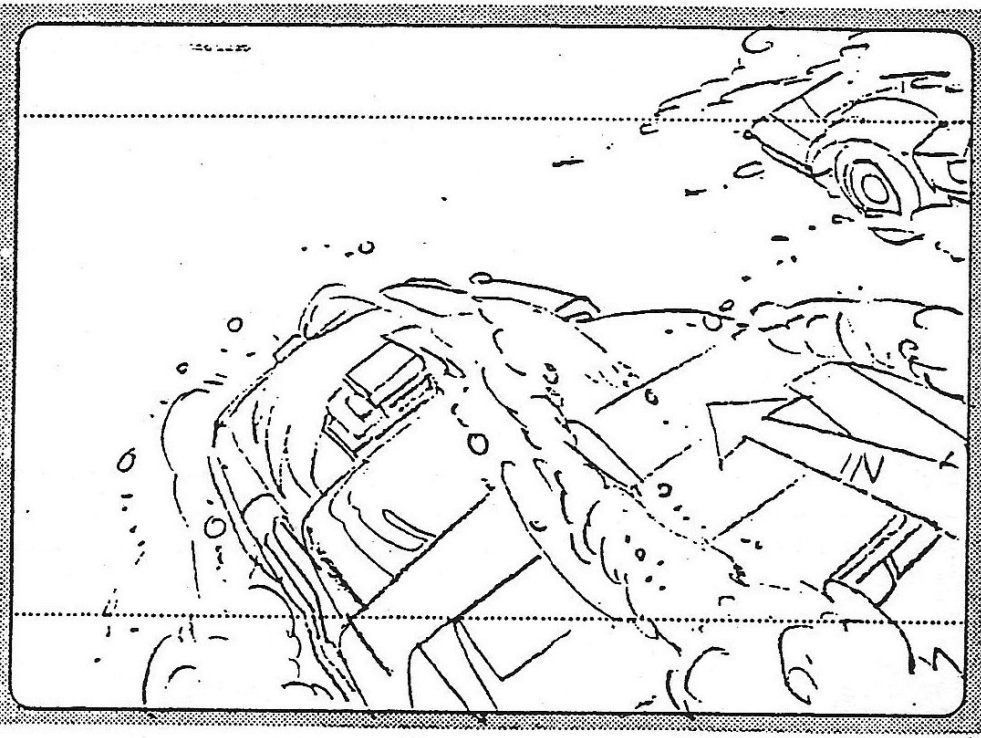
MUSIC/SFX

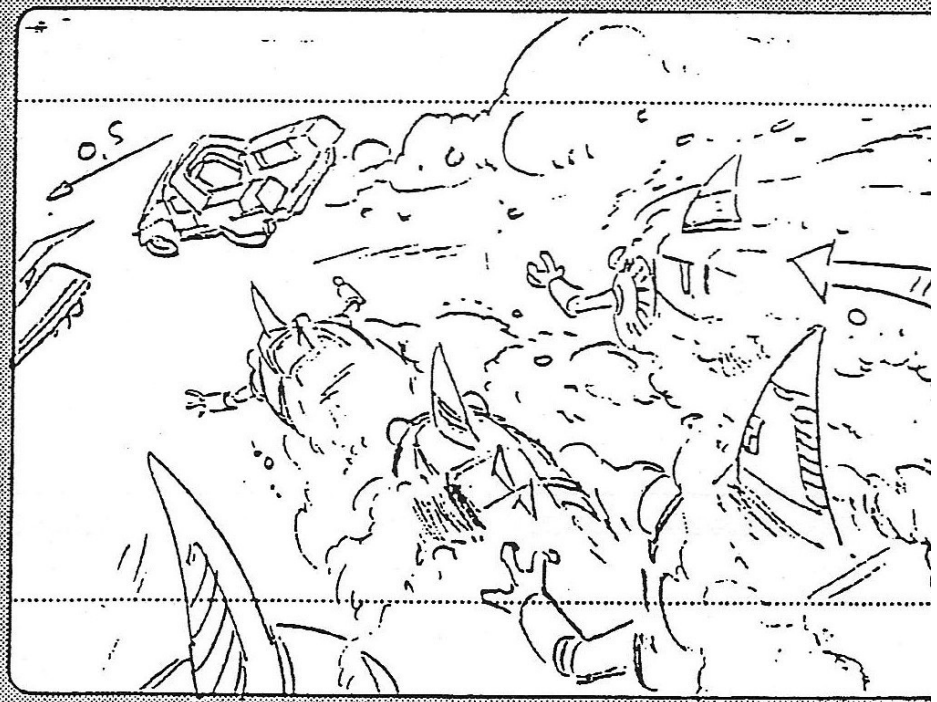
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-18

SC. CONT

SEQ. 24 Page 13





ACTION HOT ROD AND KUP ENTER THE SCENE AND SPEED AWAY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE SHARKTICONS ENTER THE SCENE IN HOT PURSUIT OF THE AUTOBOTS..

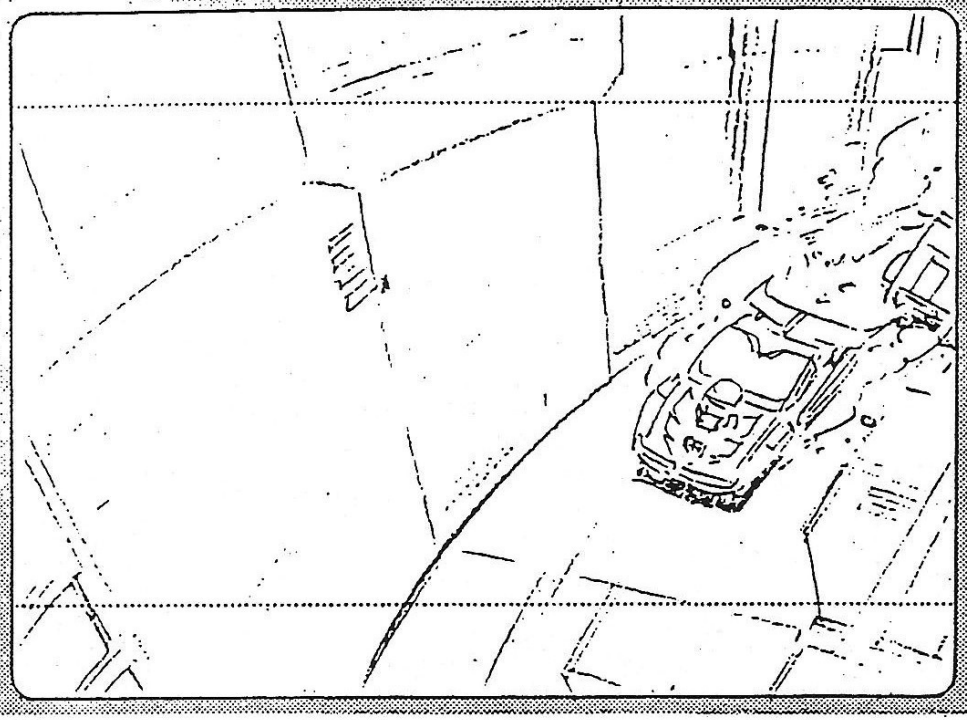
DIAL

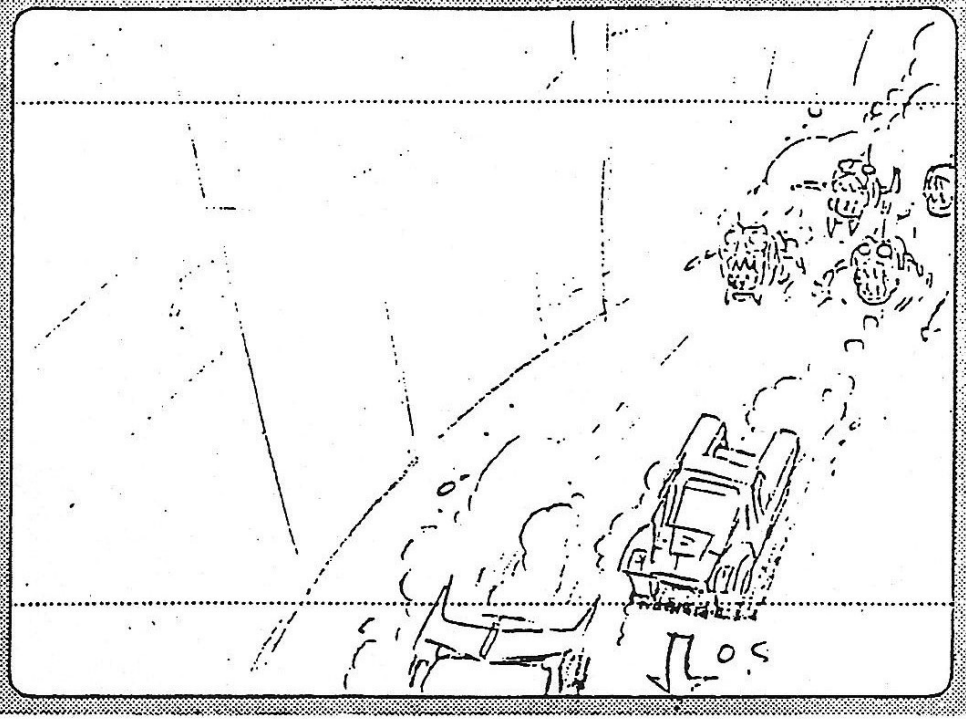
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-19 SC. CONT SEQ. 24 Page 14





ACTION L.S. HOT ROD AND KUP. RACE ALONG THE OUTER EDGE OF THE TANK.

DIAL

MUSIC/SFX

CAMERA

ACTION THE SHARKTICONS ENTER BEHIND THEM AS HOT ROD AND KUP ACCELERATE O.S.

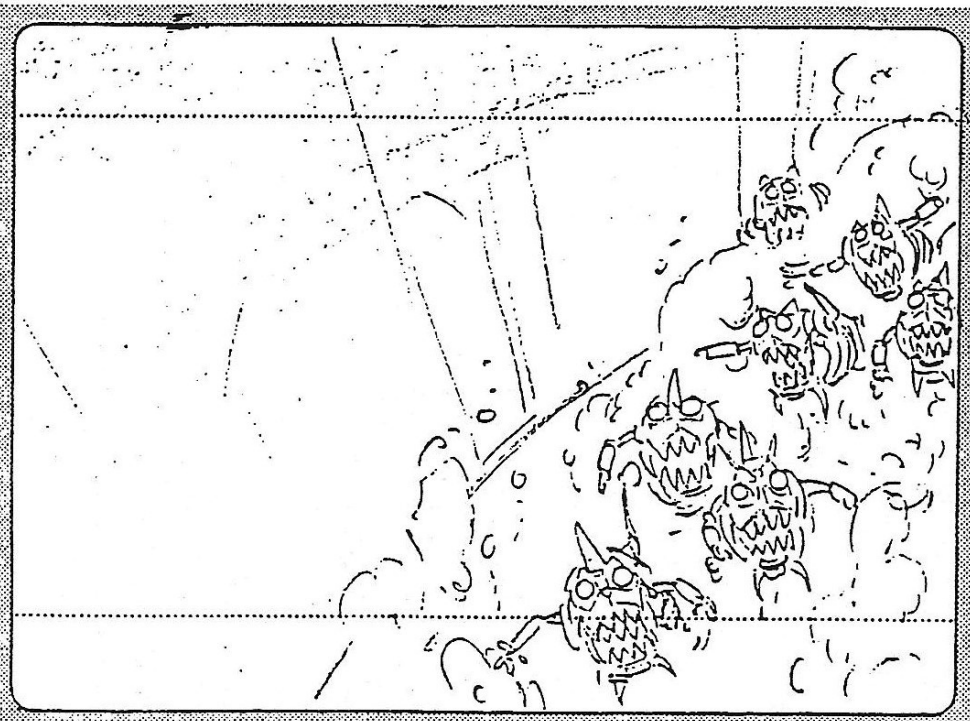
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT



ACTION THE SHARKTICONS FLOOD INTO THE SCENE.

DIAL

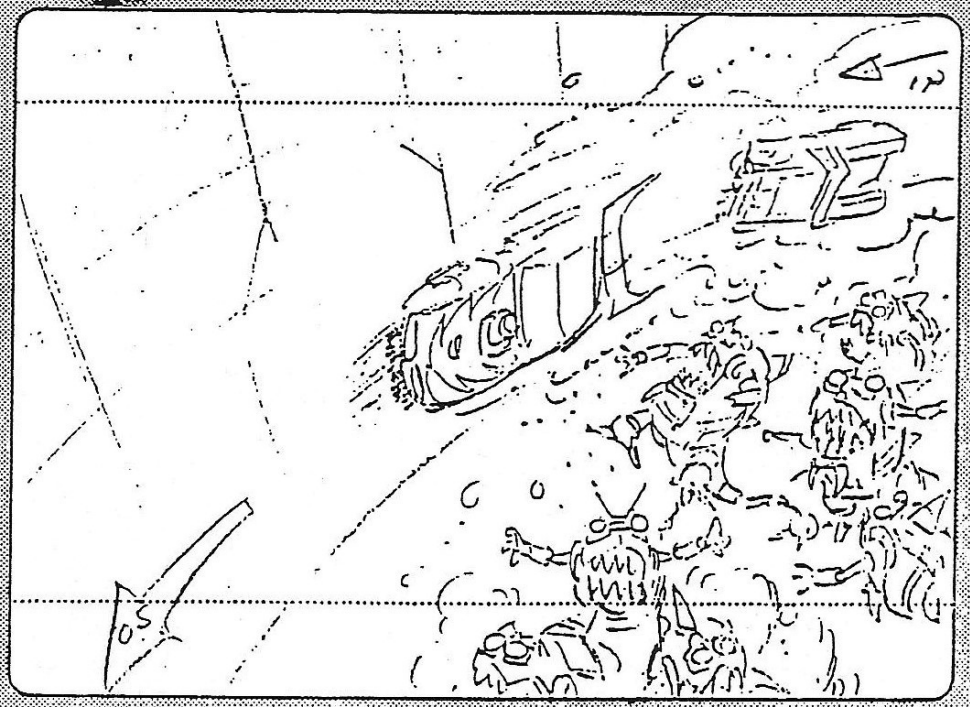
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 15

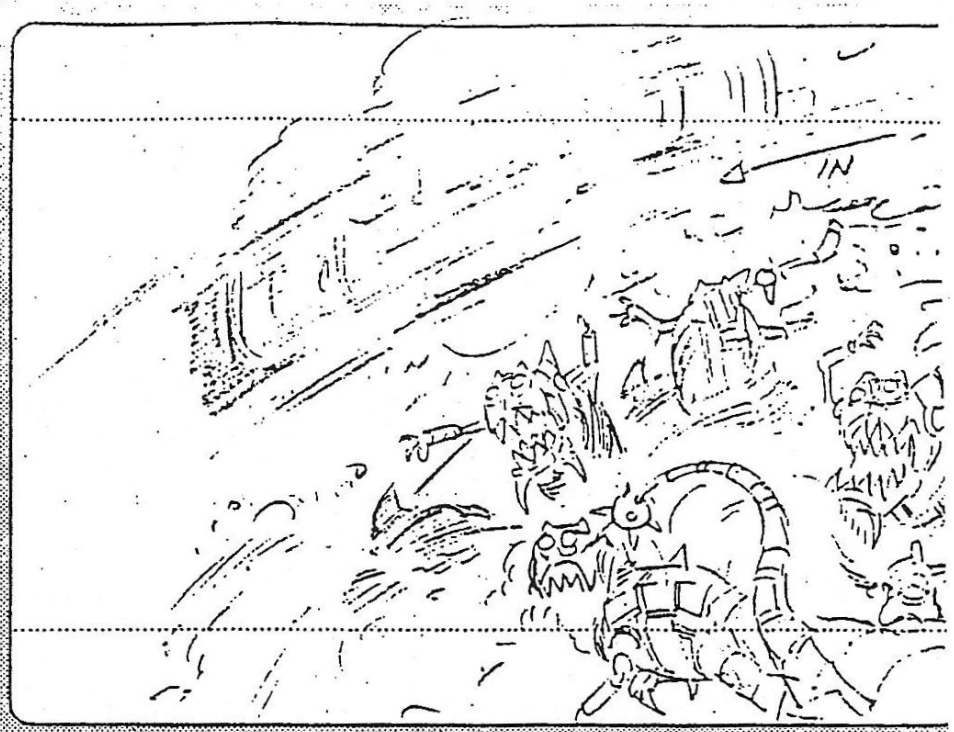


ACTION SUDDENLY THE SHARKTICONS ARE STARTLED AS HOT ROD AND KUP TRAVELING AT HIGH SPEED ZOOM THROUGH THE SCENE DRIVING AROUND THE SIDE OF THE TANK.

DIAL

MUSIC/SFX

CAMERA



ACTION THEY TAKE THE SHARKTICONS BY SURPRISE, SENDING THEM TUMBLING IN WAKE OF TURBULENT WATER.

DIAL

MUSIC/SFX

CAMERA

ACTION TRAVELING A SUPER HIGH SPEED HOT ROD AND KUP CHARGE THROUGH THE SCENE AGAIN, TOTALLY DISORIENTATING THE SHARKTICONS.

DIAL

MUSIC/SFX

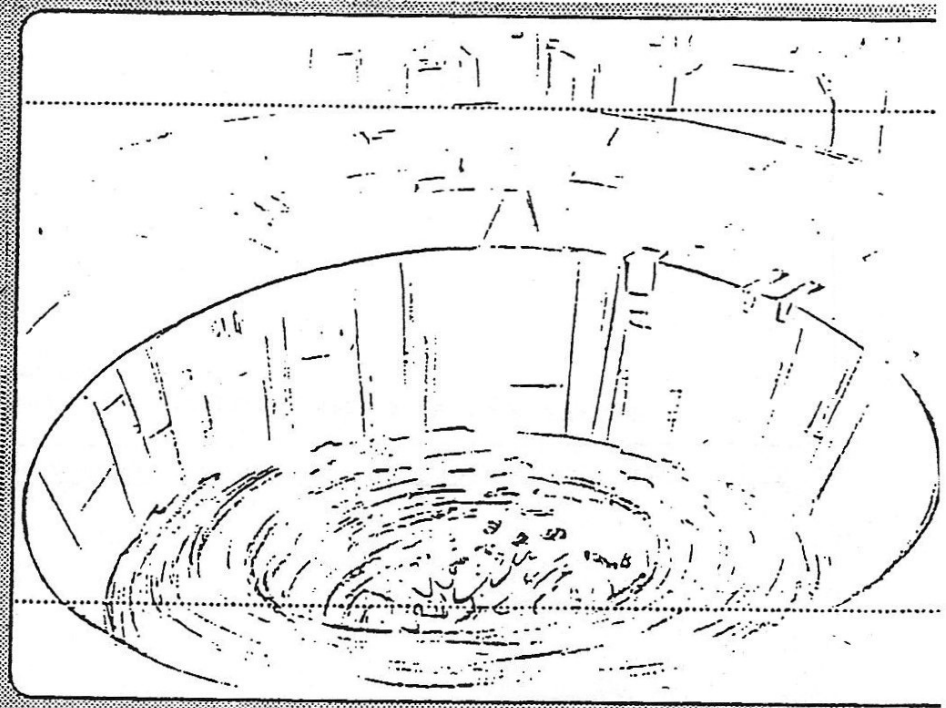
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-19

SC. 24-20

SEQ. 24 Page 17



ACTION THE WATER IN THE TANK STARTS SWIRLING, CARRYING THE SHARKTICONS ALONG IN ITS CURRENT...

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. THE SHARKTICON PIT. THE WATER, CHURNED UP BY THE AUTOBOTS IS WHIPPED UP INTO A WHIRLPOOL.

DIAL

MUSIC/SFX

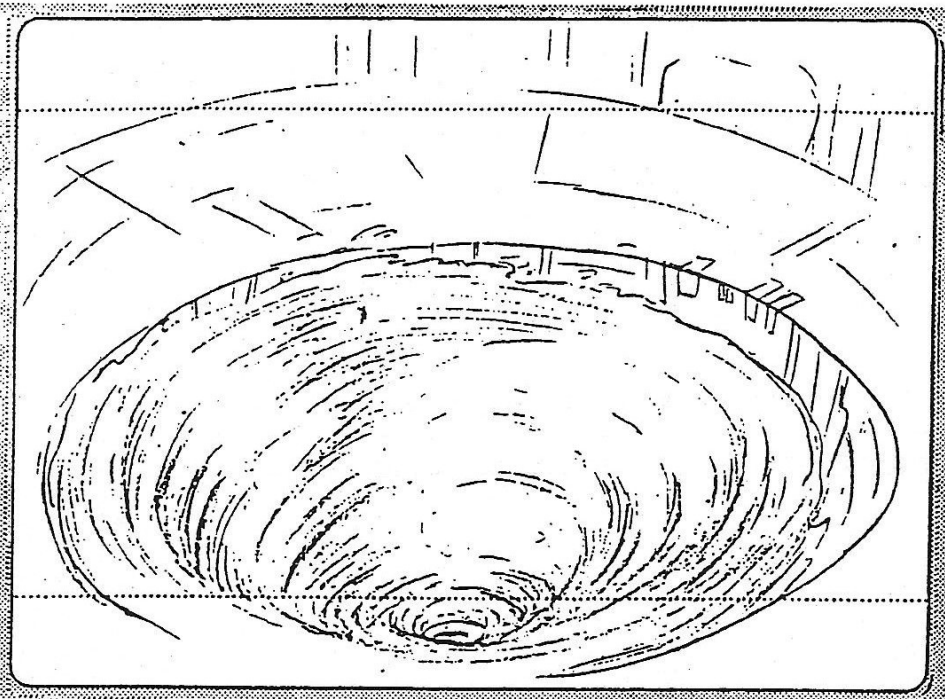
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-20 CONT.

SC.

Page 17A



ACTION THE FORCE OF THE WHIRLPOOL CAUSES THE WATER TO RISE IN THE PIT.

DIAL

MUSIC/SFX

CAMERA

ACTION

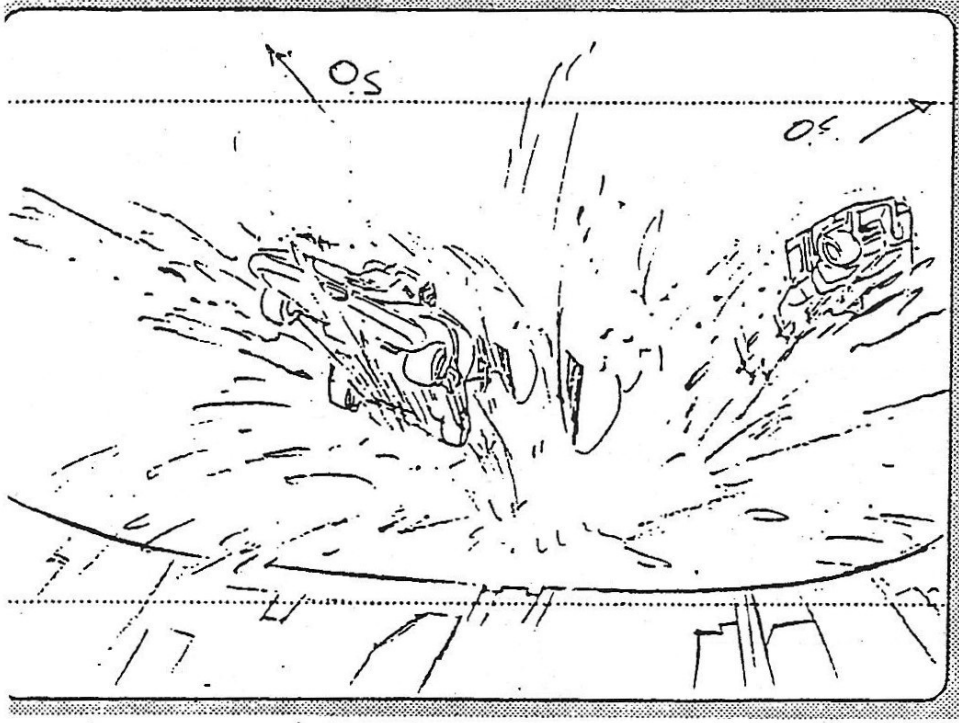
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-20 CONT SC. SEQ. 24 Page 18



ON HOT ROD AND KUP COME SAILING UP OUT OF THE CENTER OF THE WHIRLPOOL.

ACTION

DIAL

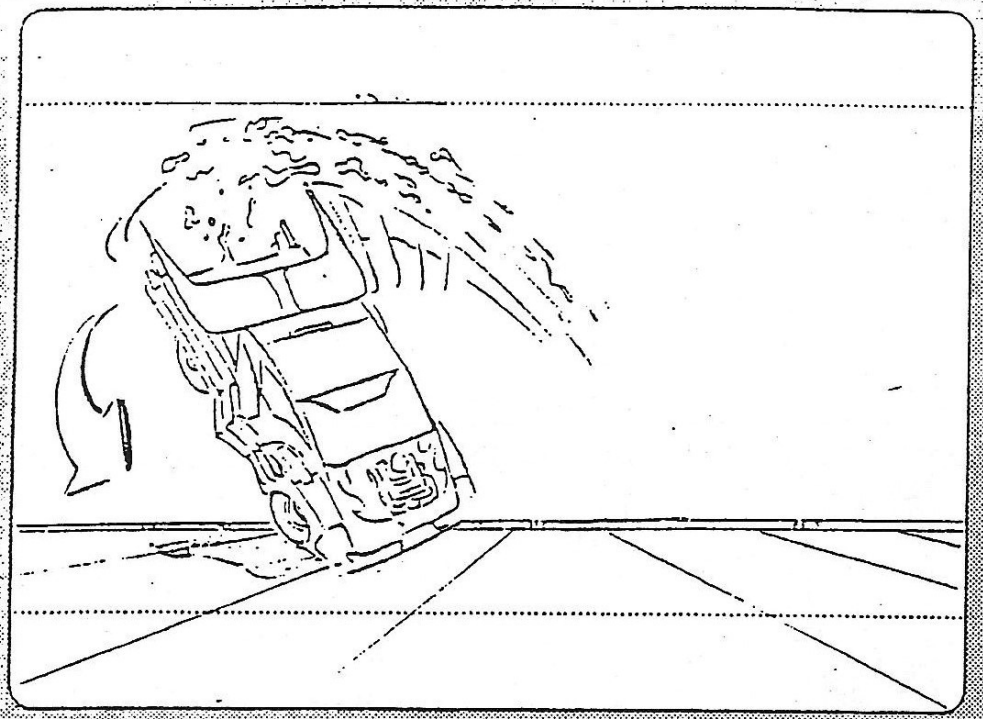
MUSIC/SFX

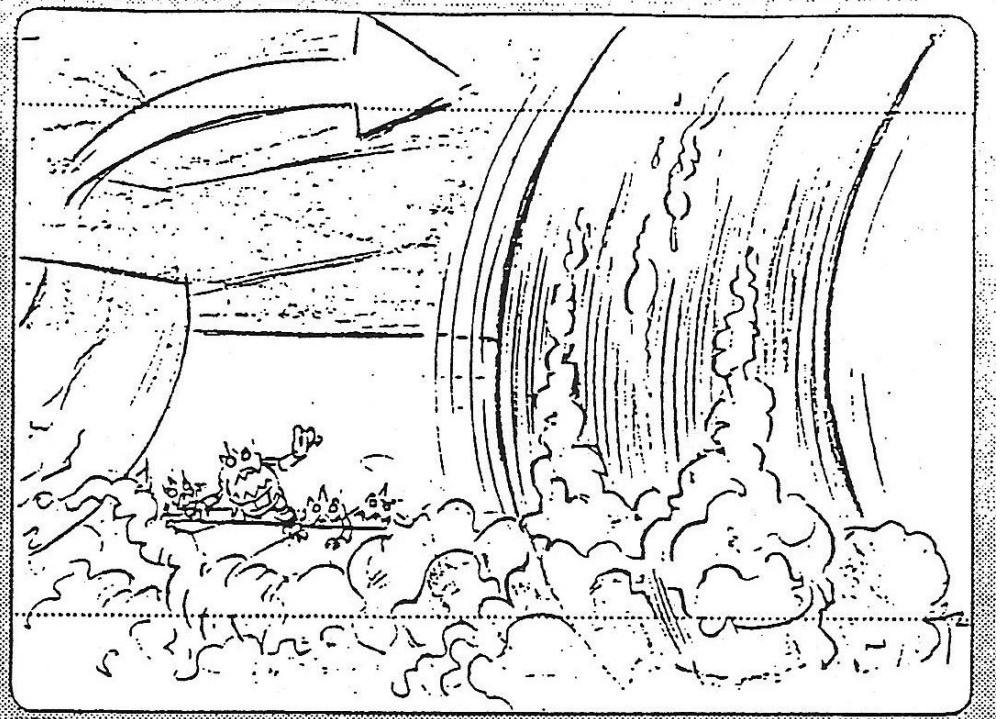
CAMERA

:/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-21 SC: CONT SEQ. 24 Page 17





ACTION L.S. HOT ROD LANDS ON THE EDGE OF THE SHARKTICON PIT AND SKIDS...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...AROUND IN A CIRCLE TOWARD US.

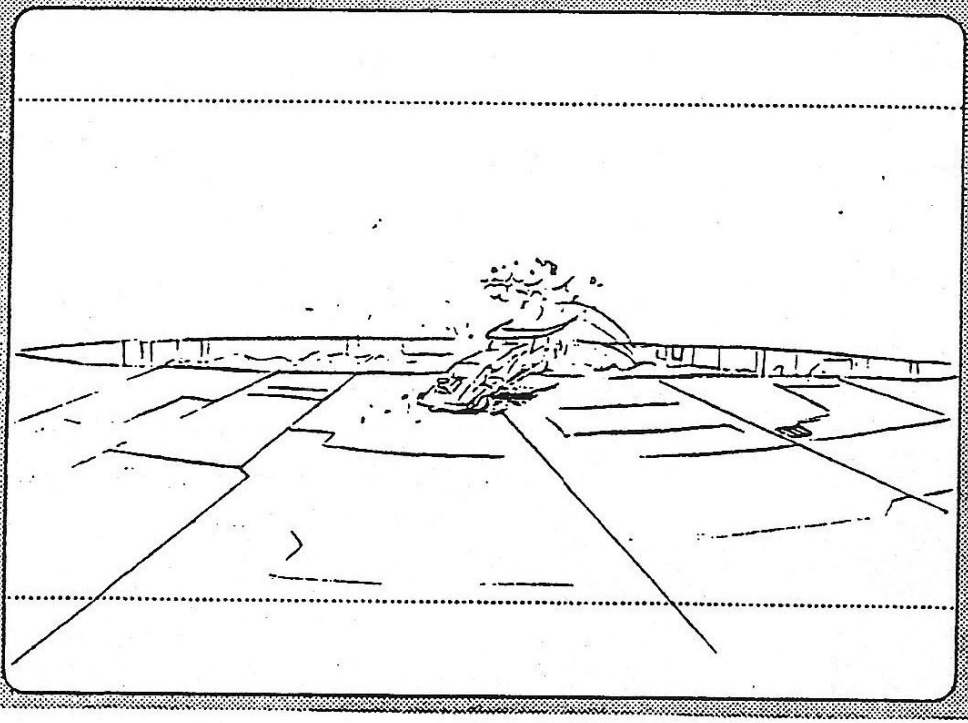
DIAL

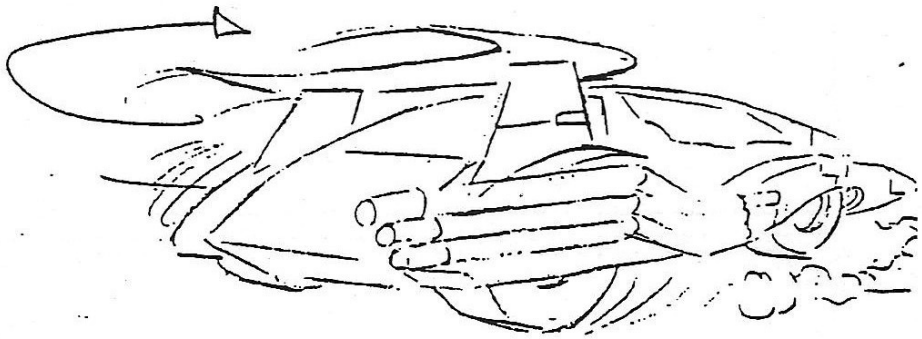
MUSIC/SFX

CAMERA

SC. 24-22

SC. CONT.





ACTION L.S. HOT ROD LANDS ON THE EDGE OF THE SHARKTICON PIT AND SKIDS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AROUND IN A CIRCLE TOWARD US.

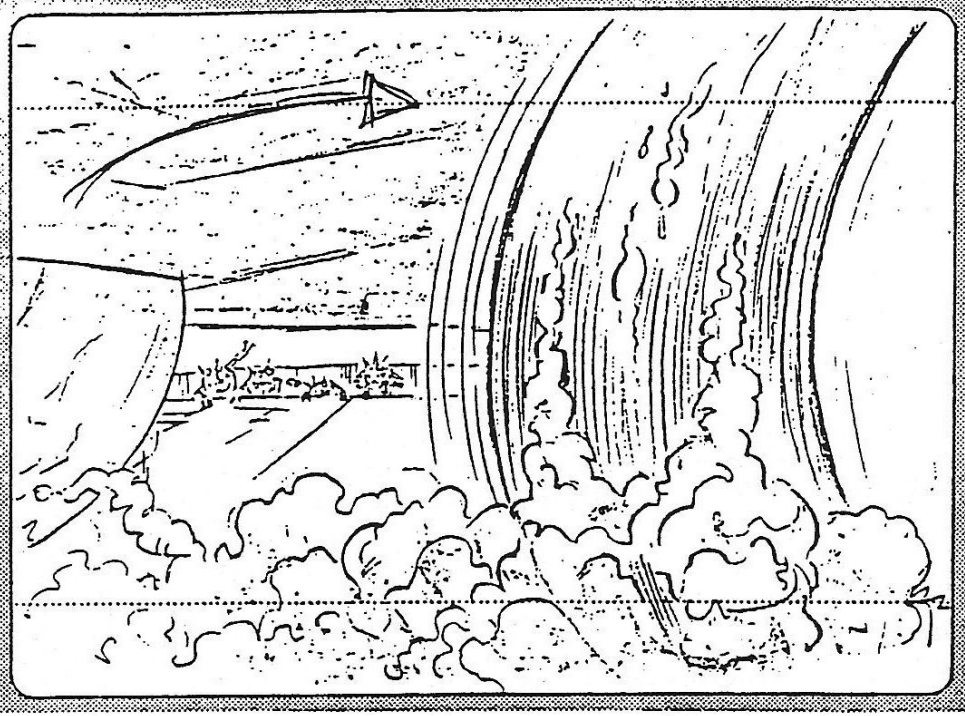
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-22 CONT



ACTION ...FILLING THE FRAME AND COMING TO A STOP. BETWEEN THE TIRES WE CCAN SEE BEYOND HOT ROD. THE SHARKTICONS CLIMBING OUT OF THE PIT.

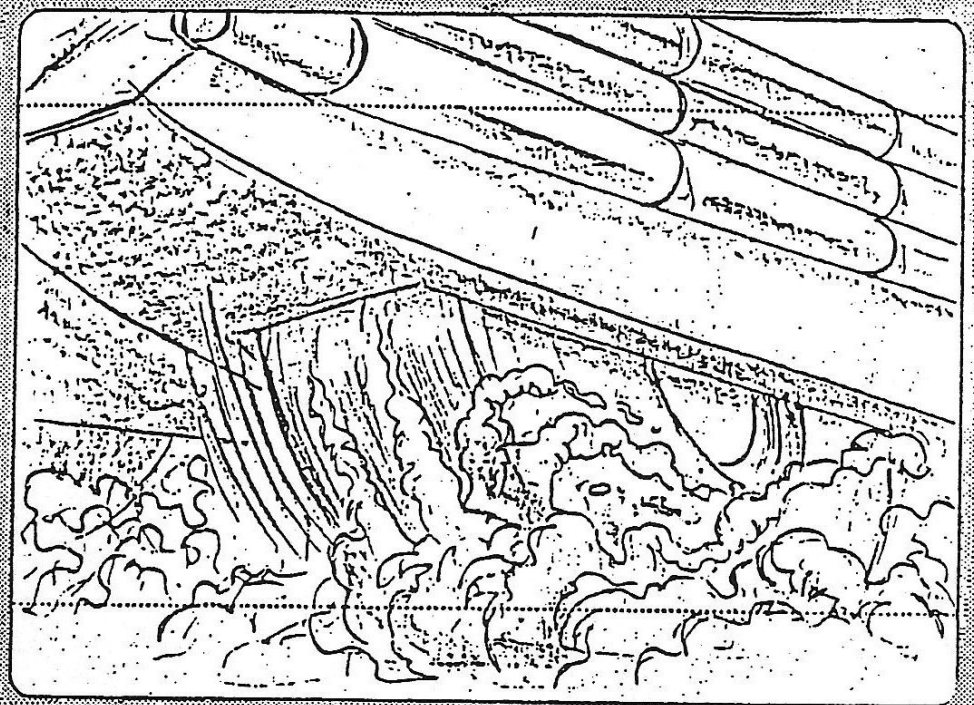
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

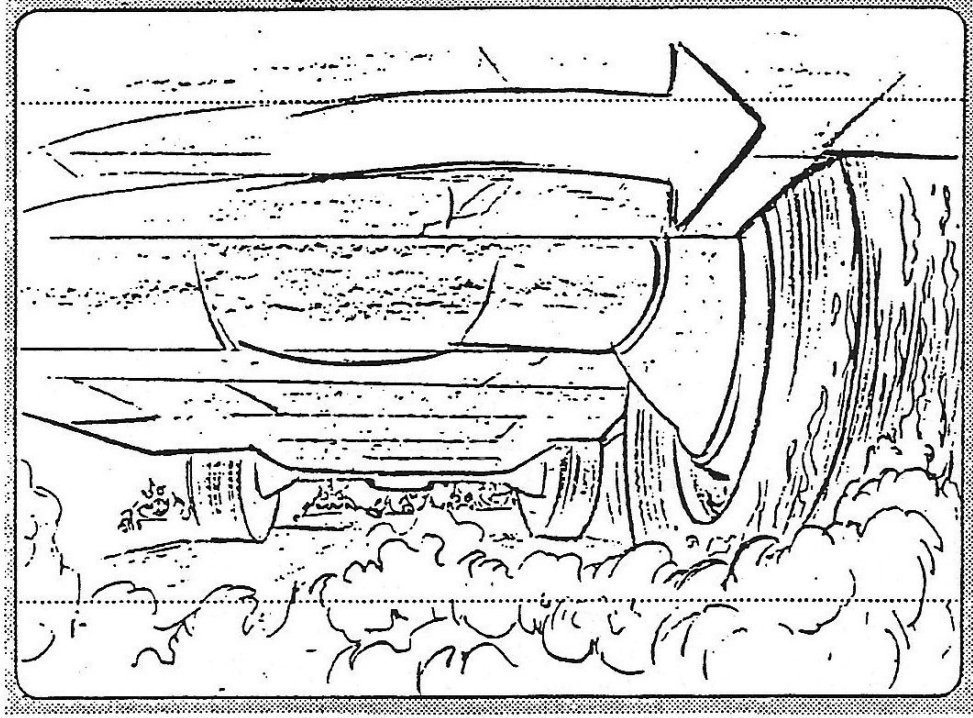


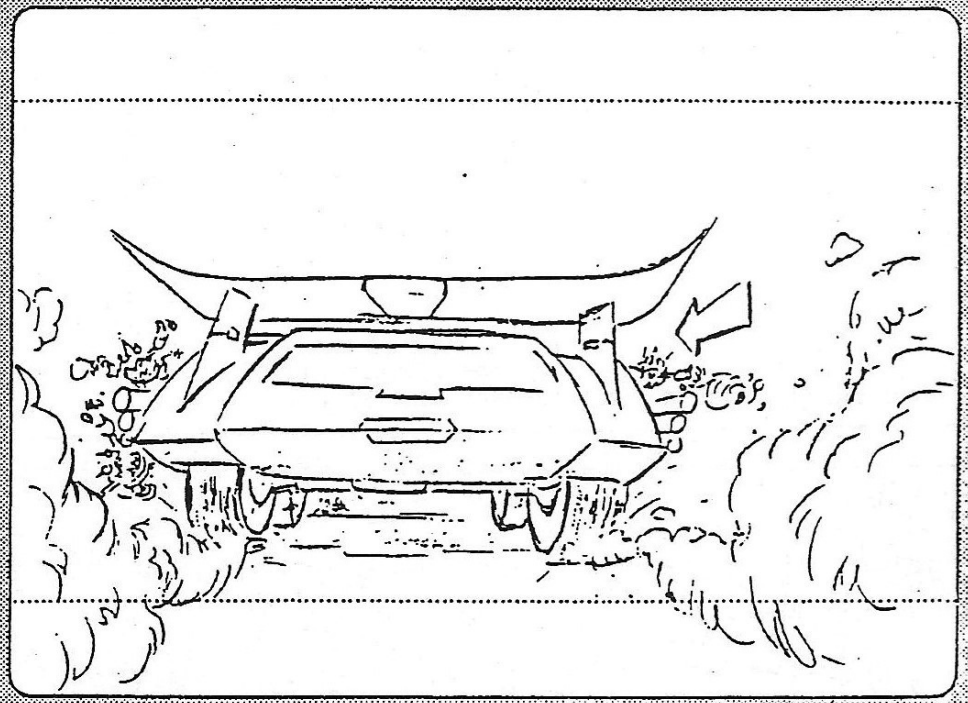
ACTION HOT ROD STEPS ON THE GAS AND WITH HIS TIRES SPINNING AND SMOKING ZOOMS AWAY...

DIAL

MUSIC/SFX

CAMERA





TION ...FILLING THE FRAME AND COMING TO A STOP. BETWEEN THE TIRES WE CAN SEE BEYOND HOT ROD, THE SHARKTICONS CLIMBING OUT OF THE PIT.

AL

USIC/SFX

MERA

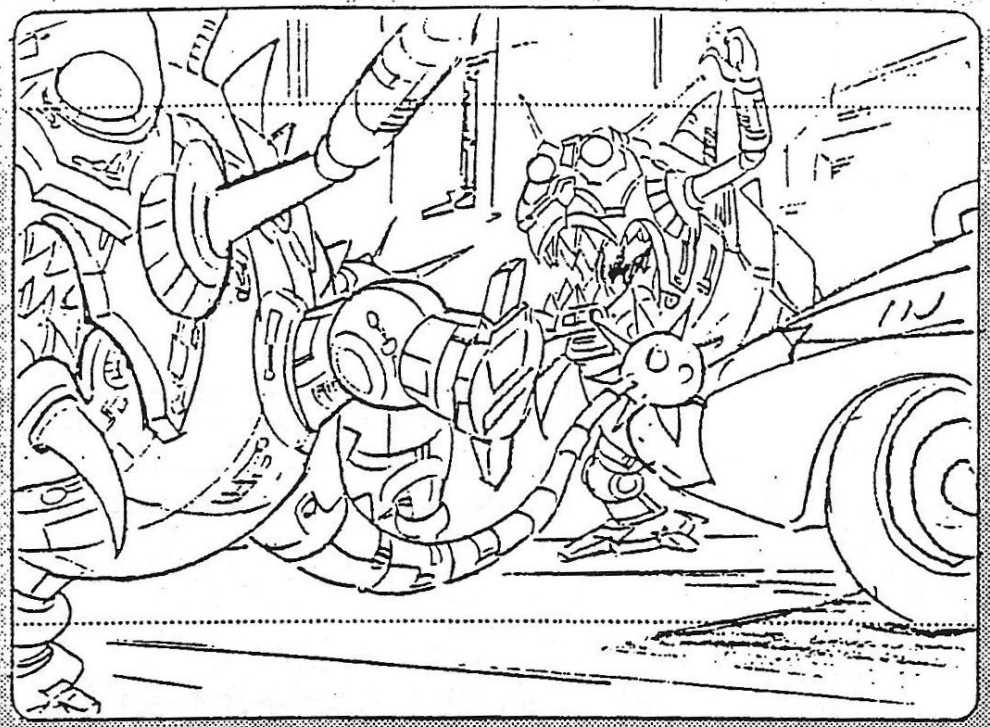
ACTION HOT ROD STEPS ON THE GAS AND WITH HIS TIRES SPINNING AND SMOKING ZOOMS AWAY, HEADING DIRECTLY FOR THE SHARKTICONS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

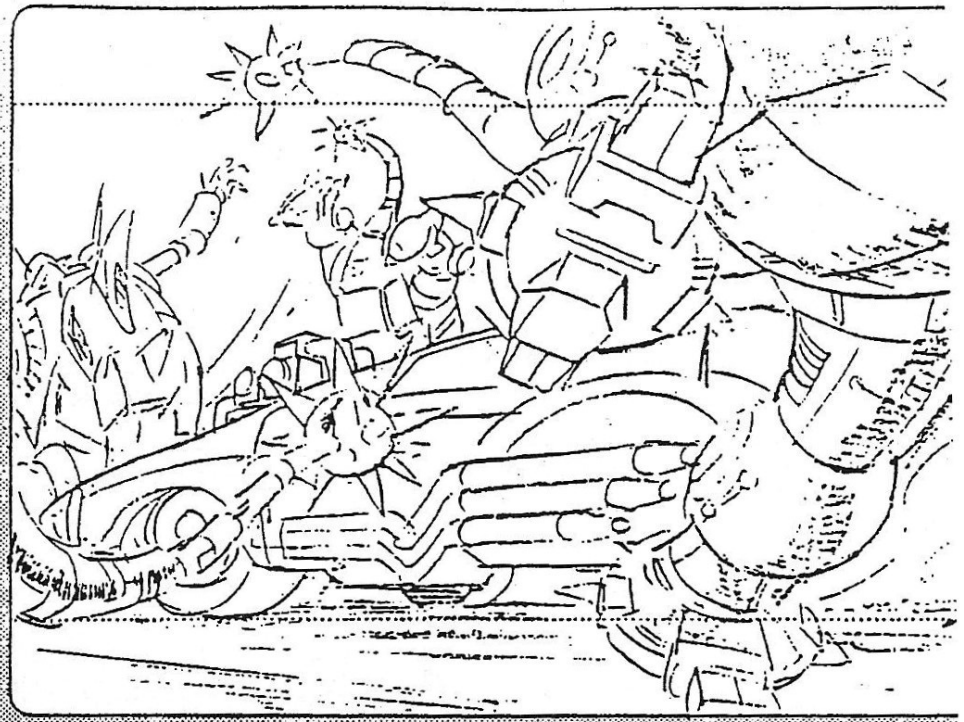


ACTION M.L.S. THE SHARKTICONS. THEY TRY AND LEAP OUT OF THE WAY AS HOT ROD ENTERS THE SCENE...

DIAL

MUSIC/SFX

CAMERA



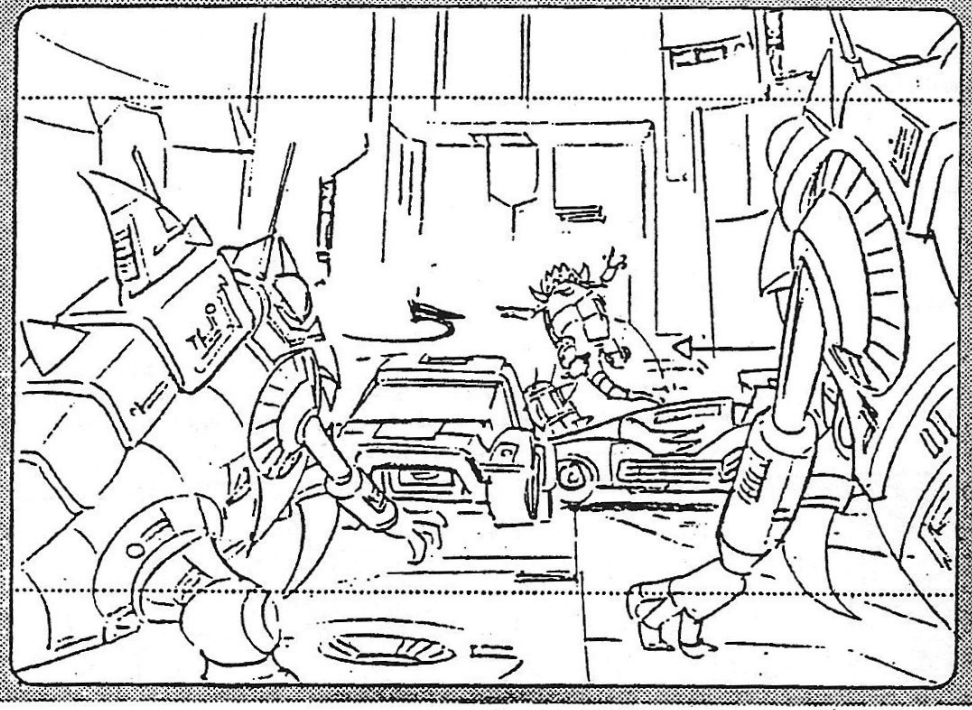
ACTION ...AND CRASHES THROUGH THEIR MIDST, SENDING THEM FLYING IN ALL DIRECTIONS.

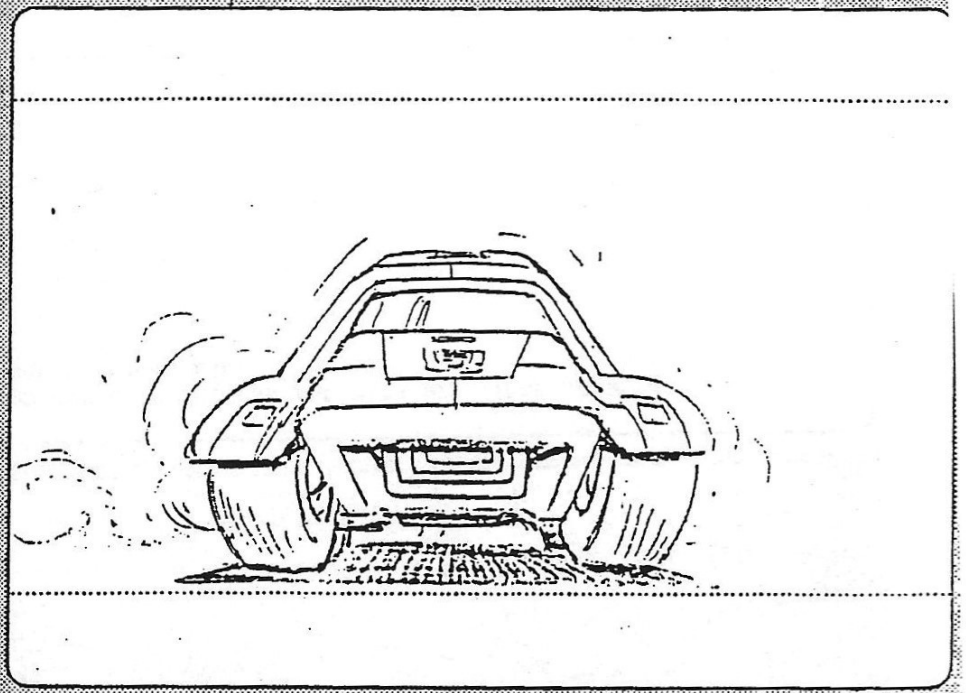
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THE SHARKTICONS AND KUP. HOT ROD RACES THROUGH THE SCENE IN THE BACKGROUND AS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...KUP SPEEDS FORWARD...

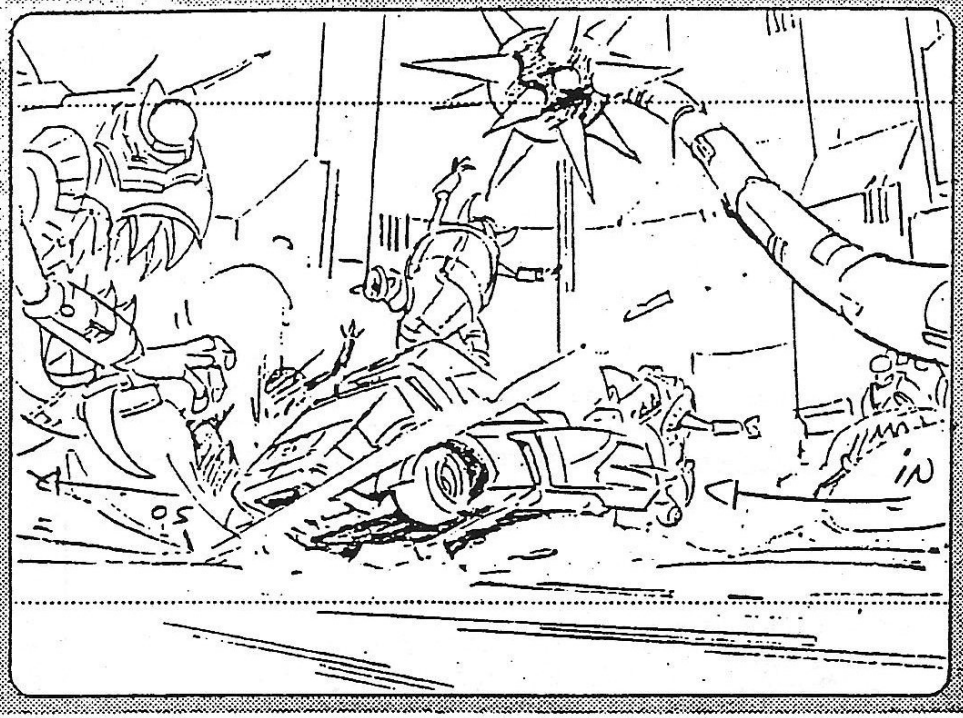
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-26



ACTION L.S. THE SHARKTICONS AS KUP ENTER THE SCENE AND RAMS INTO THEM SENDING THEM FLYING.

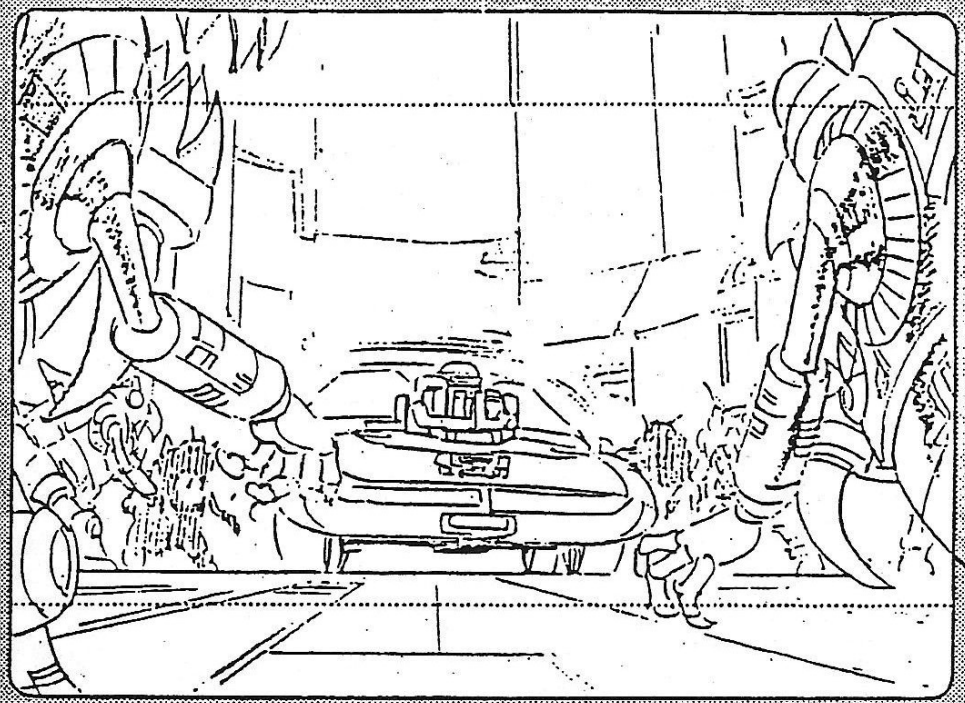
DIAL

MUSIC/SFX

CAMERA

SC. 24-27

SEQ. 24 Page 23



ACTION L.S. HOT ROD. HE SITS STATIONARY AS THE SHARKTICONS CIRCLE AROUND HIM.

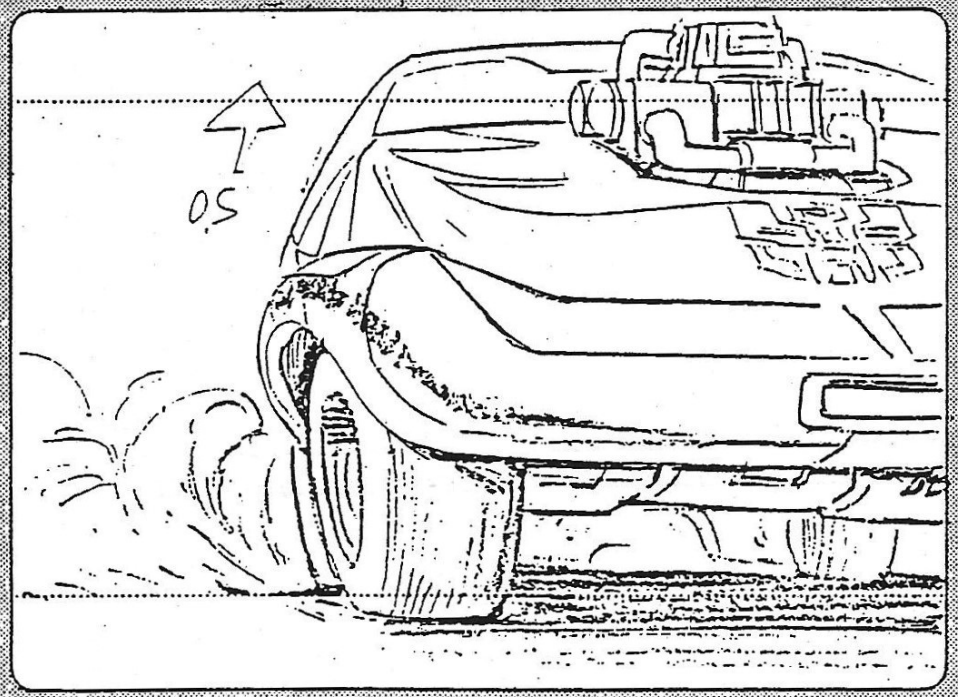
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-27



ACTION ...THEN HE SPEEDS FORWARD O.S.

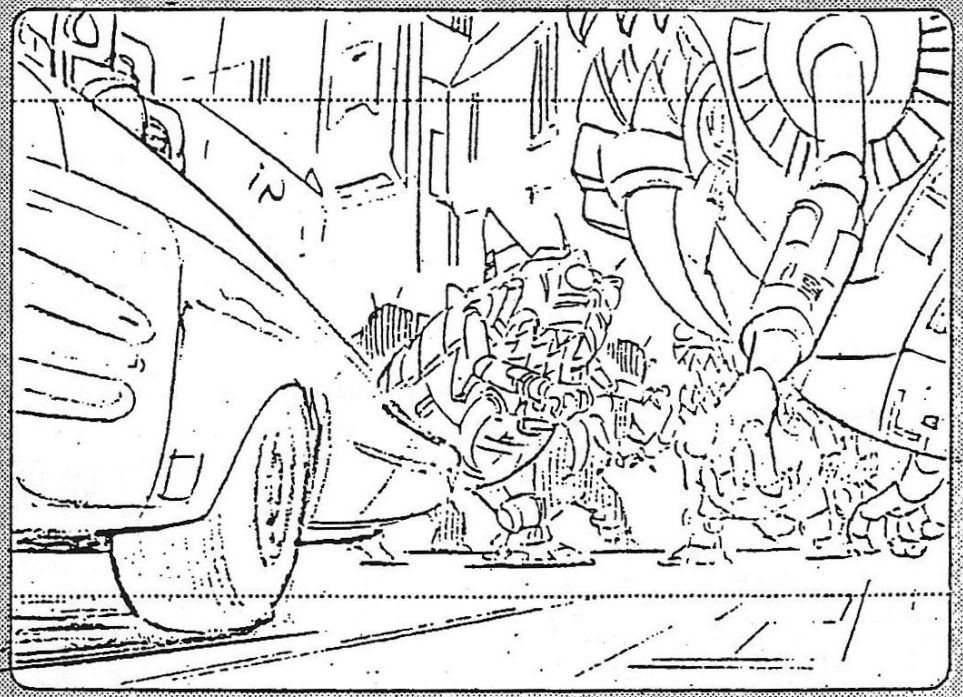
DIAL

MUSIC/SFX

CAMERA

SC. 24-28

SEQ. 24 Page 24



ACTION M.L.S. THE SHARKTICONS AS HOT ROD SPEEDS INTO THEIR GROUP.

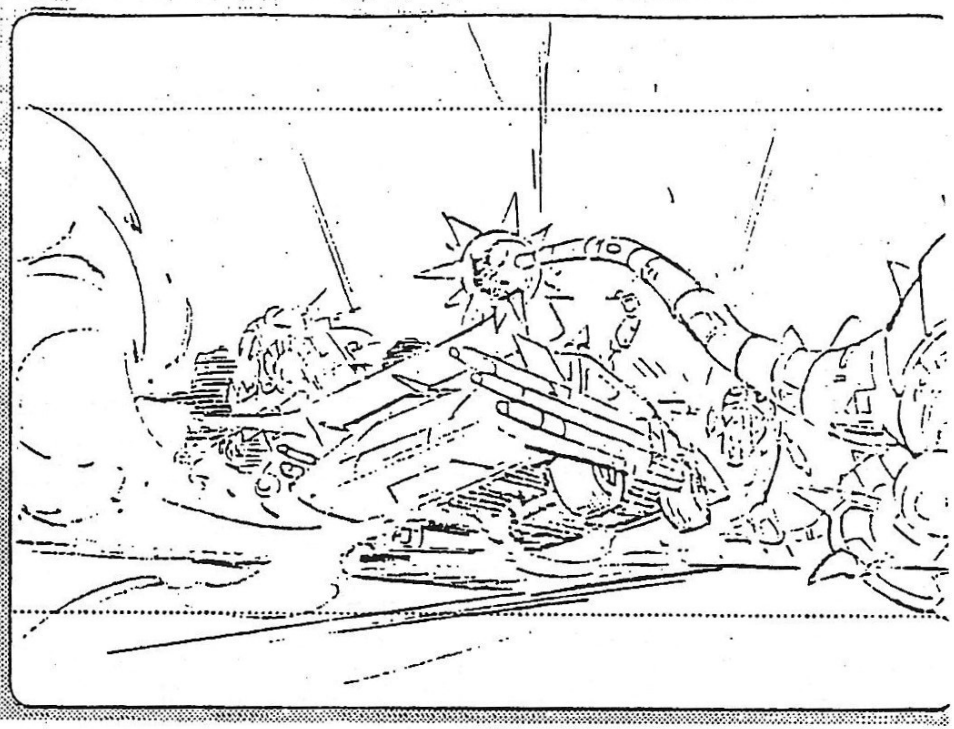
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. CONT 24-26 SHEET 24 page 25



ACTION

DIAL

MUSIC/SFX

CAMERA

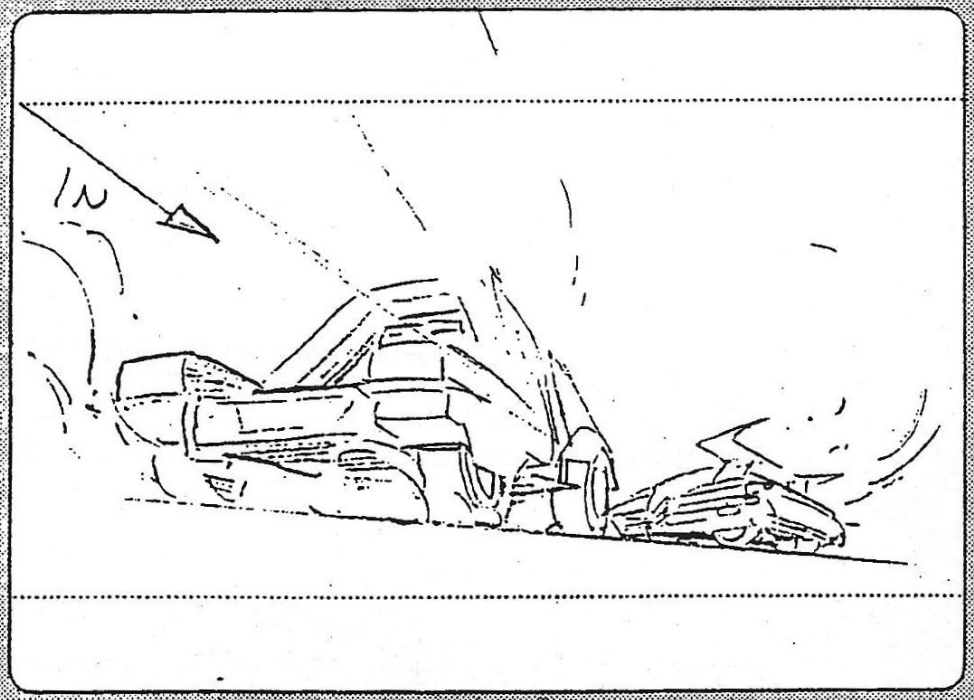
ACTION ...SCATTERING THEM.

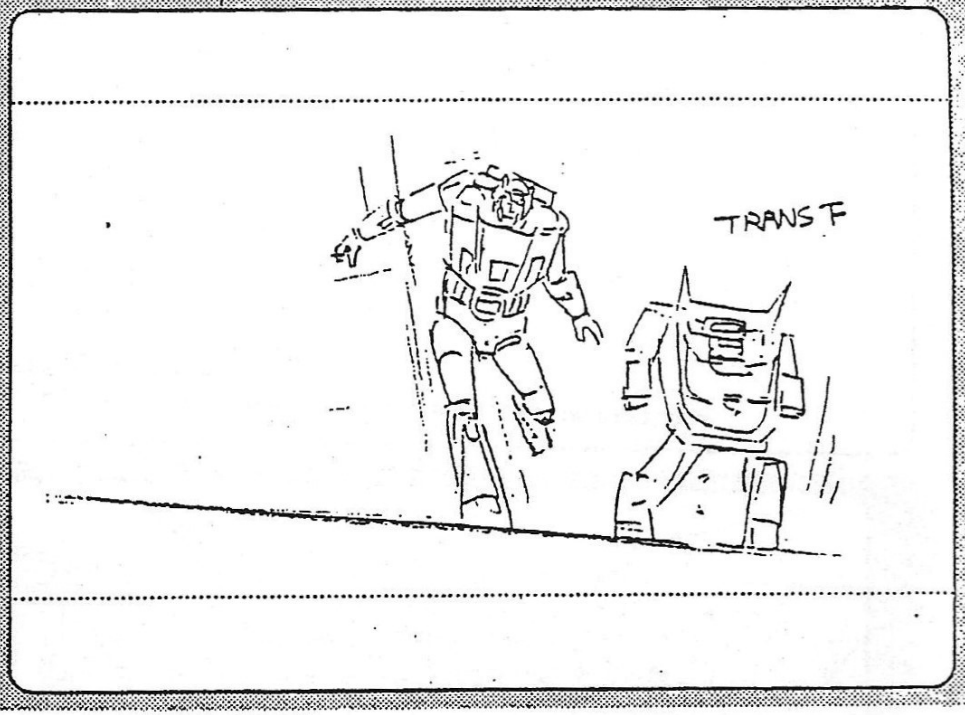
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-28 SG. CONT SEQ. 24 Page 26





ACTIO ...KUP ENTERS THE SCENE ON HOT ROD'S TAIL...THEY BOTH SPIN AROUND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND TRANSFORM INTO ROBOT MODE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

NEXT PAGE 27A

M.S. KUP AND HOT ROD. KUP TURNS TO HOT ROD AS HOT ROD FINISHES HIS TRANSFORMATION.

HOT ROD Didn't even bend a fender.

SFX

A

ACTION KUP THEN SPINS AROUND TO LOOK O.S.

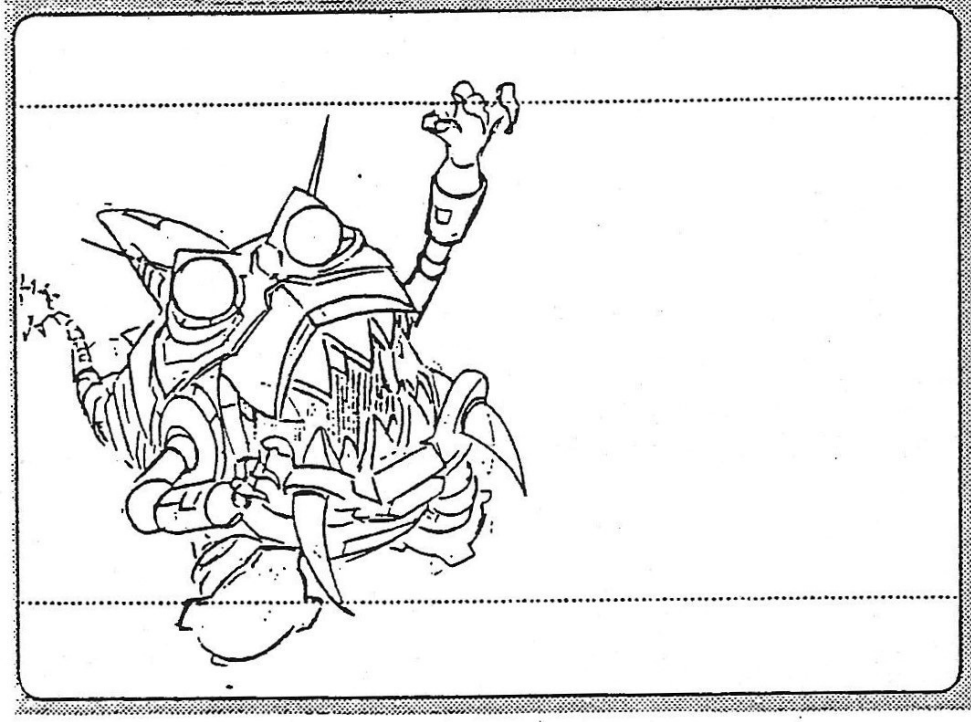
DIAL KUP Yeah but look.

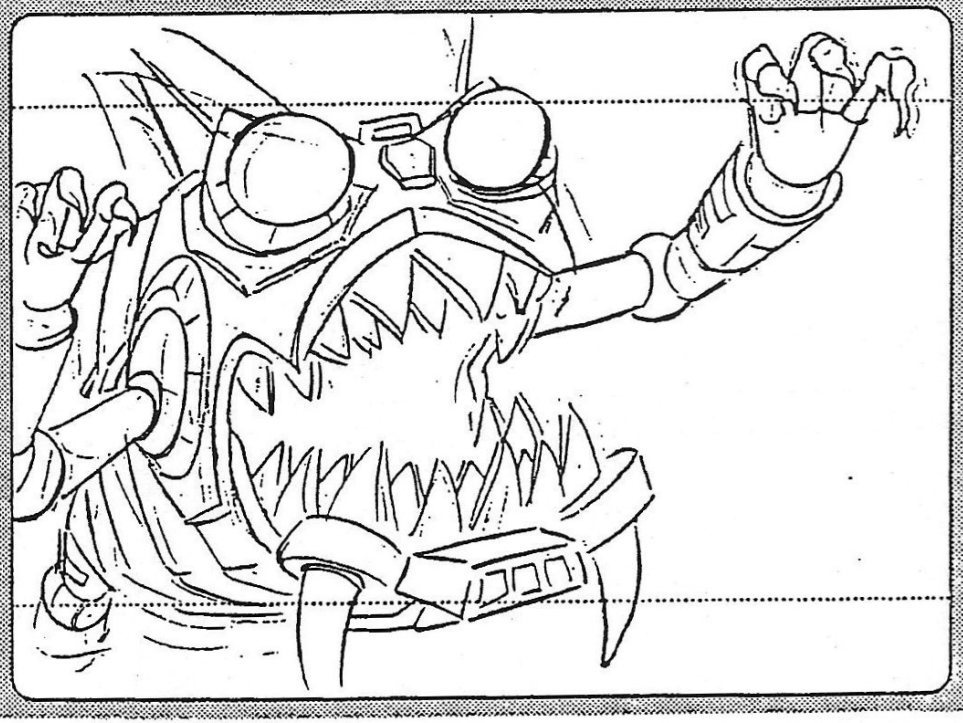
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-29A. SC. CONT. SEQ 24. Page 27A





NEXT PAGE 27B

TION M.L.S. A SHARKTICON RUNS FORWARD...

L KUP (V.O.) (CONT) There are a lot more of those camdingin'

SIC/SFX

MERA

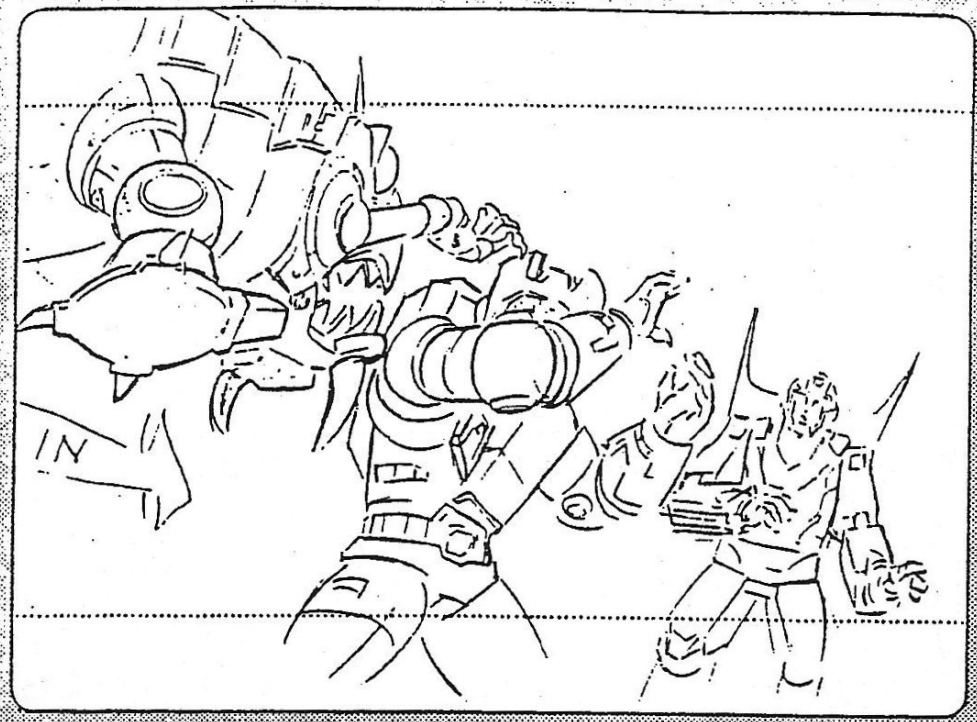
ACTION ...ATTACKING O.S. KUP.

DIAL KUP (V.O.) (CONT) grill charkin' things.

MUSIC/SFX

CAMERA

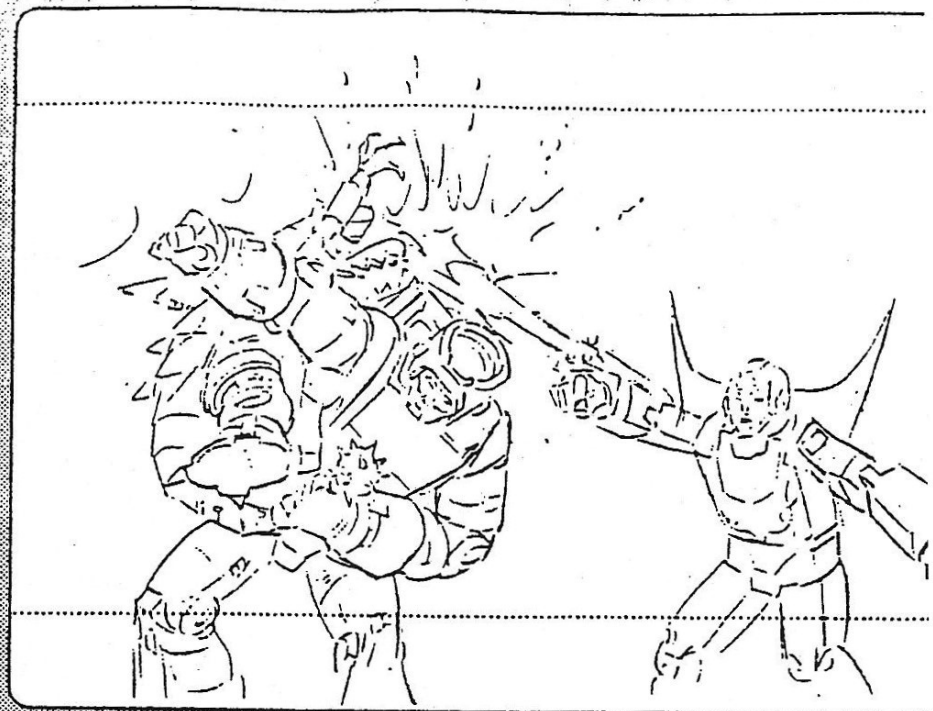
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. KUP AND HOT ROD. KUP RECOILS AS A SHARKTICON JUMPS IN ON TOP OF HIM.

DIAL

MUSIC/SFX

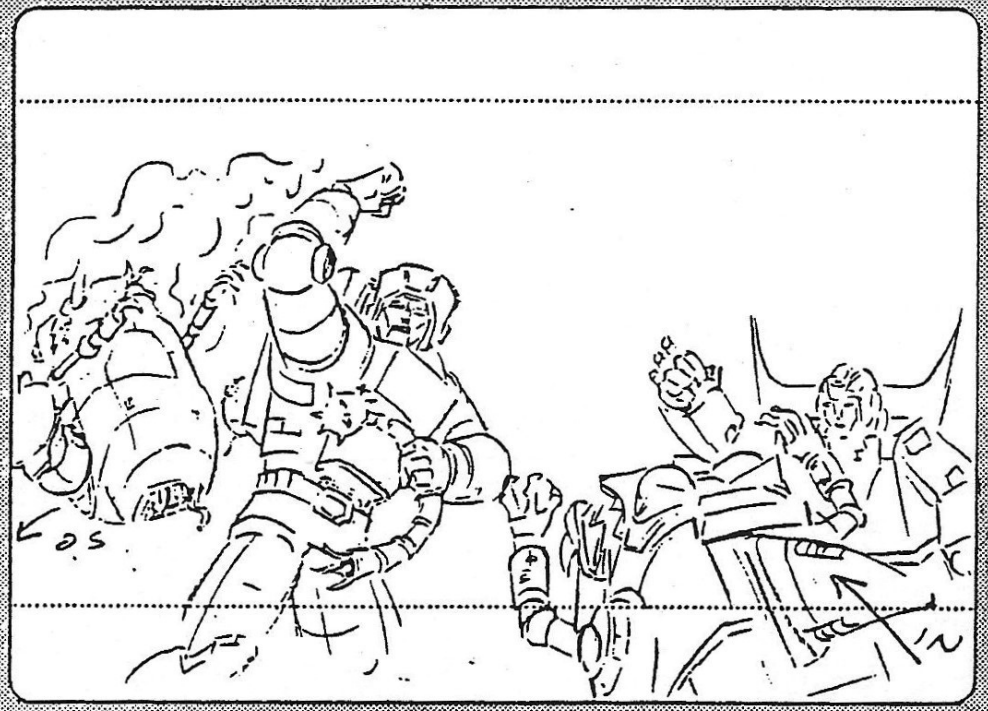


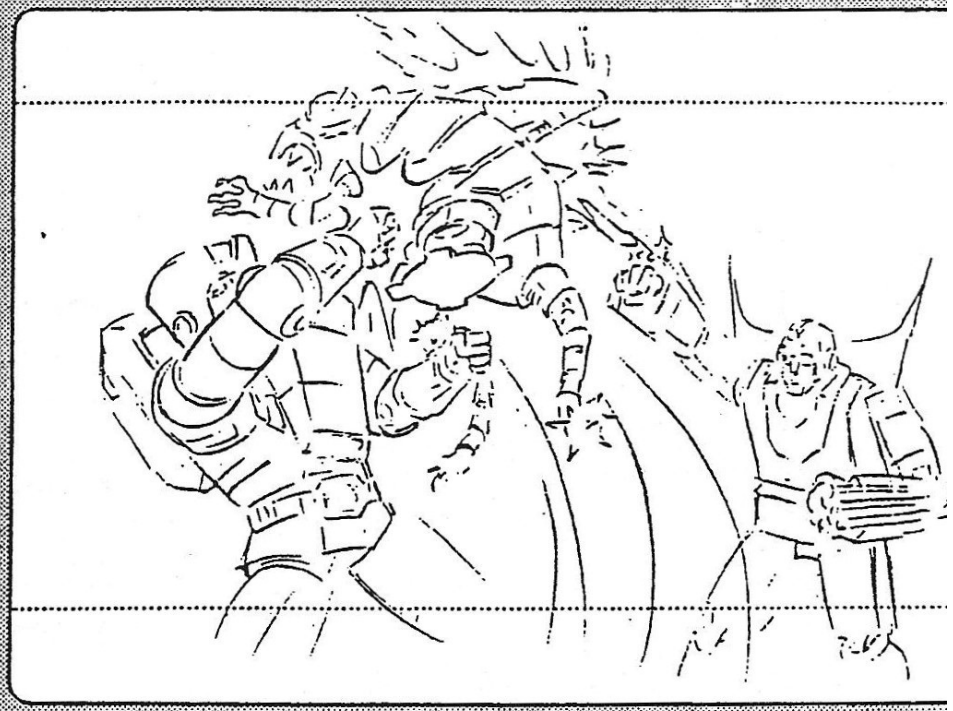
ACTION KUP GRABS THE SHARKTICON BY THE TAIL TO PULL HIM OFF AS HOT ROD TAKES AIM AND BLASTS THE SHARKTICON IN THE HEAD WITH HIS LASER GUN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION KUP KNOCKS THE SHARKTICON OFF OF HIS BACK RIPPING OFF HIS TAIL IN THE PROCESS. ANOTHER SHARKTICON RUSHES KUP AND LEAPS UPON HIM.

DIAL

MUSIC/SFX

CAMERA

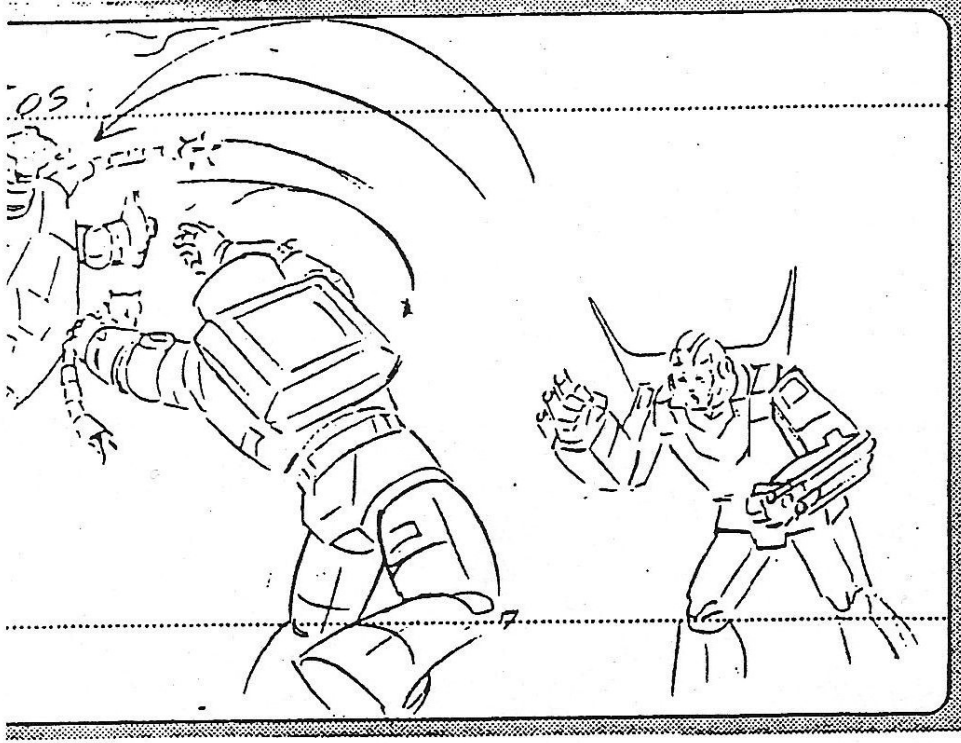
ACTION KUP TRIES TO DEFEND HIMSELF. HOT ROD FIRES ANOTHER LASER BLAST, HITTING THE SHARKTICON IN THE BACK.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



NEXT PAGE 28

ON KUP FLINGS THE SHARKTICON O.S.

HOT ROD We can't...

C/SFX

ACTION

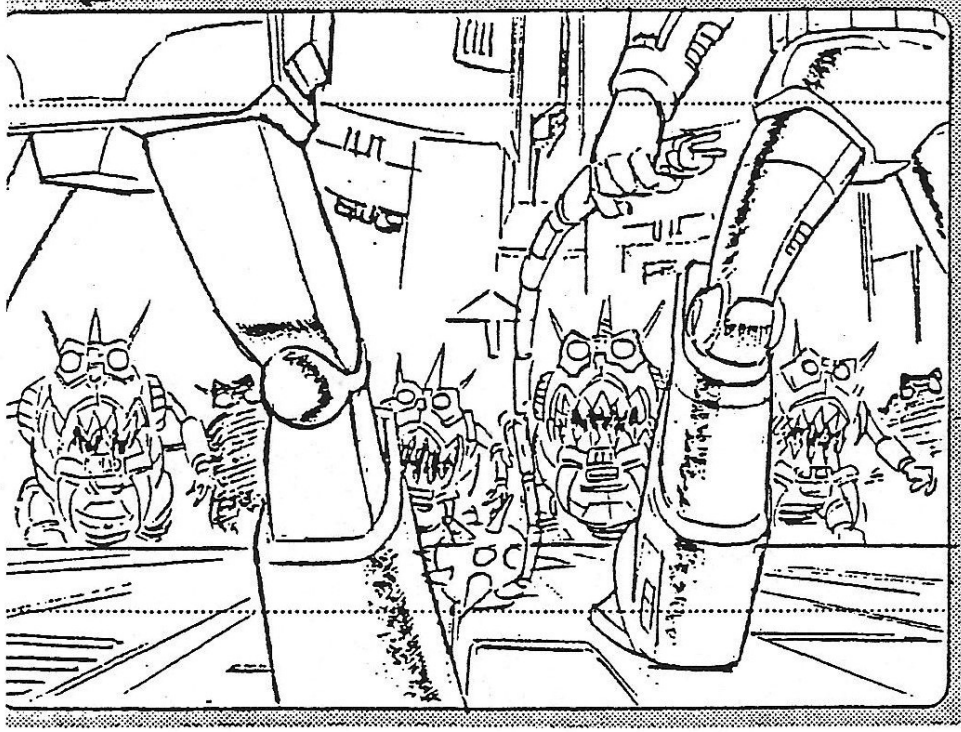
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 24-30



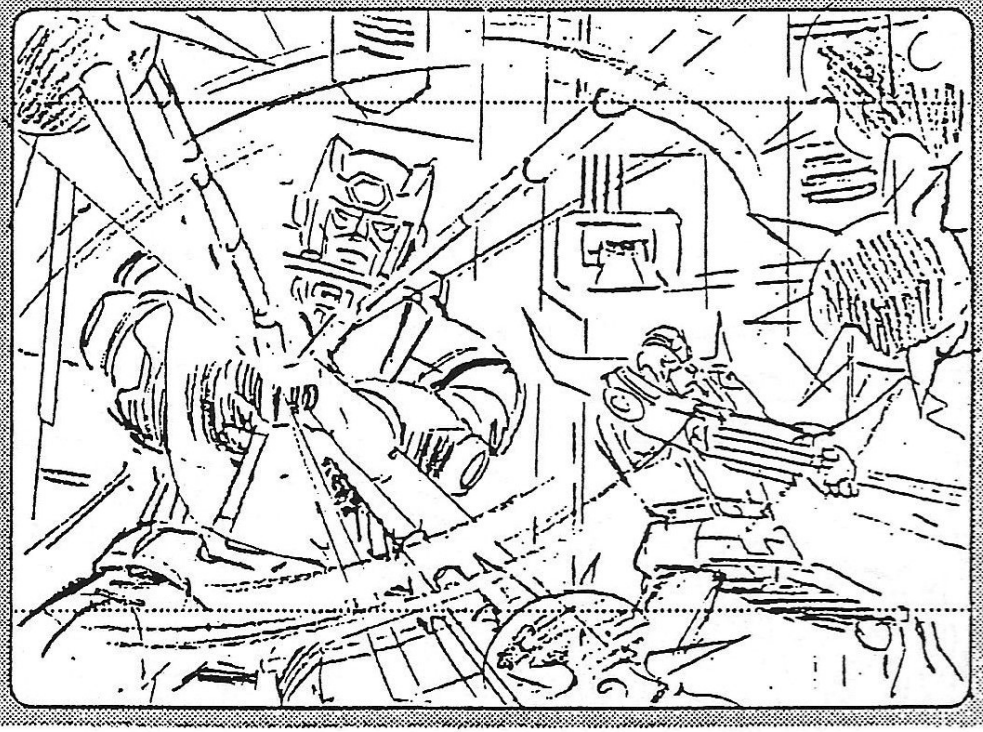
ON M.S. KUP AND HOT ROD'S LEGS WITH THE SHARKTICONS IN THE DISTANCE, RUNNING TOWARD THEM. KUP HOLDS ONE OF THE SHARKTICON'S TAILS IN HIS HAND.

OT ROD(CONT)(V.O.) . . . hold out forever, but we can give them one whopper of a repair bill.

C/SFX

RA

SC. 24-31



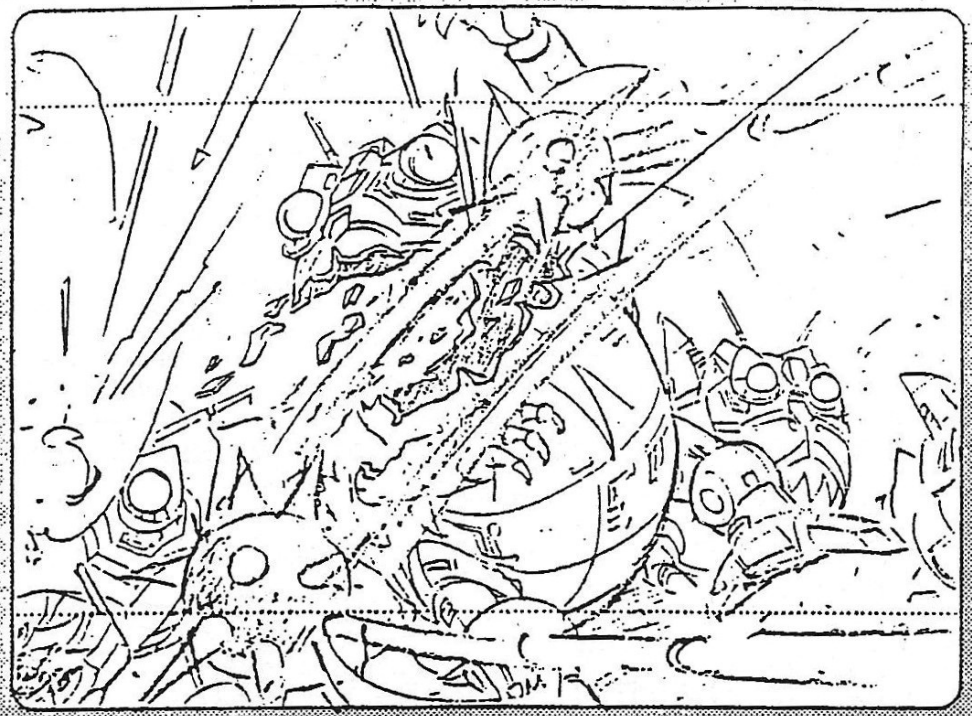
ACTION M.L.S. KUP AND HOT ROD. KKUP STARTS SWINGING THE SHARKTICON'S TAILS.

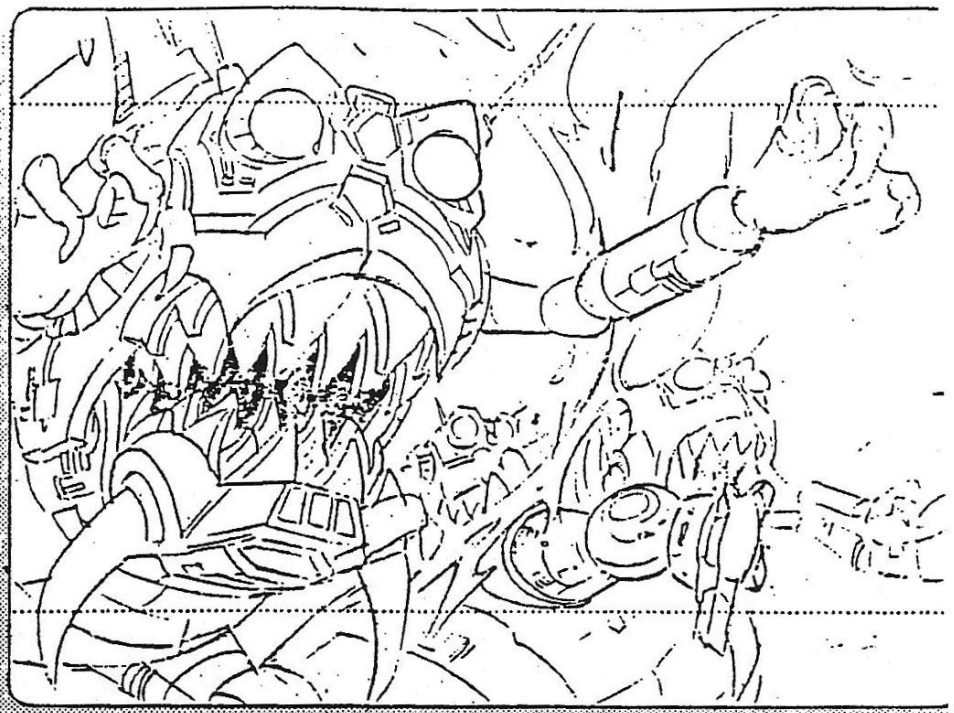
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. THE GROUP OF SHARKTICONS. AS THE BALL ON THE TAIL KUP IS SWINGING CRASHES THROUGH THEIR MIDST...

DIAL

MUSIC/SFX

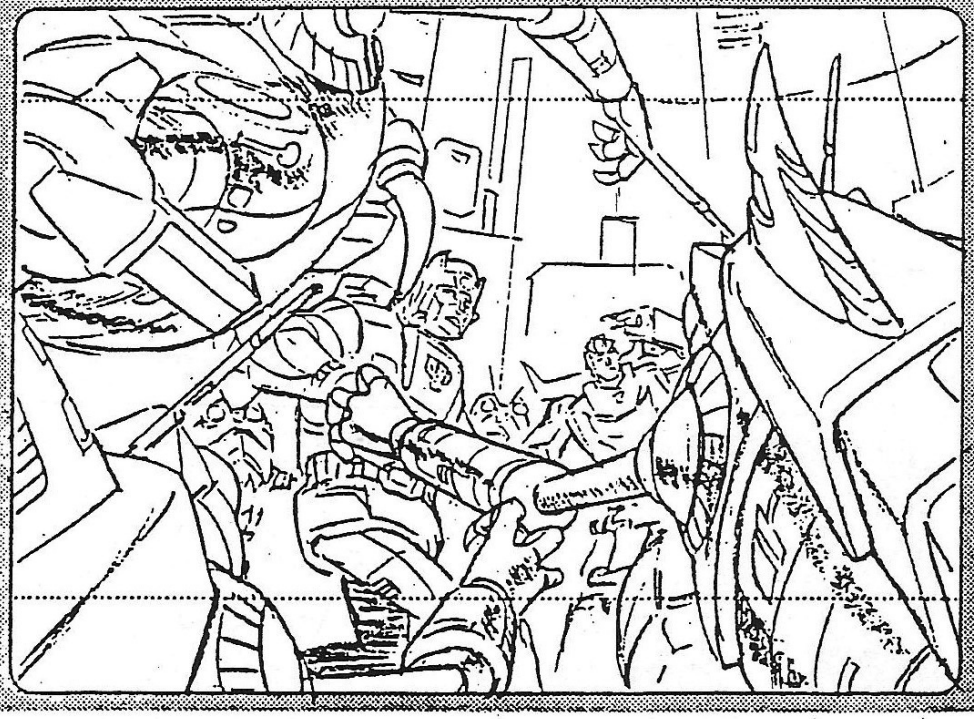
ACTION ...UNDAUNTED BY KUP, THE SHARKTICONS RUSH FORWARD. OVER THE BODIES OF THEIR FALLEN COMPANIONS.

DIAL SHARKTICON (ATTACK)

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-33 SC. SEQ. 24 Page 30



ACTION L.S. HOT ROD AND KUP AS THE SHARKTICONS RUSH AT THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

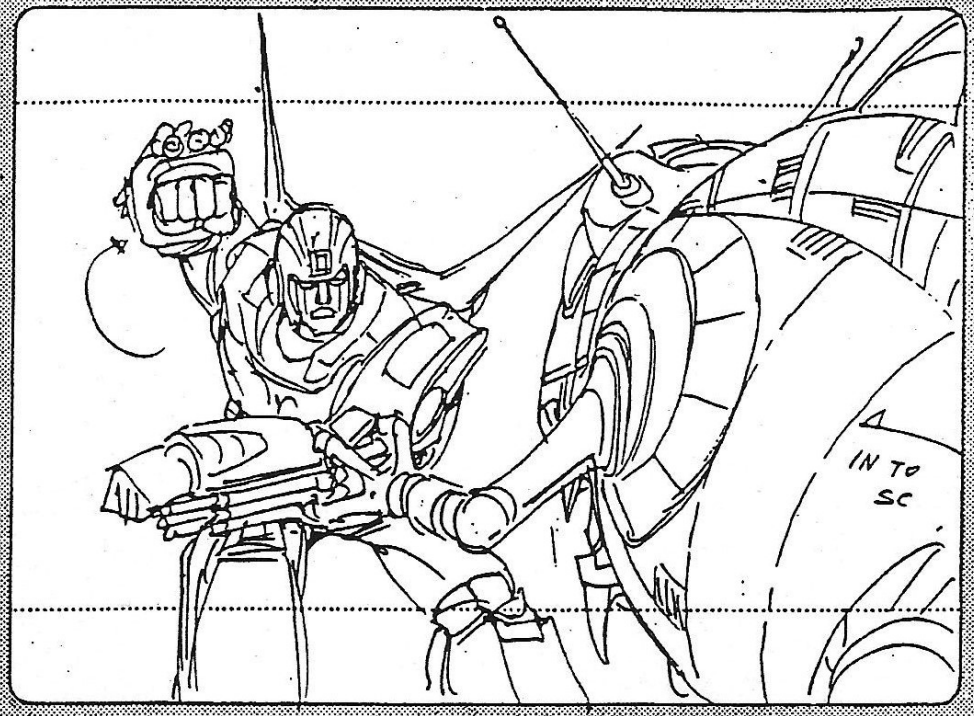
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-33A

SC. CONT

SEQ. 24 Page 30A



ACTION M.S. HOT ROD. HE BACKS AWAY...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AS A SHARKTICON MOVING INTO SCENE ADVANCES TOWARD HIM. HOT ROD SWINGS HIS FIST BACK.

DIAL

MUSIC/SFX

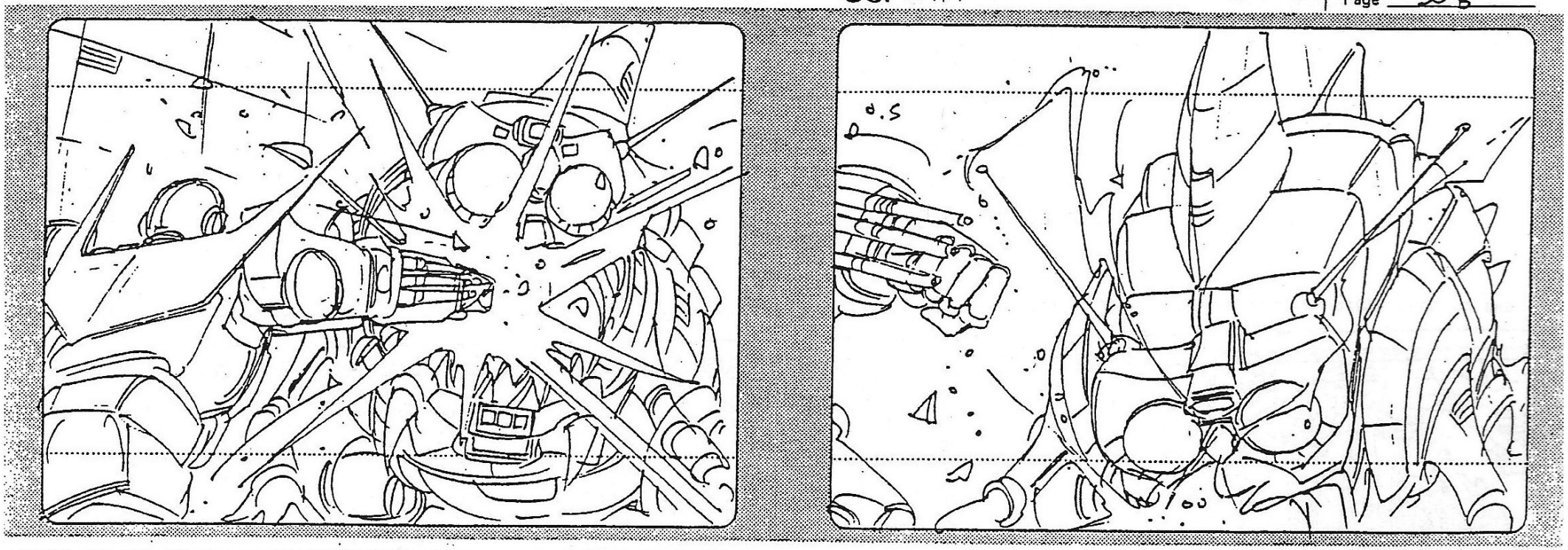
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-33B

SC. CONT

SEQ. 24 Page 30B



ACTION M.S. HOT ROD AND THE SHARKTICON. HOT ROD LETS GO WITH A SOUND PUNCH TO THE SHARKTICON'S MOUTH.

DIAL

MUSIC/SFX

CAMERA

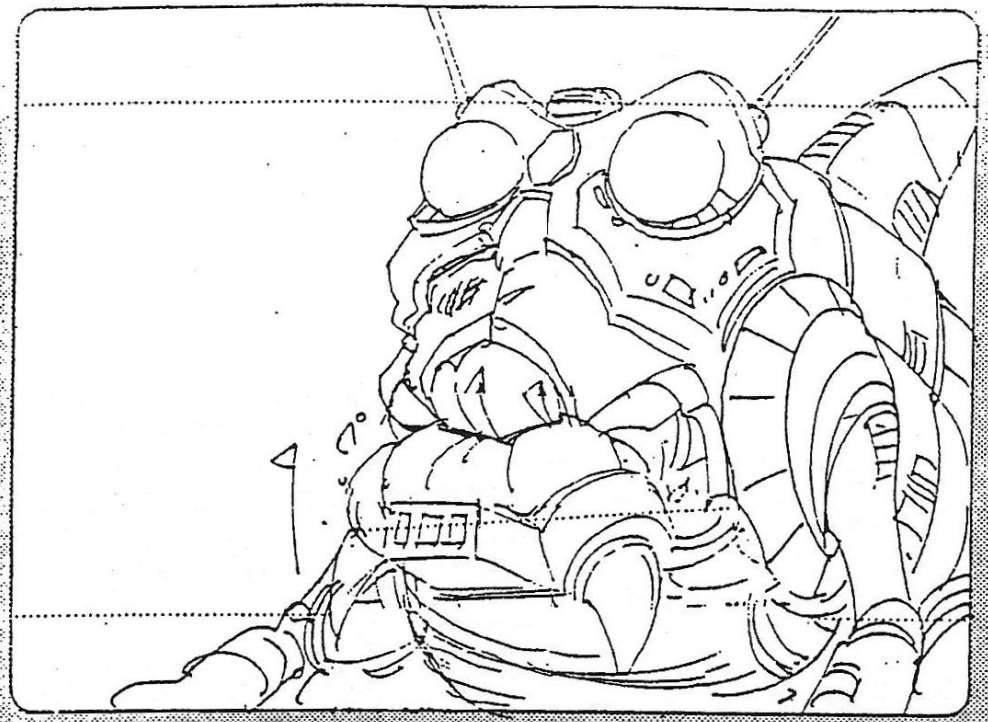
ACTION HOT ROD MOVES O.S. AS THE SHARKTICON FIRST DROPS TO THE GROUND...

DIAL

MUSIC/SFX

CAMERA

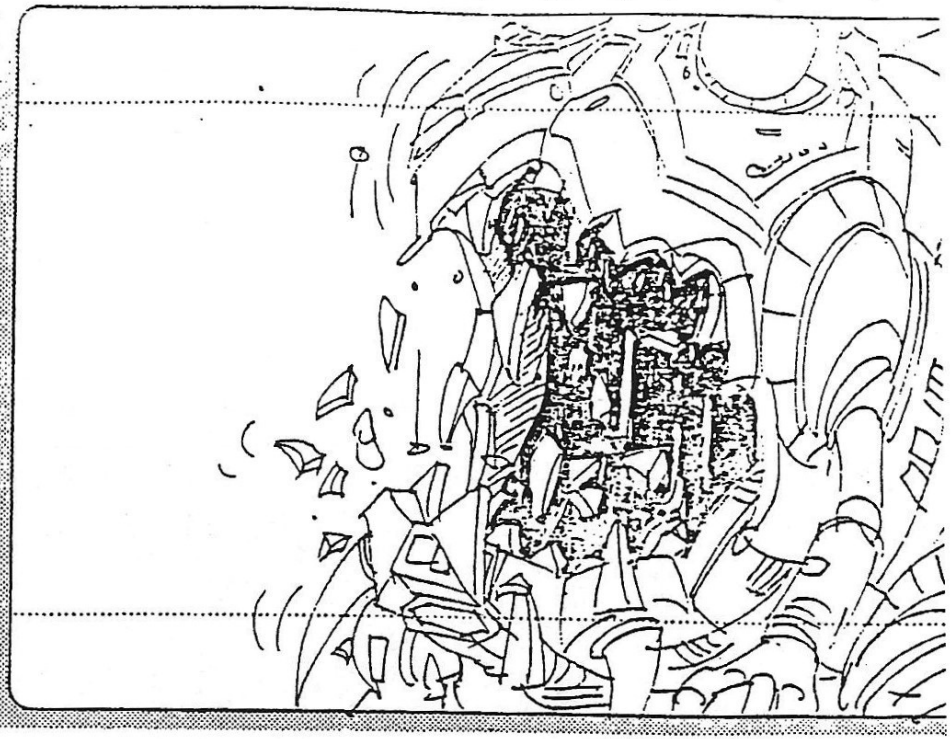
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



ACTION ...THEN LIFTS UP HIS HEAD, HIS MOUTH IS ALL CAVED IN.

DIAL

MUSIC/SFX



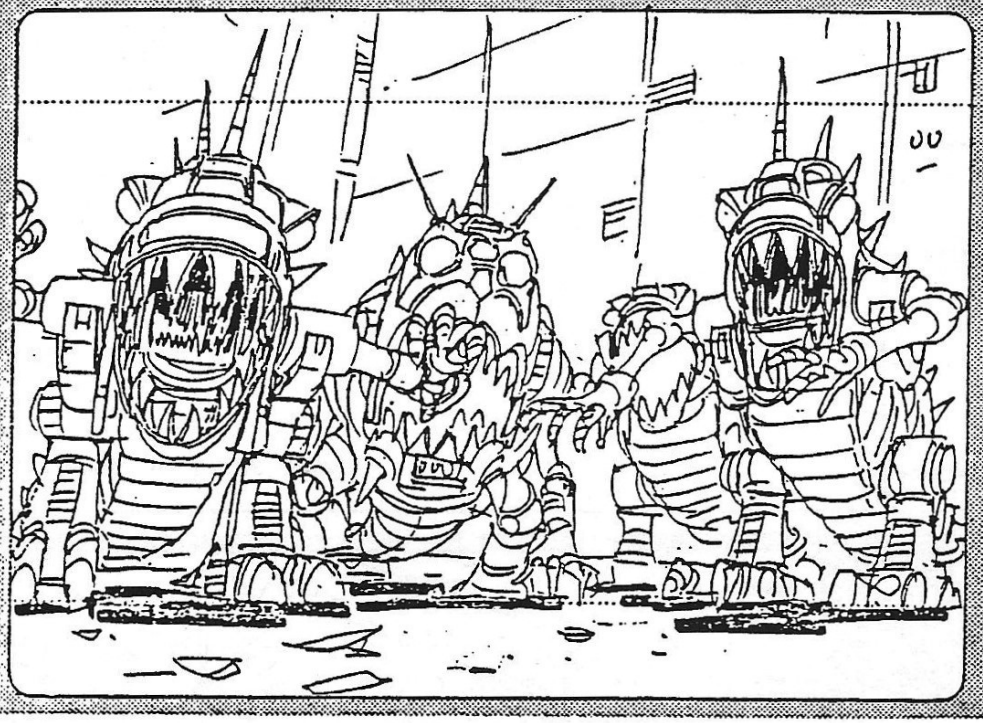
ACTION ...HE OPENS HIS MOUTH AND ALL HIS TEETH FALL TO THE GROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-33C



ACTION L.S. A GROUP OF SHARKTICONS, ANGRY AND MEAN.

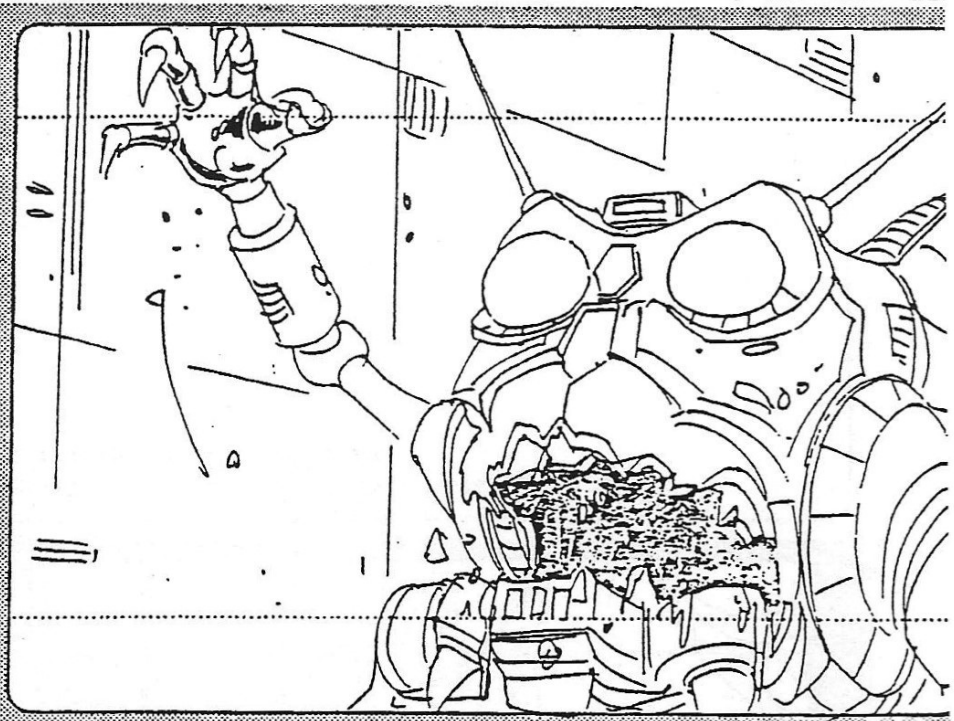
DIAL

MUSIC/SFX

CAMERA

SC. 24-33D

SEQ. 24 Page 30 D



ACTION M.S. THE SHARKTICON WITH THE LOST TEETH REACHES UP.
WE PAN WITH HIM AS HE...

DIAL

MUSIC/SFX

CAMERA

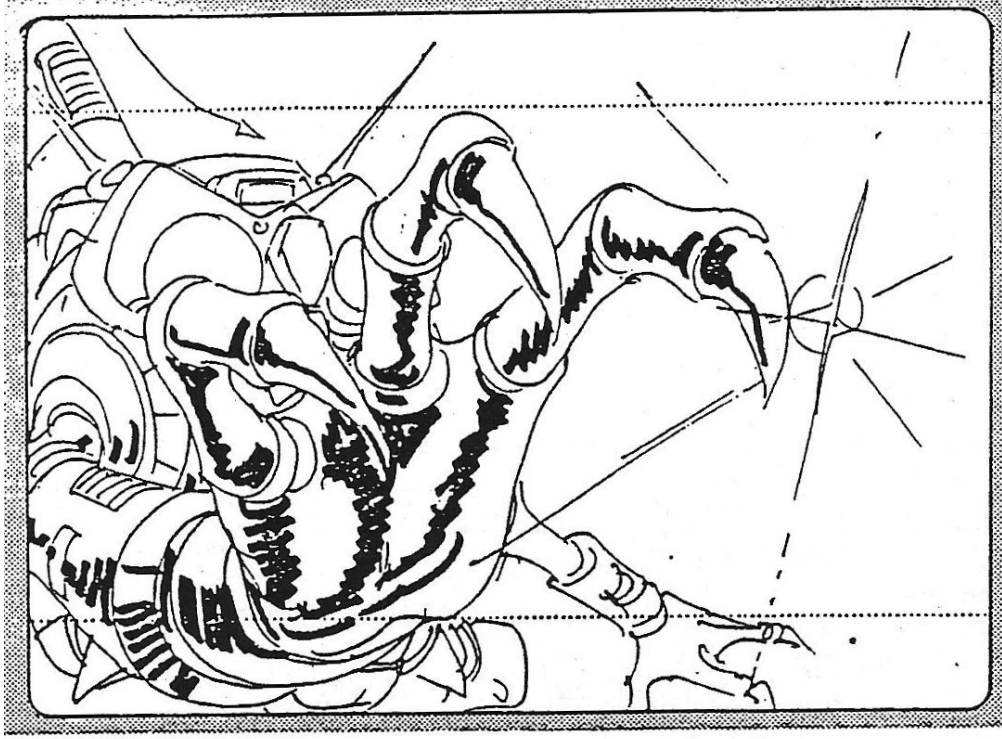
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

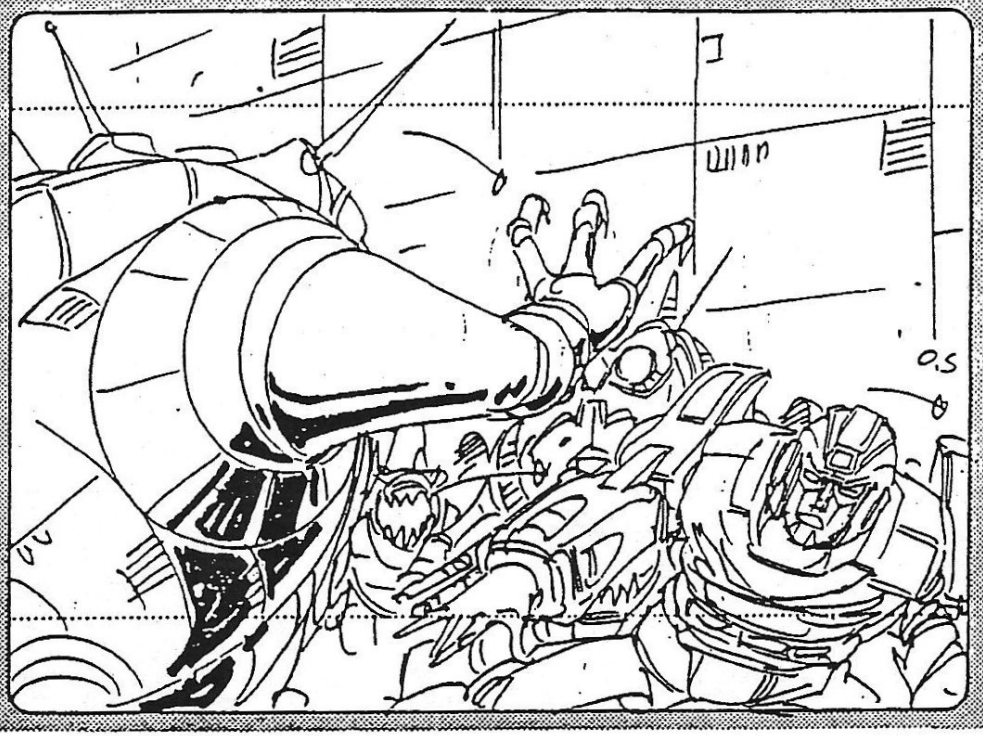
SC. CONT 24.330 Follow PAN →

SC. CONT

SEQ. 24

Page 30 E





ACTION ...TURNS, SWINGS HIS OPEN PAW DOWN PAST THE CAMERA...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND TOWARD HOT ROD WHO DUCKS O.S.

DIAL

MUSIC/SFX

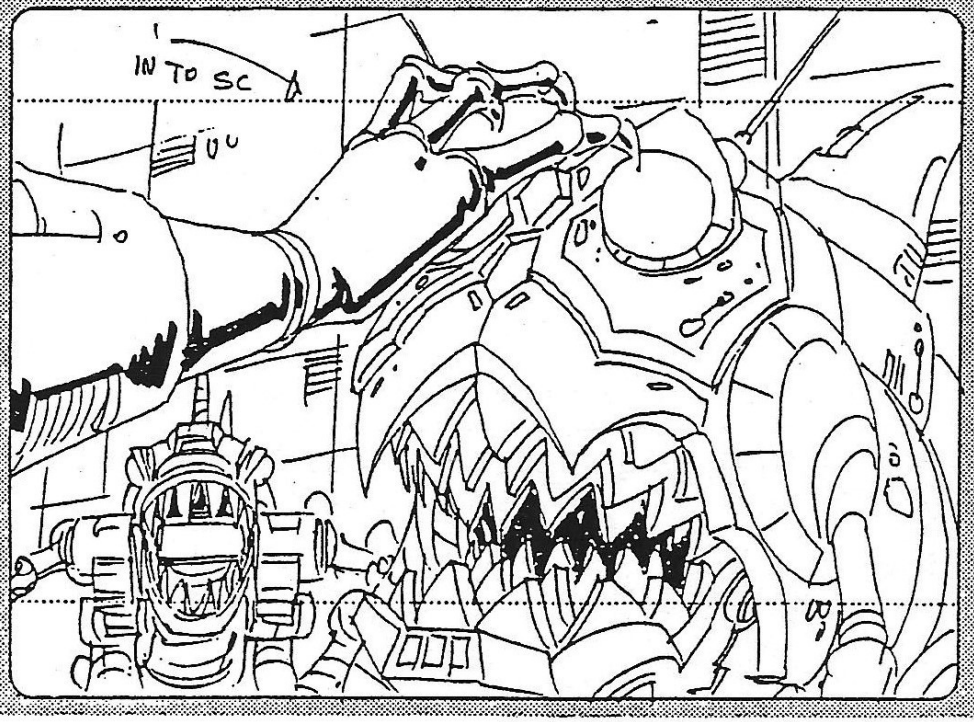
CAMERA

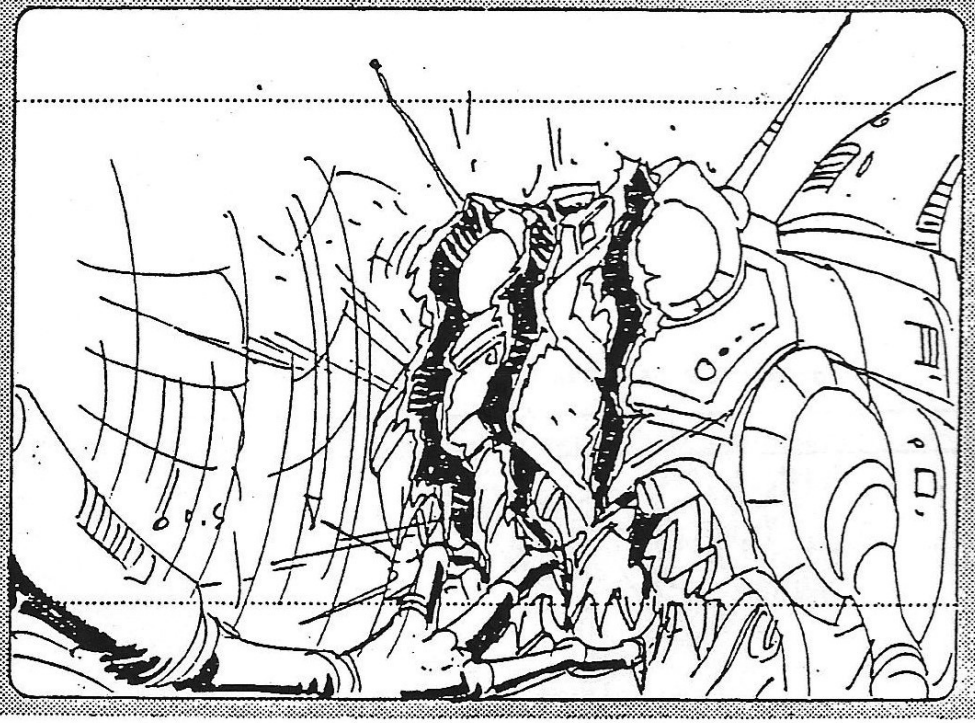
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-33E

SC. CONT

SEQ. 24 Page 30.F





ACTION M.S. ANOTHER SHARKTICON AS THE PAW OF THE SHARKTICON WITH THE BROKEN MOUTH SLASHES DOWN.

DIAL

MUSIC/SFX

CAMERA

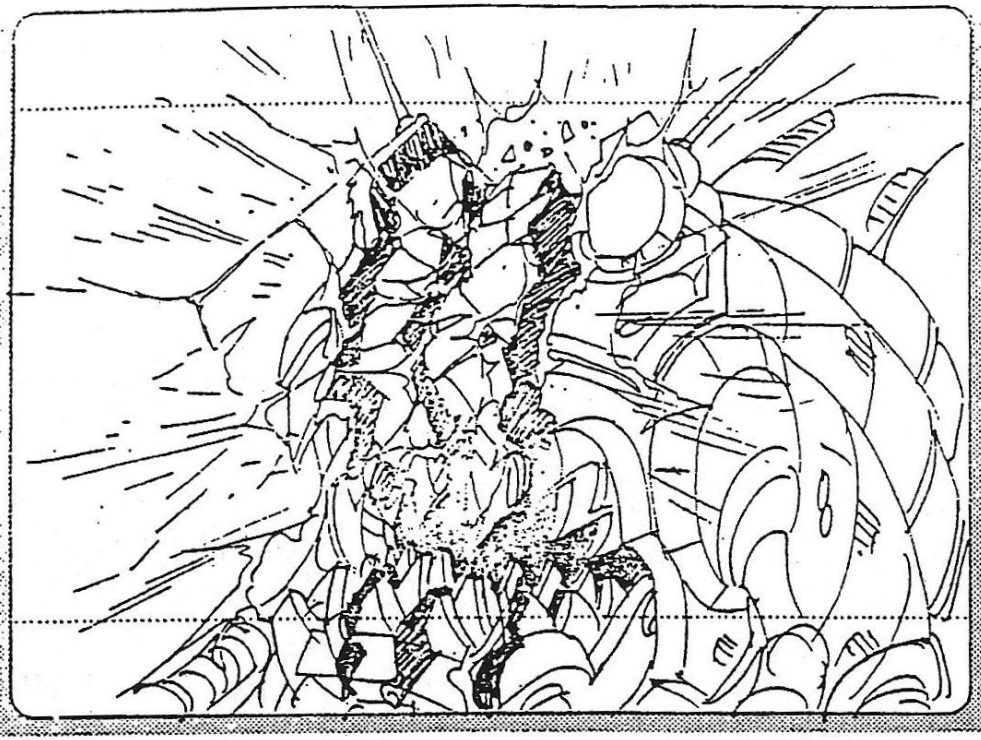
ACTION ...RIPPING DEEP CLAW MARKS INTO THE SHARKTICON'S FACE.

DIAL

MUSIC/SFX

CAMERA

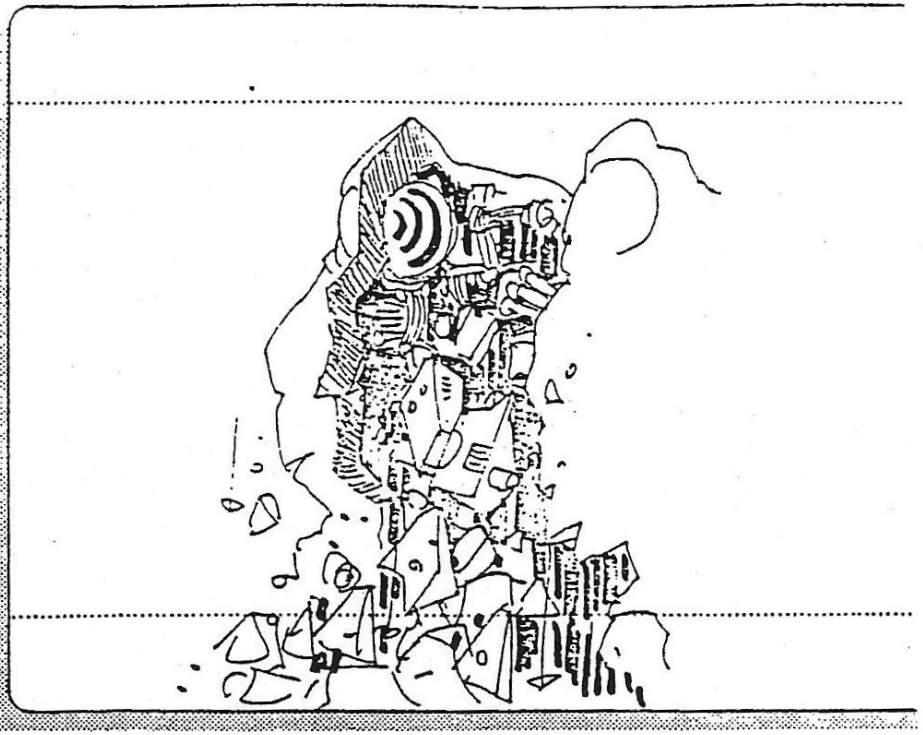
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION THE FACE OF THE DAMAGED SHARKTICON ...

DIAL

MUSIC/SFX

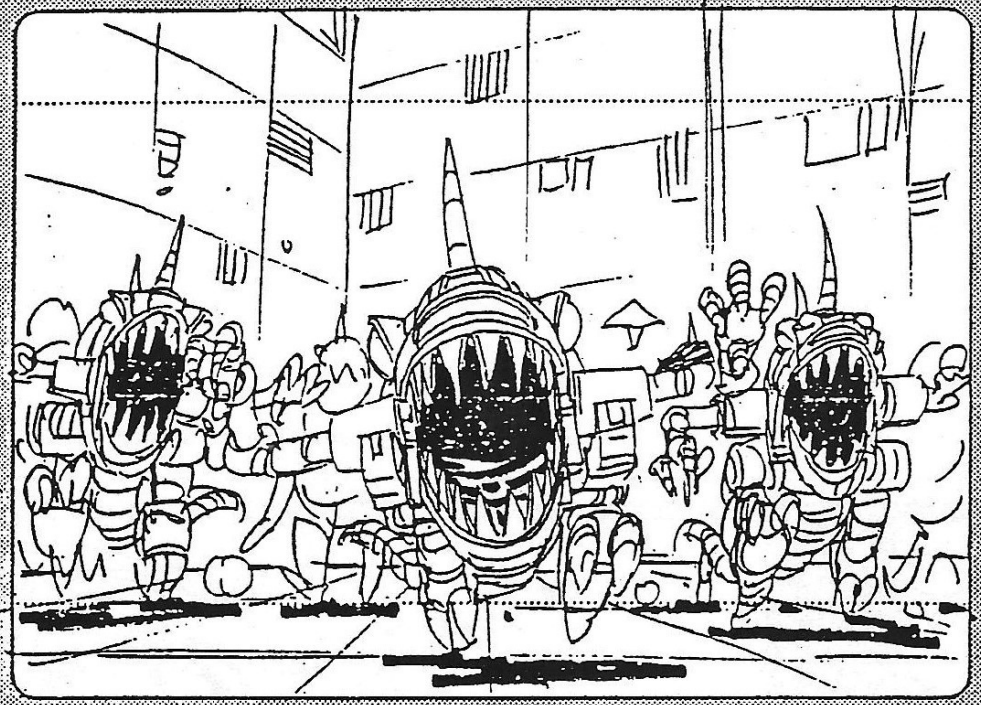


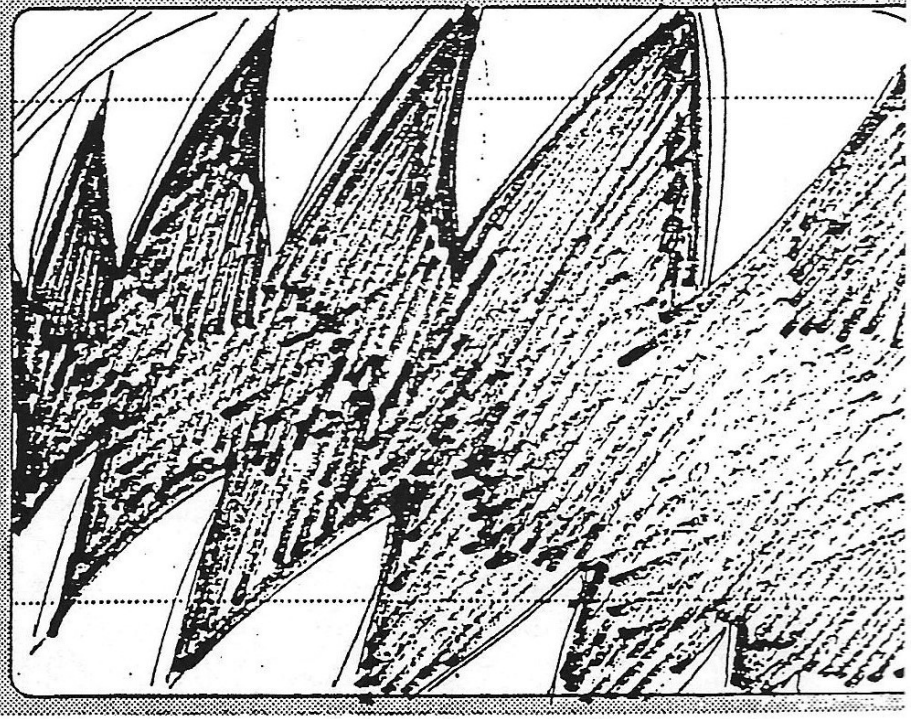
ACTION ...CRUMBLES AWAY AND FALLS TO THE GROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THREE SHARKTICONS WITH WIDE OPEN MOUTHS RUSH FORWARD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...DIRECTLY AT US. A MOUTH OF ONE OF THEM FILLS THE SCENE.

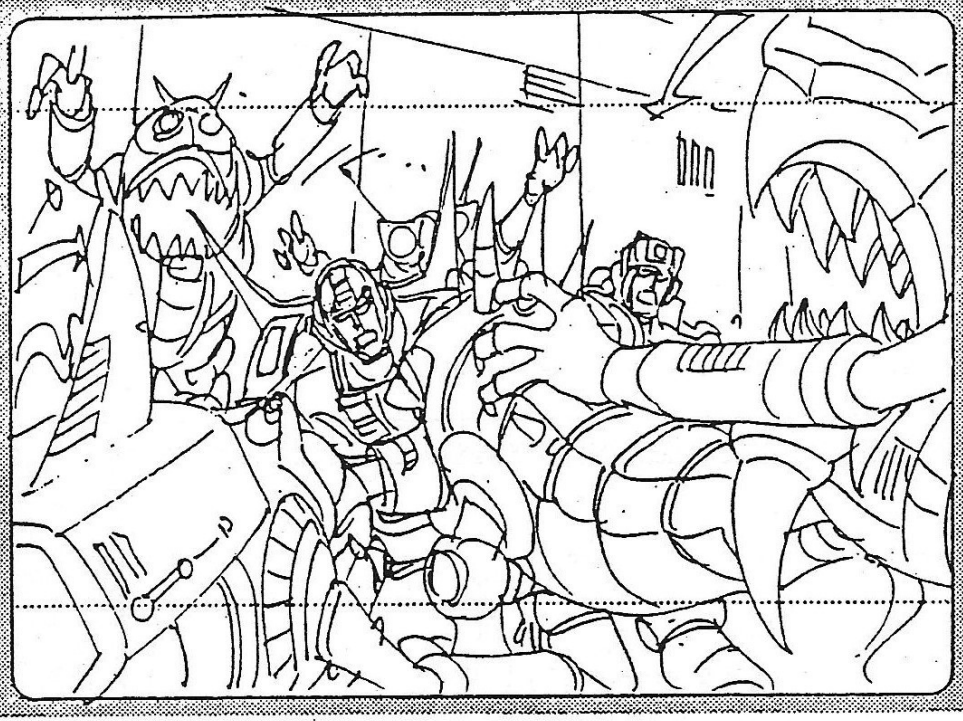
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-33G



ACTION L.S. KUP AND HOT ROD. THEY ARE SWAMPED BY THE SHARKTICONS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 24 Page 30 I

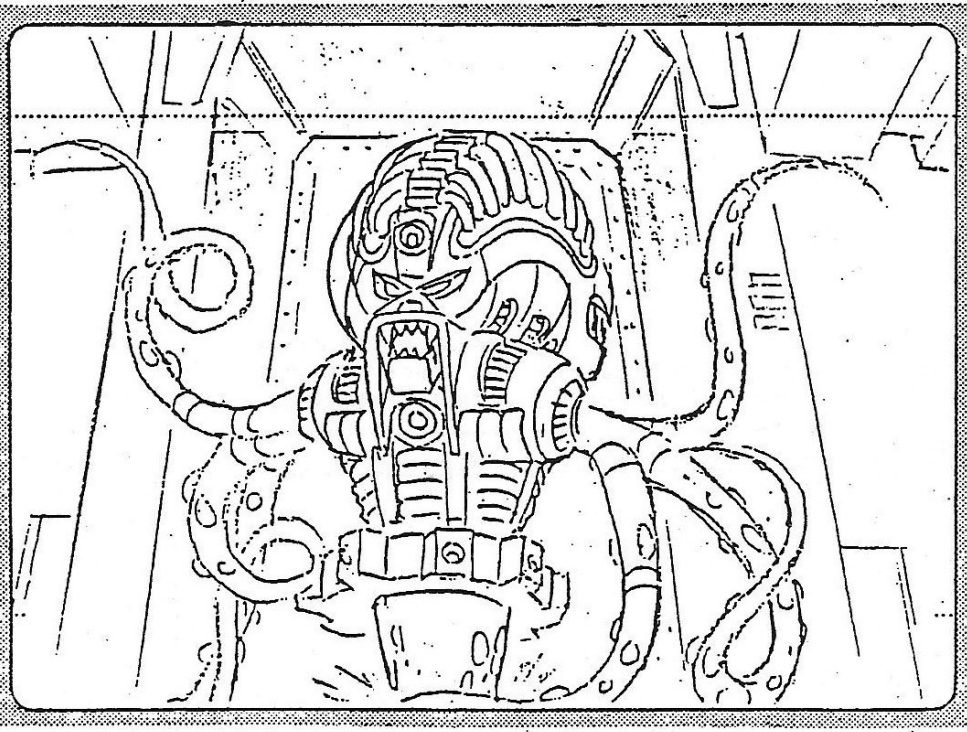
ACTIO THEY JUMP ALL OVER HOT ROD AND KUP.

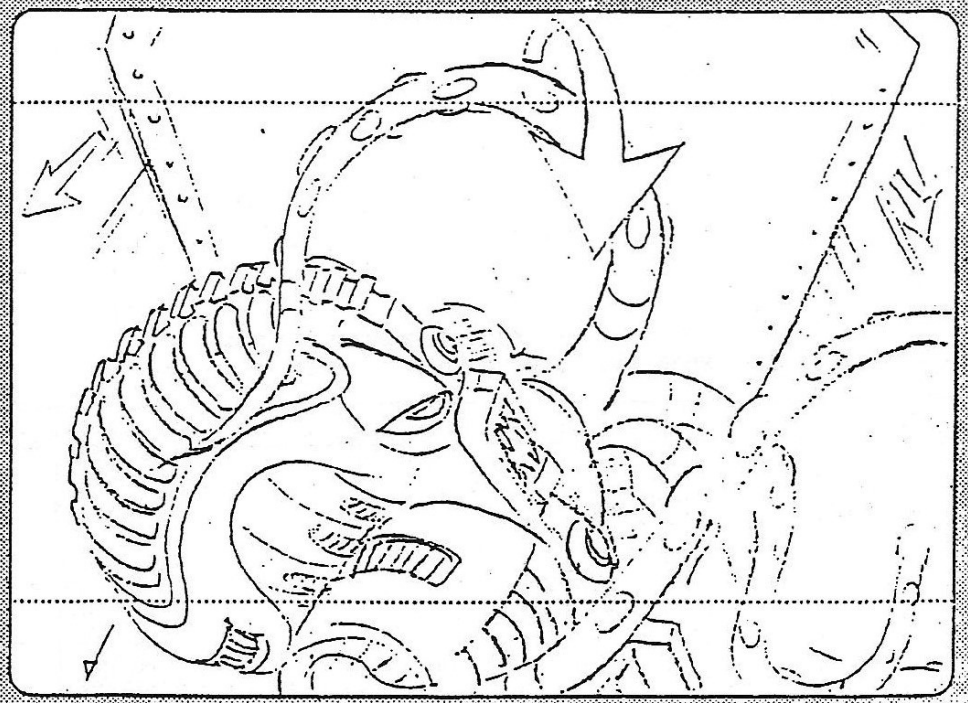
DIAL

MUSIC/SFX

CAMERA

SC. 24-34 SC. CONT SEQ. 24 Page 31





ACTIO M.L.S. THE LEAD QUINTESSON STANDS SURVEYING THE BATTLE.

DIAL QUINTESSON LEADER Execute them!

MUSIC/SFX

CAMERA

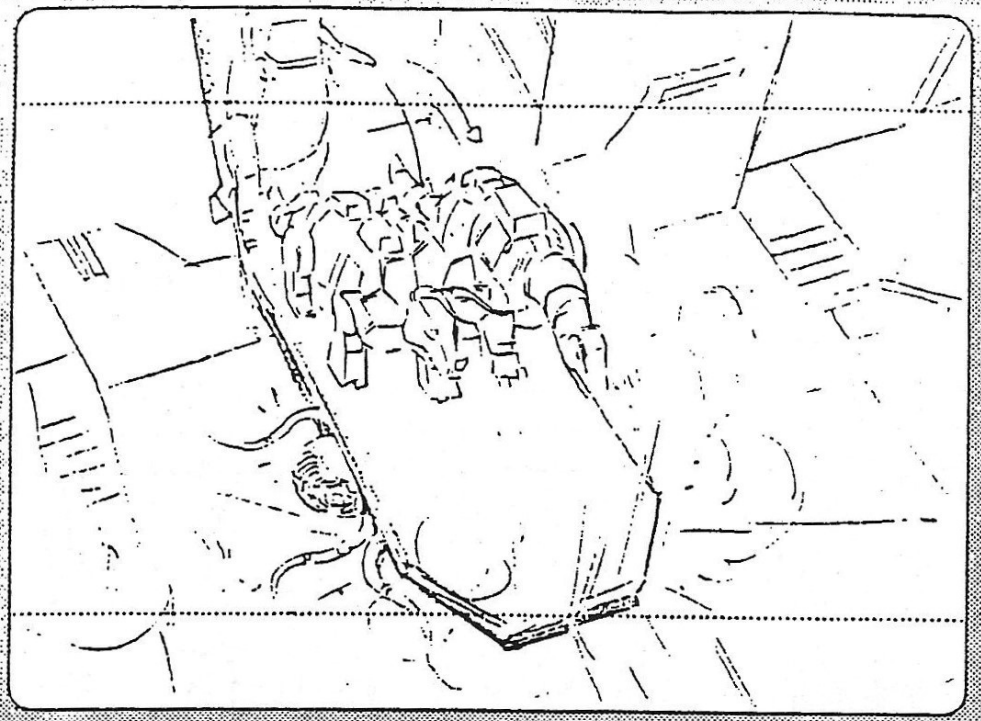
ACTION SUDDENLY THE DOOR BEHIND HIM COMES CRASHING FORWARD, HITTING THE LEAD QUINTESSON AND KNOCKING HIM OVER.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

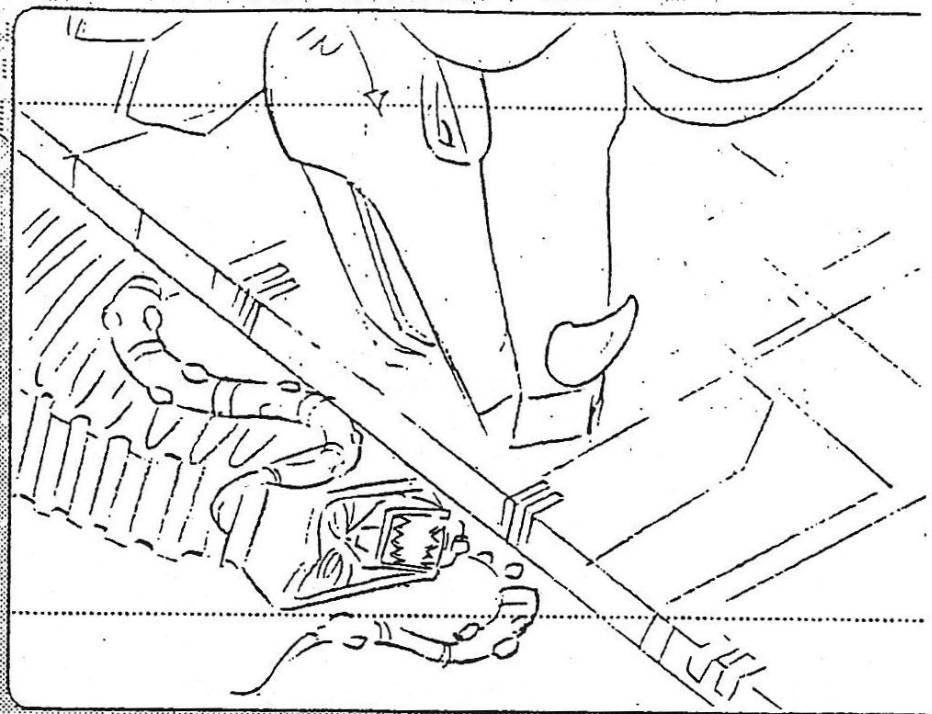


ACTION L. DOWN SHOT. THE DINOBOTS AND THE LEAD QUINTESSON. THE DOOR SMASHES THE LEAD QUINTESSON TO THE GROUND. THROUGH THE OPENING...

DIAL

MUSIC/SFX

CAMERA



ACTION C.U. SLAG. HE BENDS HIS FACE DOWN INTO THE SCENE NEAR THE QUINTESSON LEADER.

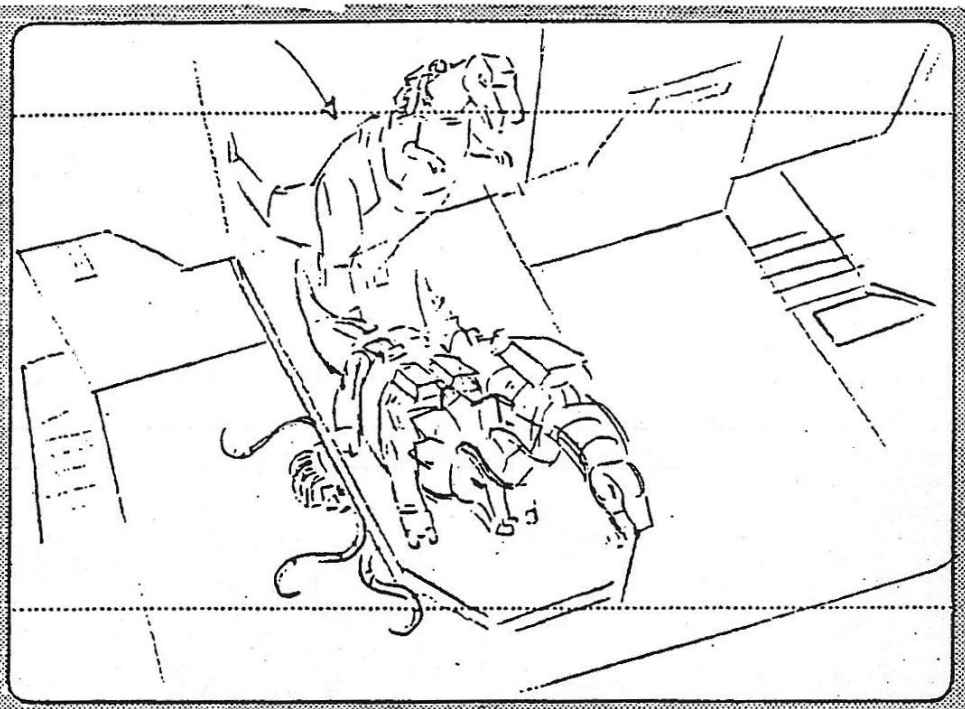
DIAL

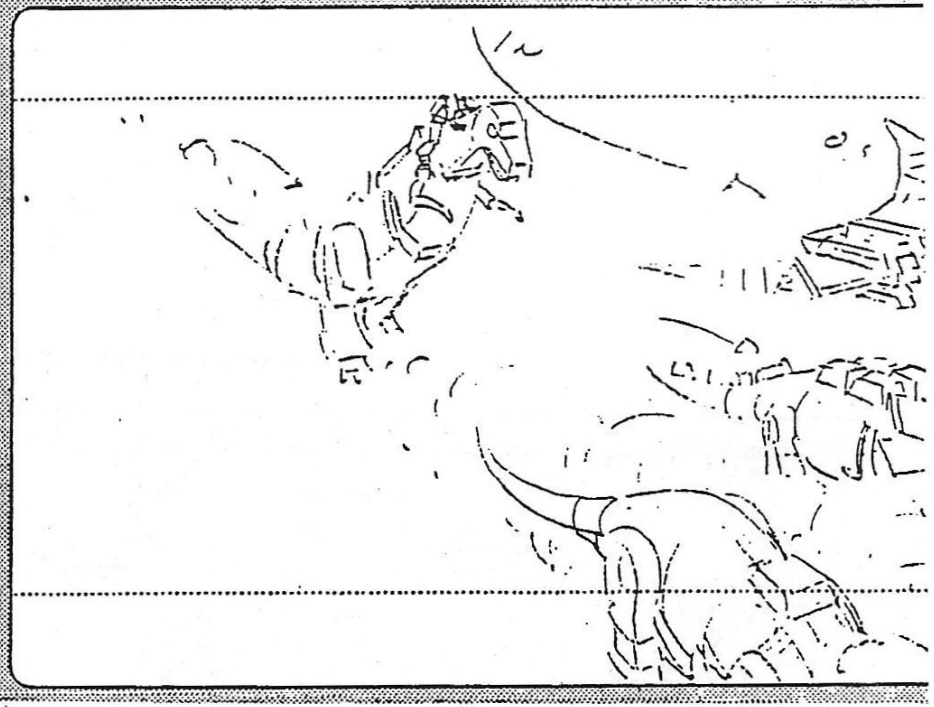
SLAG Excuse me!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION SLUDGE, SLAG, GRIMLOCK WALK ON INTO QUINTESSON CASTLE.

DIAL

MUSIC/SFX

CAMERA

ACTION GRIMLOCK WITH WHEELIE ON HIS BACK CROSSES OVER THE LEAD QUINTESSON TRAPPED BELOW THE DOOR. SWOOP FLIES IN AND THROUGH THE SCENE OVERHEAD.

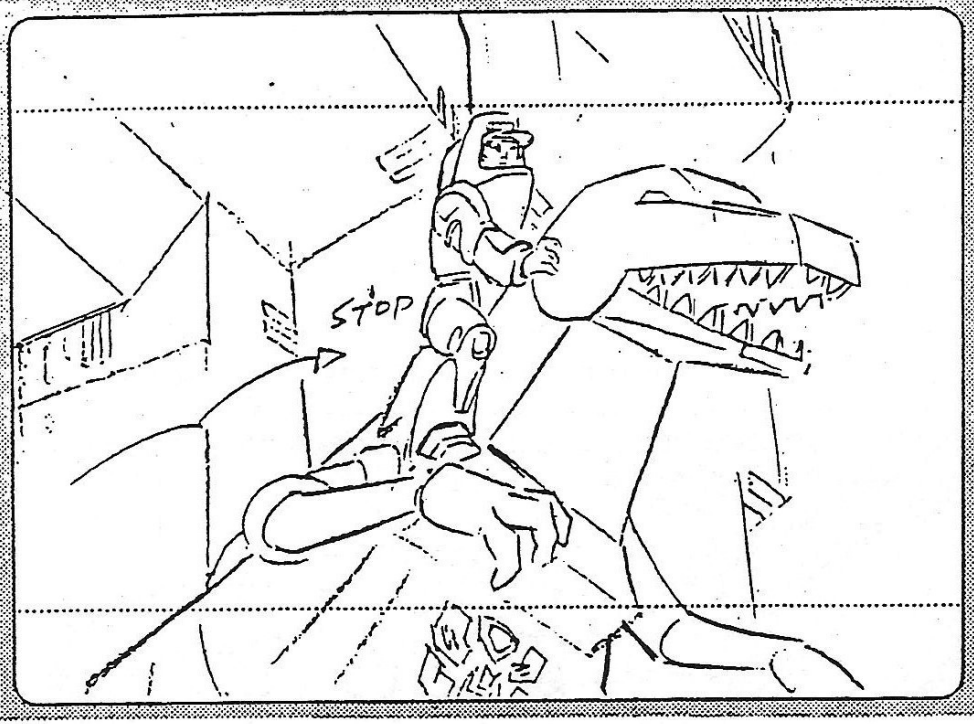
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 24-37 SC. SEQ. 24 Page 33



ACTION M.S. GRIMLOCK AND WHEELIE. GRIMLOCK STEPS FORWARD AND STOPS.

DIAL GRIMLOCK Me, Grimlock want to munch metal!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 24-38

ACTION M.S. HOT ROD AND KUP BATTLING THE SHARKTICONS. THEY LOOK UP TO SEE THEIR FRIENDS COMING.

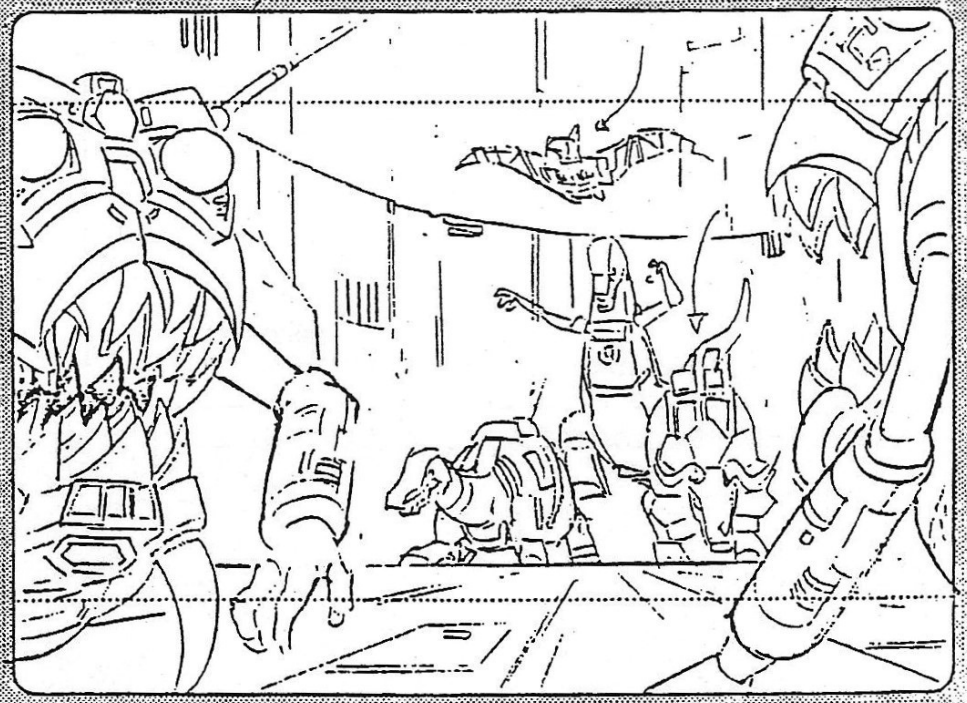
DIAL

MUSIC/SFX

CAMERA

SC. 24-39

SEQ. 24 Page 34



ACTION L.S. THE DINOBOTS CHARGE TOWARDS THE SHARKTICONS WHO ARE IN THE FOREGROUND.

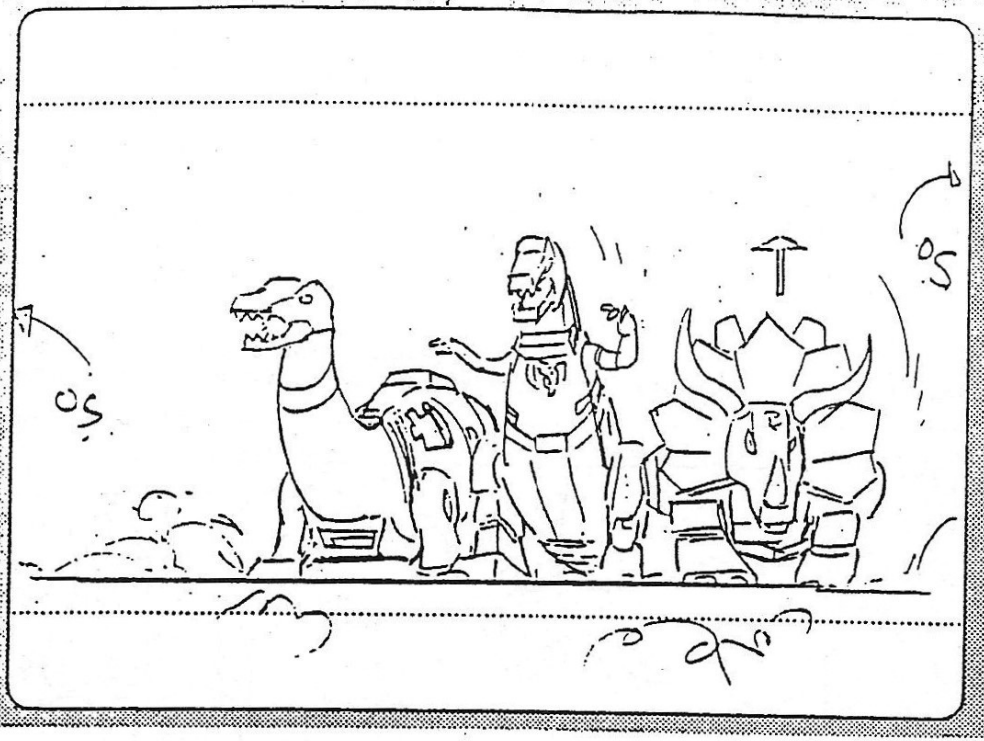
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]-37



ACTION THE SHARKTICONS SCURRY O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 27-40 SEC. 24 PAGE 55

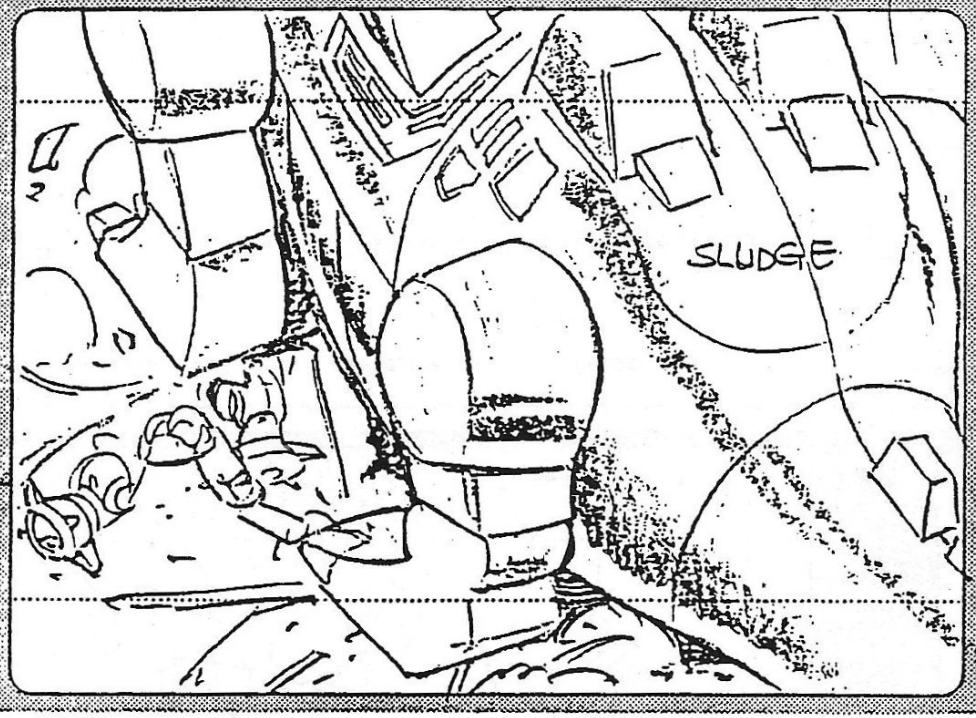
ACTION L.S. THE SHARKTICONS. THEY COWER BACK AS SLUDGE ENTERS THE SCENE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-40



ACTION ...HE TRAMPLES THROUGH THEIR MIDST...

DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 24 Page 36

ACTION ...AS HE EXITS THE SHARKTICONS POUNCE ON HIS TAIL AND START BITING IT.

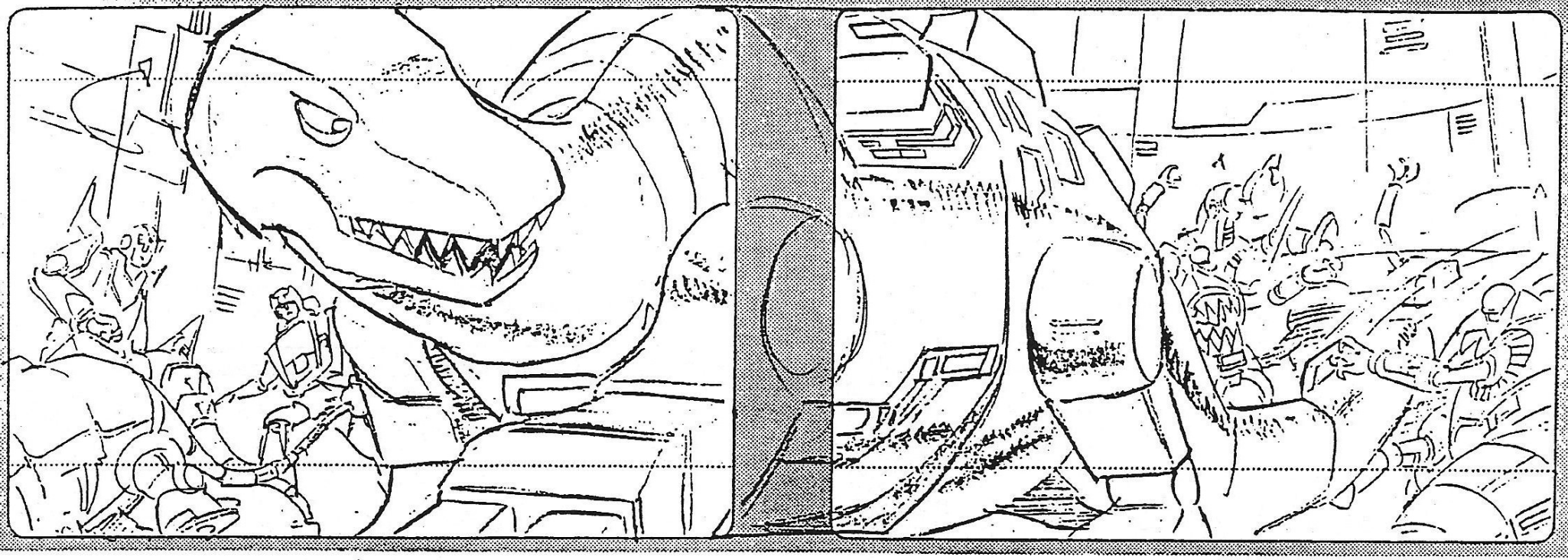
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-41 START PAN → STOP SEQ. 24 Page 37



ACTION M.L.S. HOT ROD, KUP, AND SLUDGE. SLUDGE TURNS TO LOOK BACK.

DIAL

MUSIC/SFX

CAMERA

ACTION ...WE PAN BACK TO SEE HIM WHIP HIS TAIL, LASHING THE GROUP OF SHARKTICONS.

DIAL

MUSIC/SFX

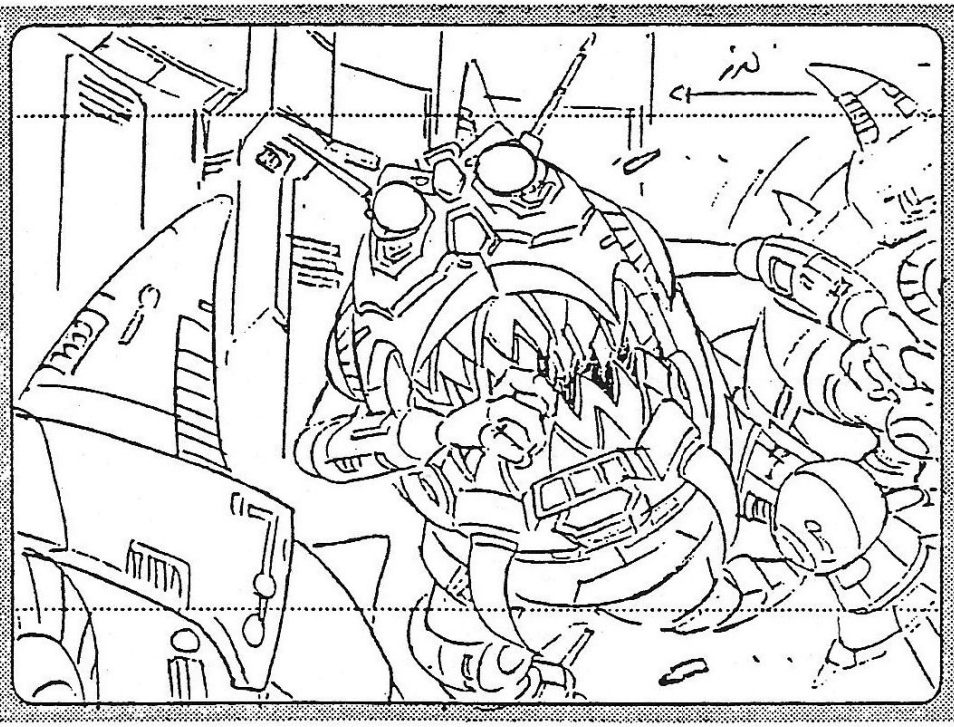
CAMERA

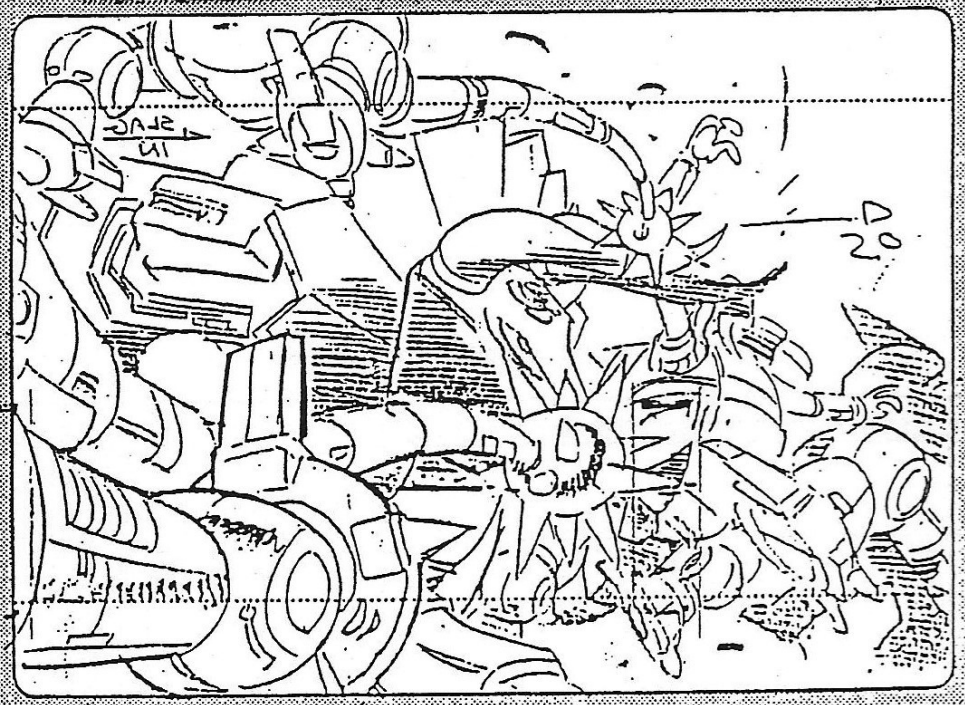
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-42

SC. CONT

SEQ 24 Page 38





ACTION M.S. SHARKTICONS, THEY SCURRY AS...

DIAL

MUSIC/SFX

CAMERA

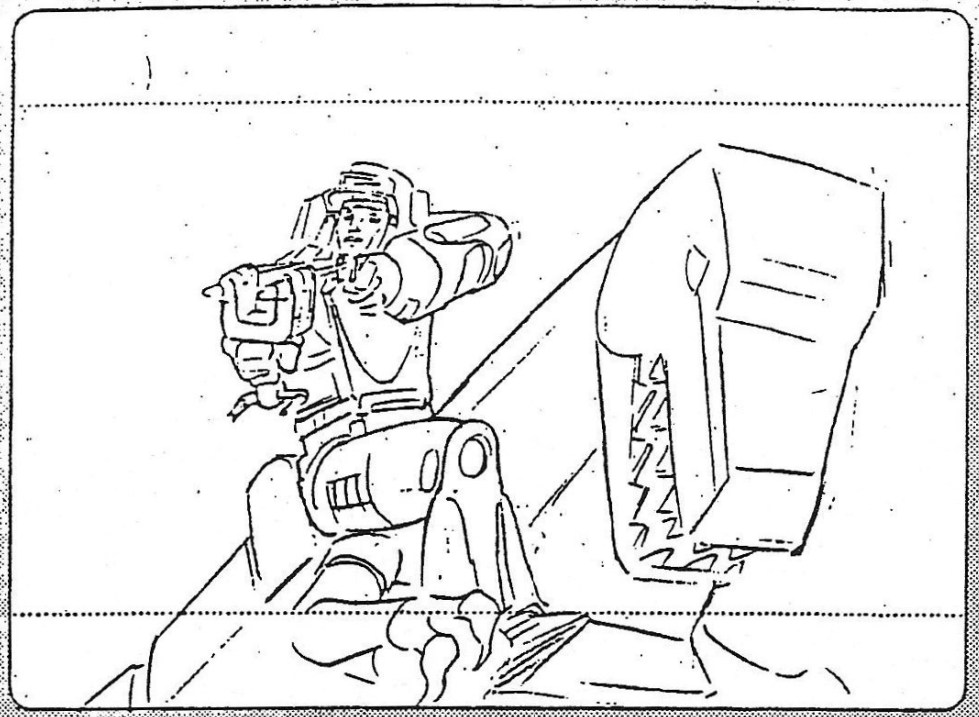
ACTION ...SLAG RAMS INTO THEIR GROUP, SENDING THEM FLYING IN ALL DIRECTIONS.

DIAL

MUSIC/SFX

CAMERA

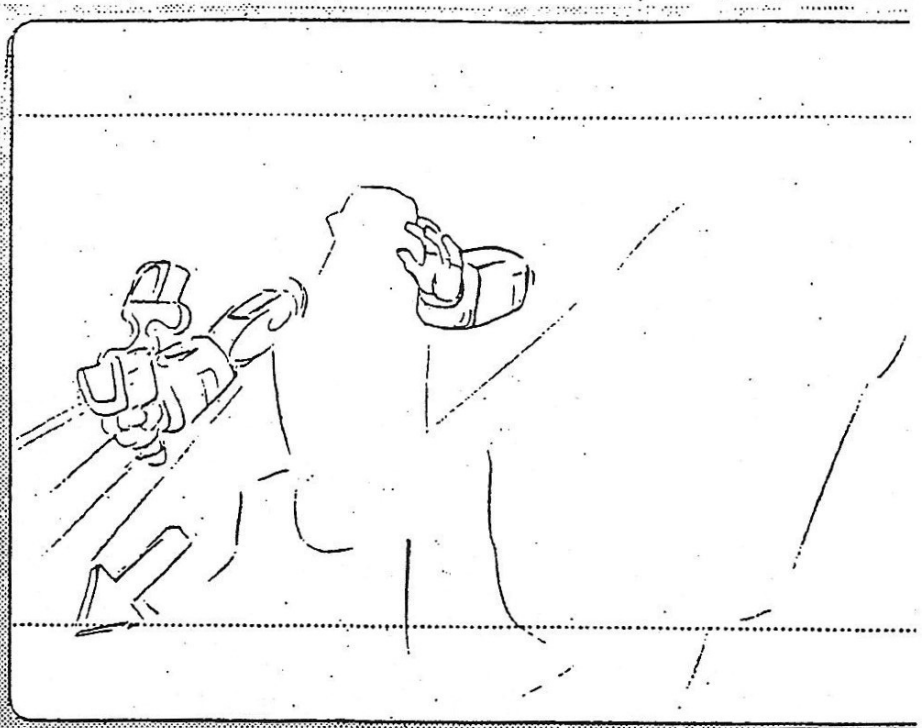
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. GRIMLOCK AND WHEELIE. WHEELIE TAKES AIM WITH HIS SLING SHOT...

DIAL

MUSIC/SFX



ACTION ...AND LETS GO, SENDING THE PELLET FLYING O.S.

DIAL

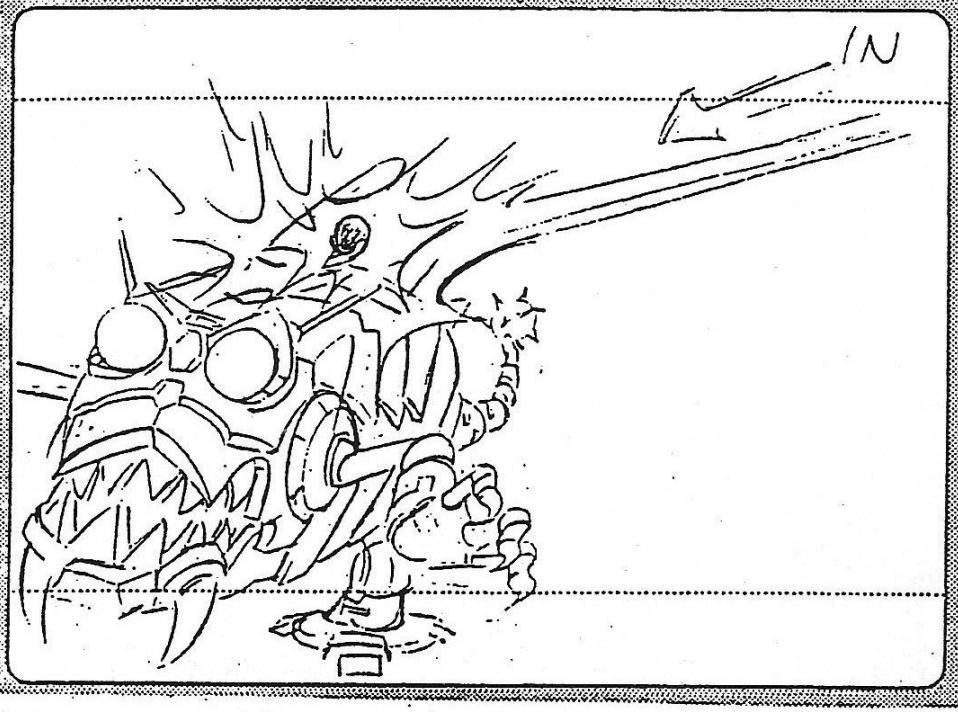
MUSIC/SFX

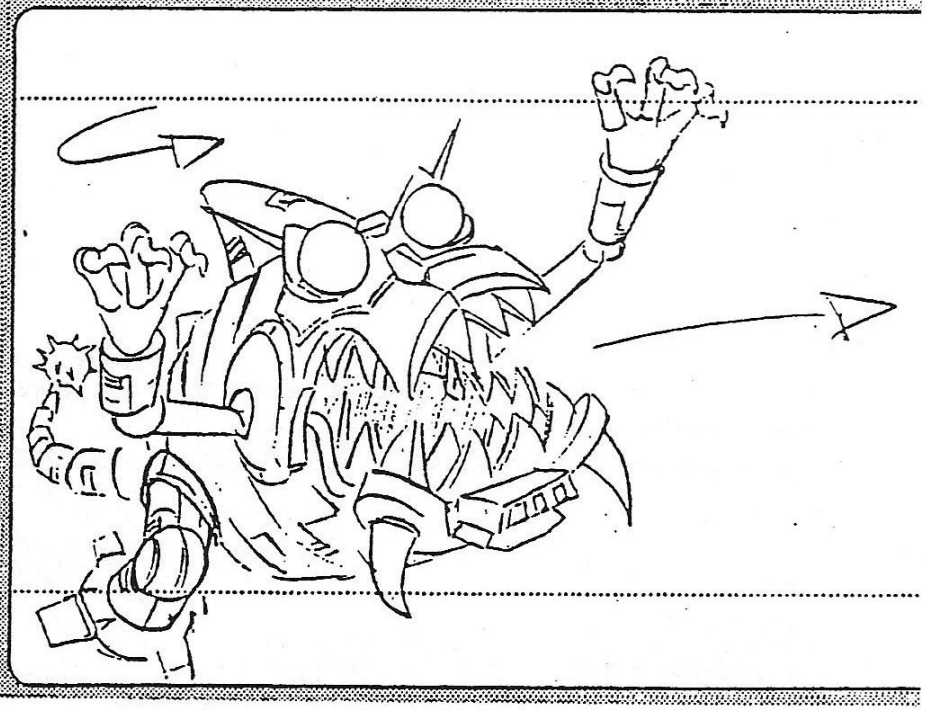
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-42 B

SC. CONT

SEQ 24 Page 38-B





ACTION M.L.S. A SHARKTICON. THE PELLET FLIES INTO SCENE AND EXPLODES INTO THE SHARKTICON.

DIAL

MUSIC/SFX

CAMERA

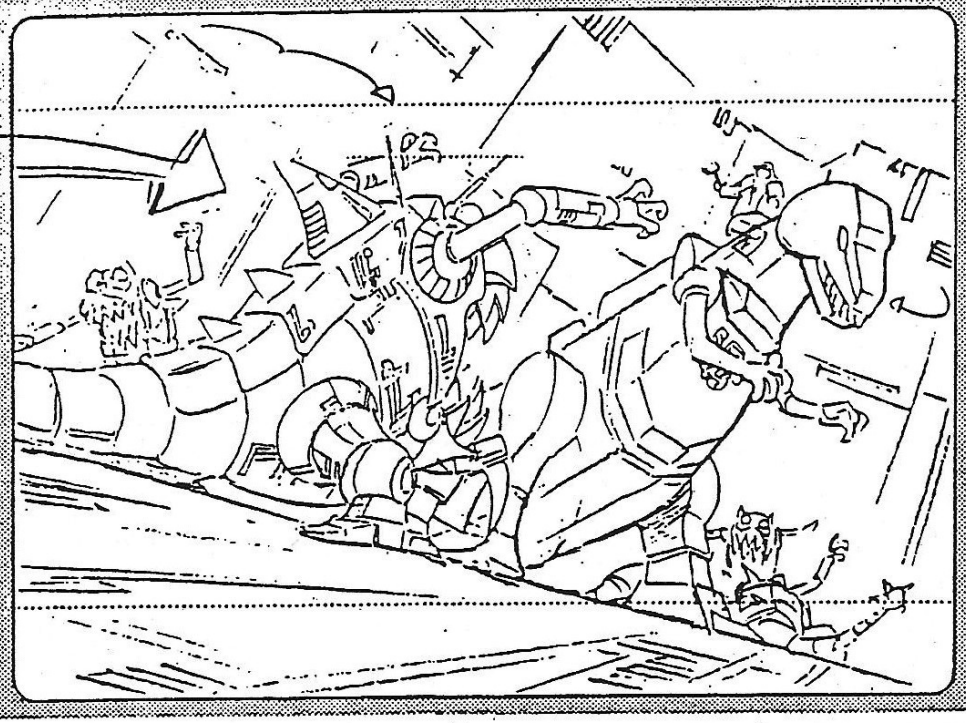
ACTION ANGERED HE TURNS ON GRIMLOCK AND WHEELIE AND ATTACKS THEM.

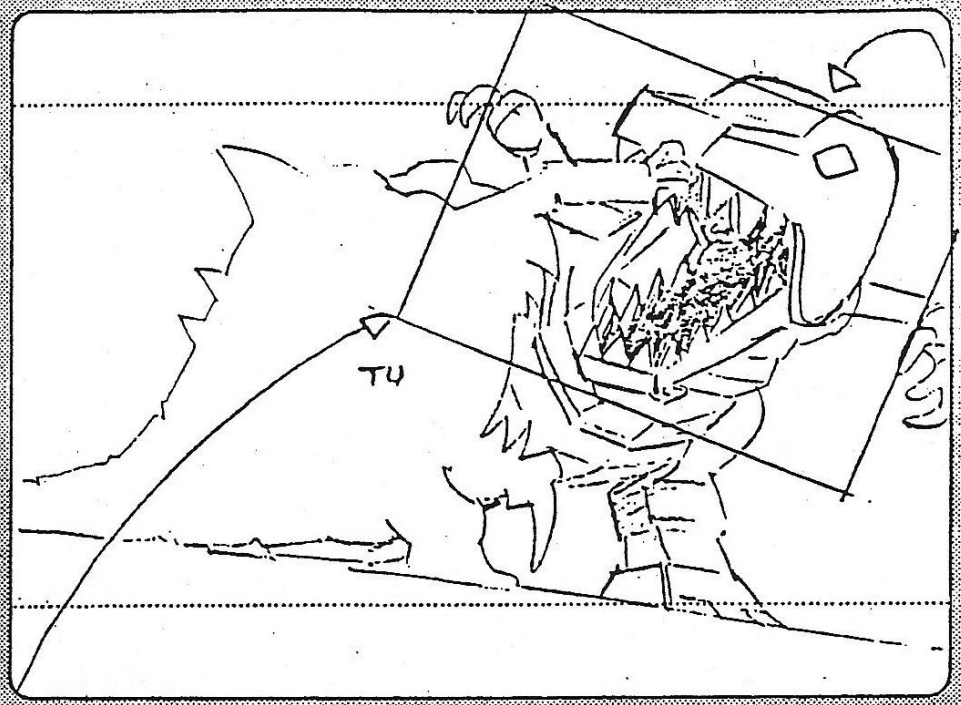
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. SHARKTICONS AND GRIMLOCK. ONE SHARKTICON RUSHES GRIMLOCK.

DIAL

MUSIC/SFX

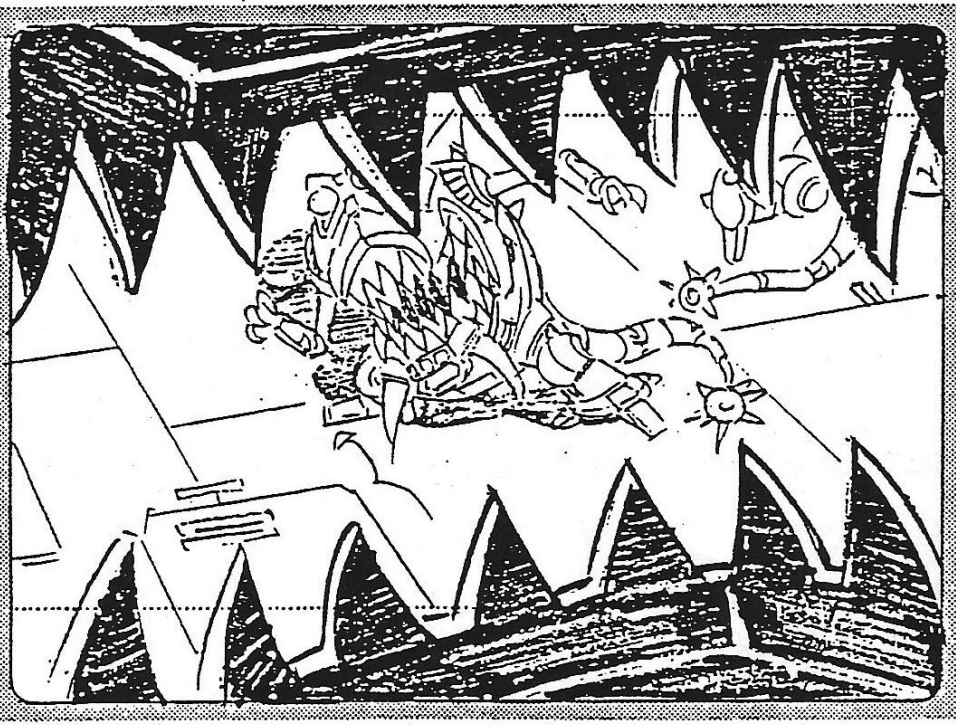
ACTION GRIMLOCK TURNS AND GROWLS AT HIM.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-44



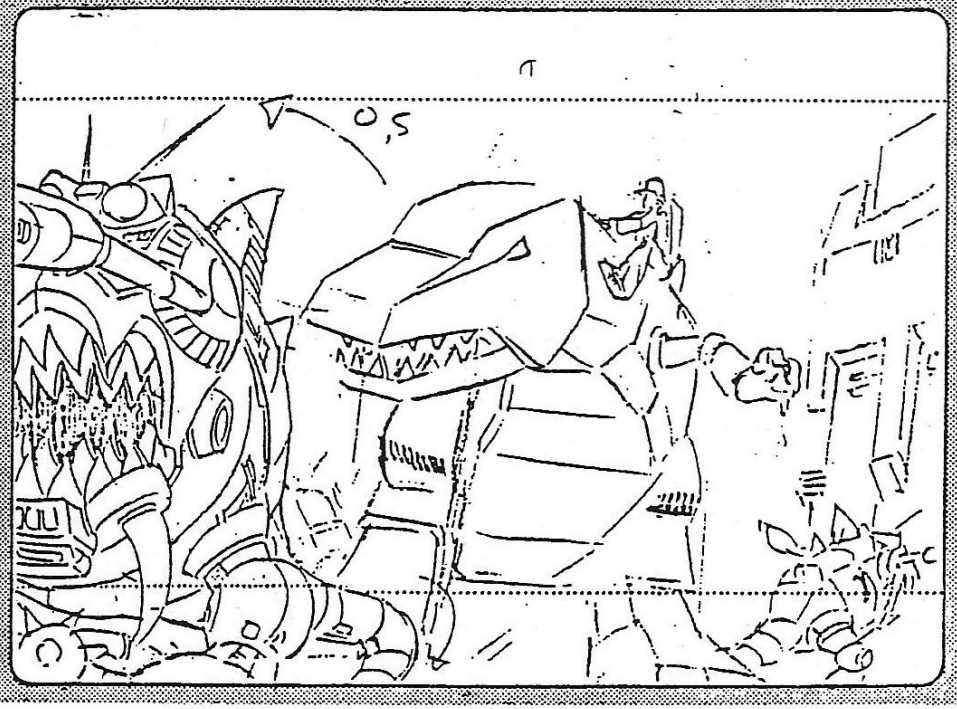
ACTION L.S. THE SHARKTICON, THROUGH GRIMLOCK'S MOUTH. THE SHARKTICON COWERS.

DIAL

MUSIC/SFX

CAMERA

SC. 24-45 SEQ. 24 Page 40



NEXT PAGE 40A

ACTION M.L.S. GRIMLOCK AND THE SHARKTICON. THE SHARKTICON TURNS AND FLEES O.S.

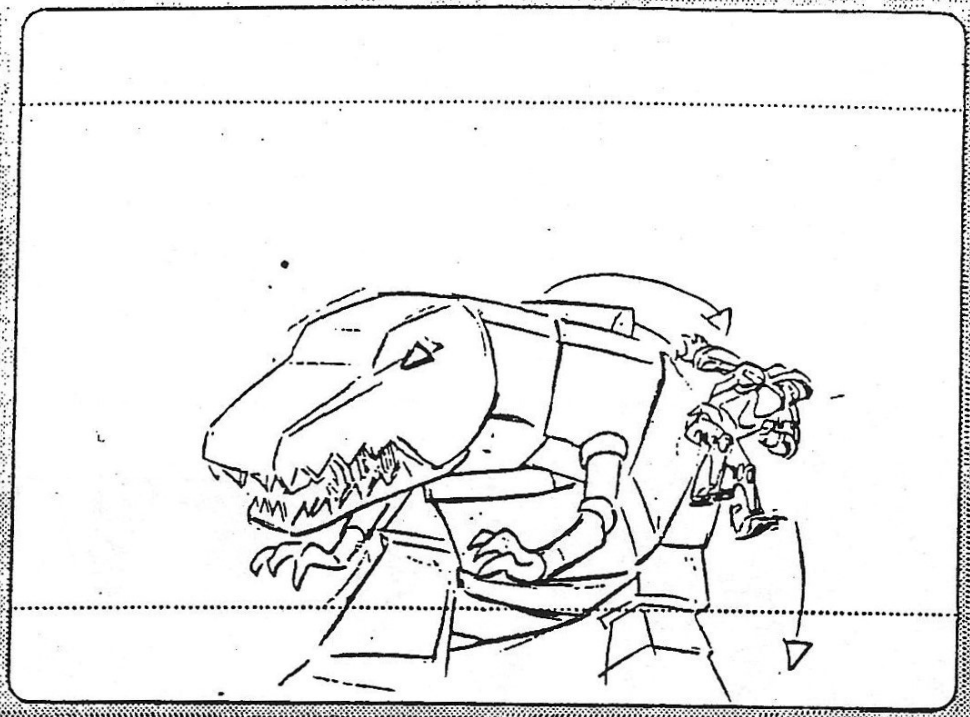
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-TS CONT.



ACTION
WHEELIE HOPS DOWN FROM GRIMLOCK'S BACK...
THEN AS GRIMLOCK STRAIGHTENS UP, WHEELIE...

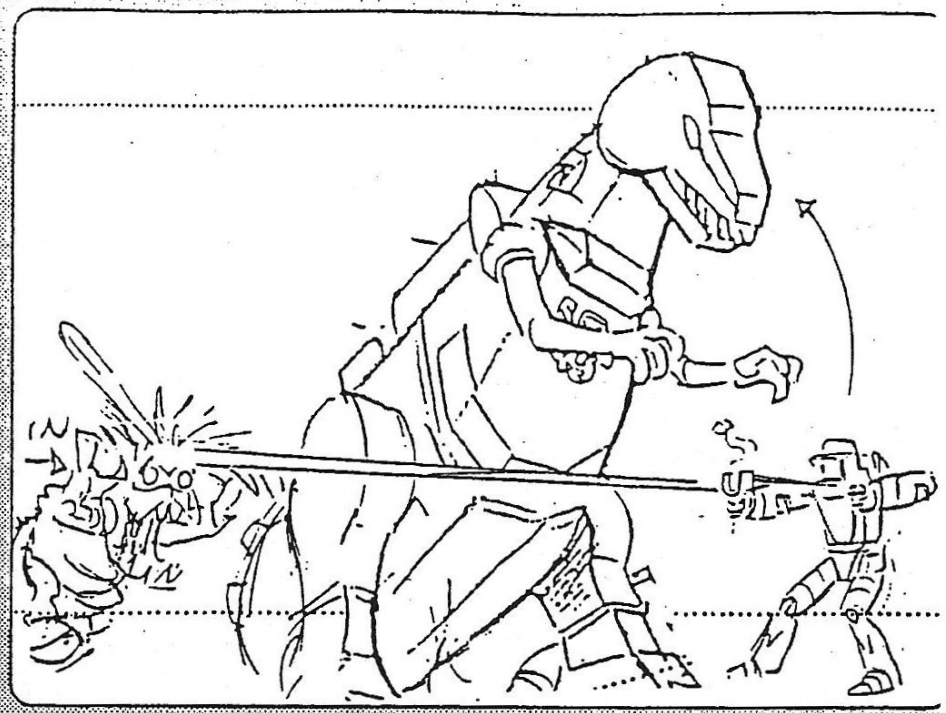
DIAL

MUSIC/SFX

CAMERA

SC. CONT.

SEQ. 24 Page 40A



ACTION ...TAKES AIM WITH HIS SLING AND FIRES A FIRESTONE WHICH EXPLODES AGAINST A SHARKTICON'S HEAD.

DIAL

MUSIC/SFX

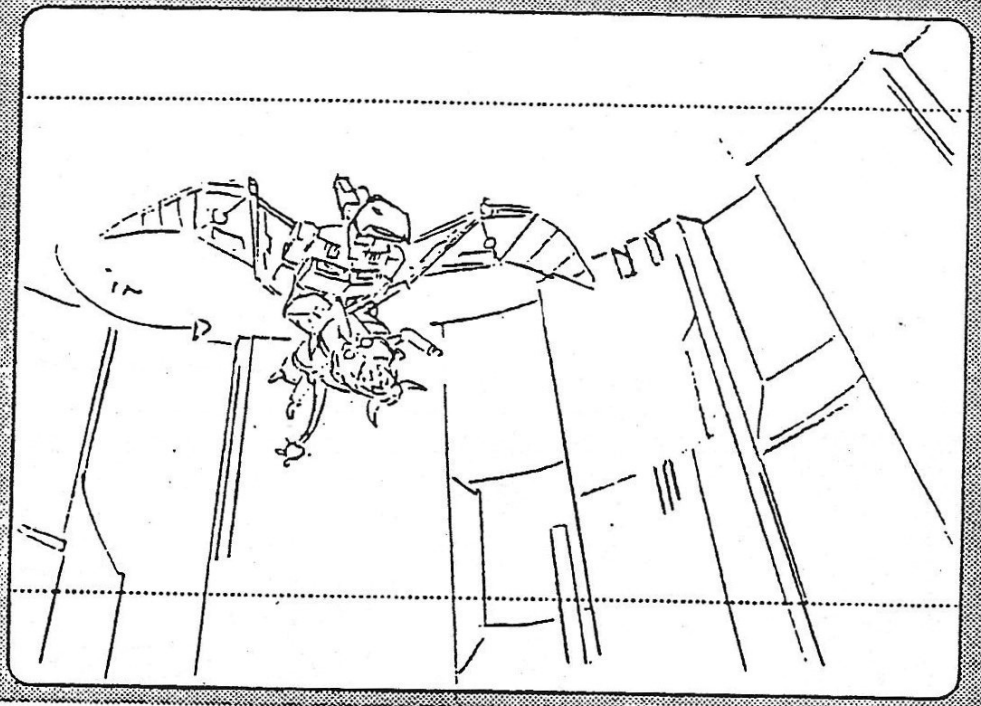
CAMERA

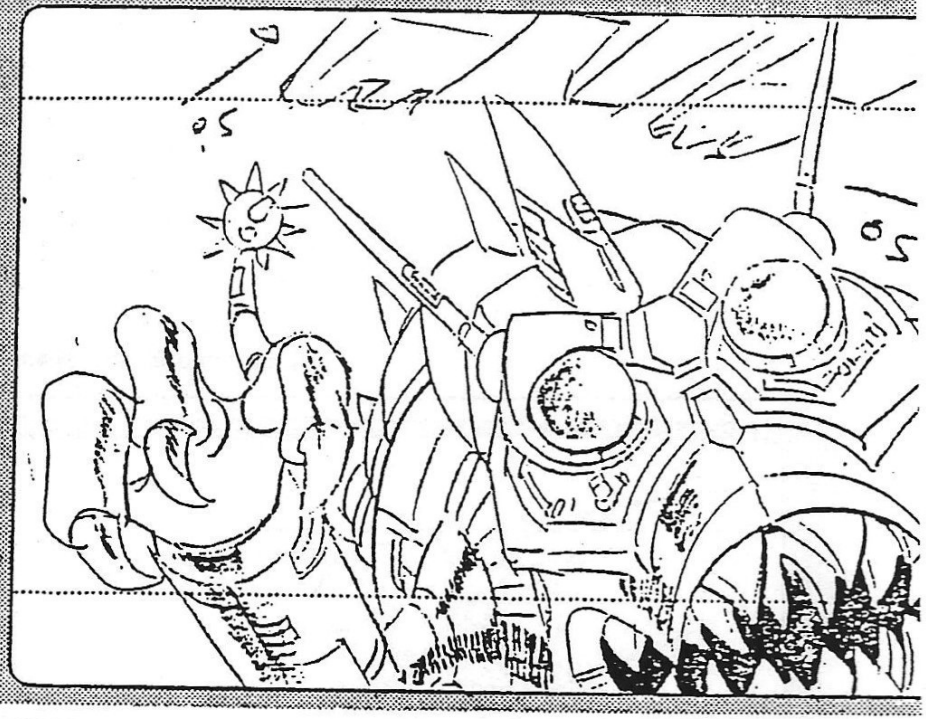
TF RAW
From G1 to Beast Hunters and Beyond!!!!

SC. 24-46

SC. CONT

SEQ. 24 Page 41





ACTION L.S. SWOOP HOLDING A SHARKTICON. HE DIVES DOWN...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND RELEASES THE SHARKTICON WHO FALLS O.S.

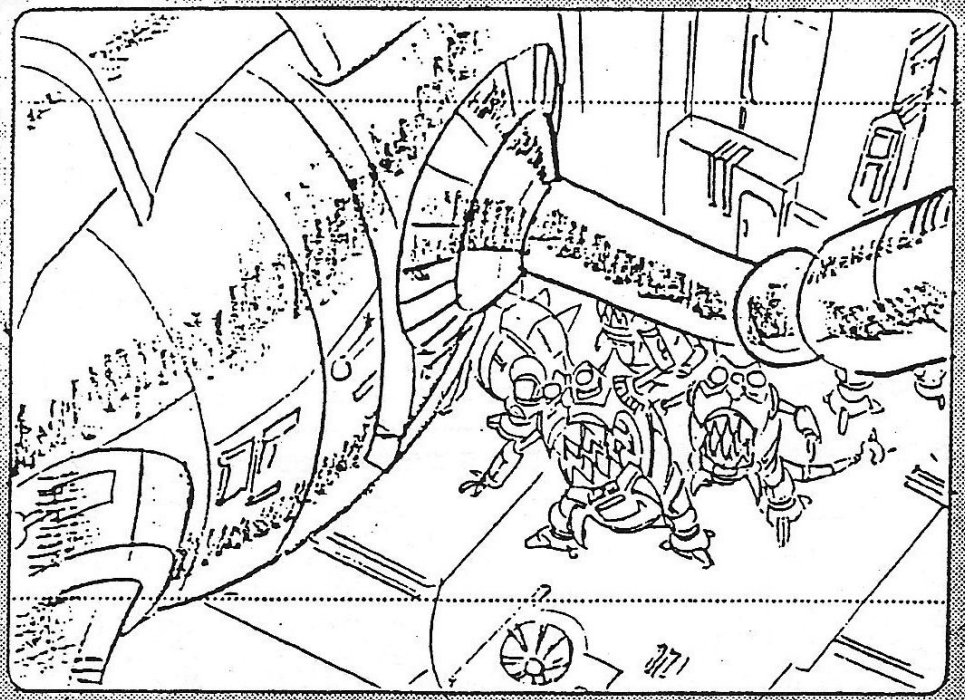
DIAL

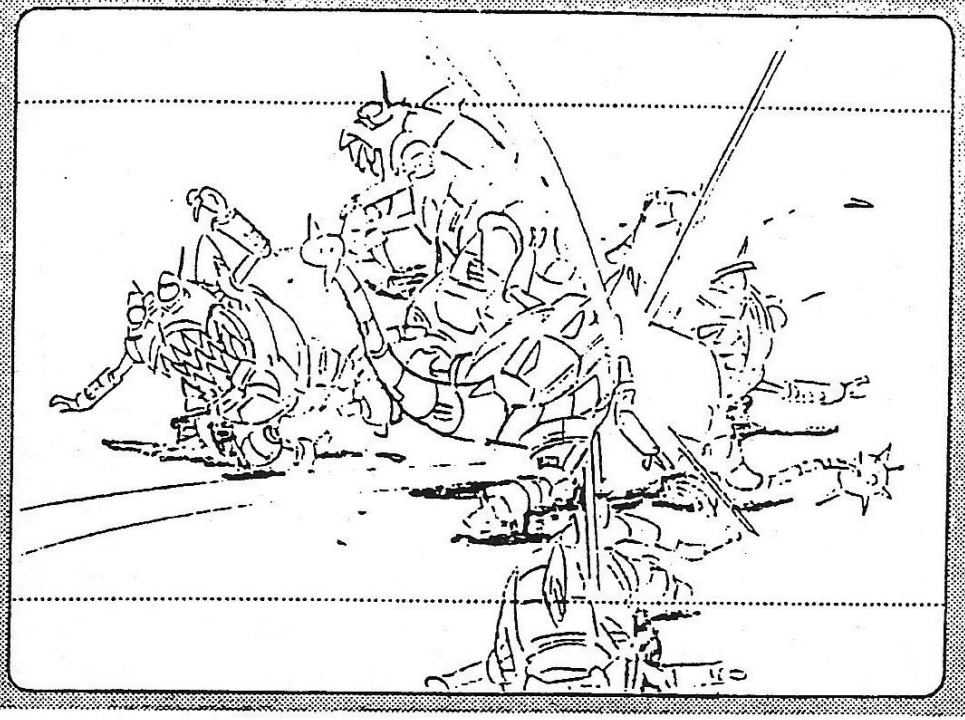
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-47 SC. CONT SEQ. 24 Page 42





ACTION DOWN SHOT A GROUP OF SHARKTICONS AS THE FALLING SHARKTICON HEADS DIRECTLY FOR THEM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...CRASHING INTO THEM AND KNOCKING THEM OVER.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-49 STOP ← PAN SEQ. START 24 Page 44

ACTION L.S. THE SHARKTICONS. THEY START, ONE BY ONE, TO TRANSFORM INTO ROBOT MODE. WE PAN OVER THE GROUP, WHICH SURROUNDS THE DINOBOTS.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-50

SC.

ACTION M.L.S. KUP, HOT ROD, SLUDGE AND GRIMLOCK. KUP AND HOT ROD ARE LAYING ON A FEW BANGED UP SHARKTICONS...

DIAL

MUSIC/SFX

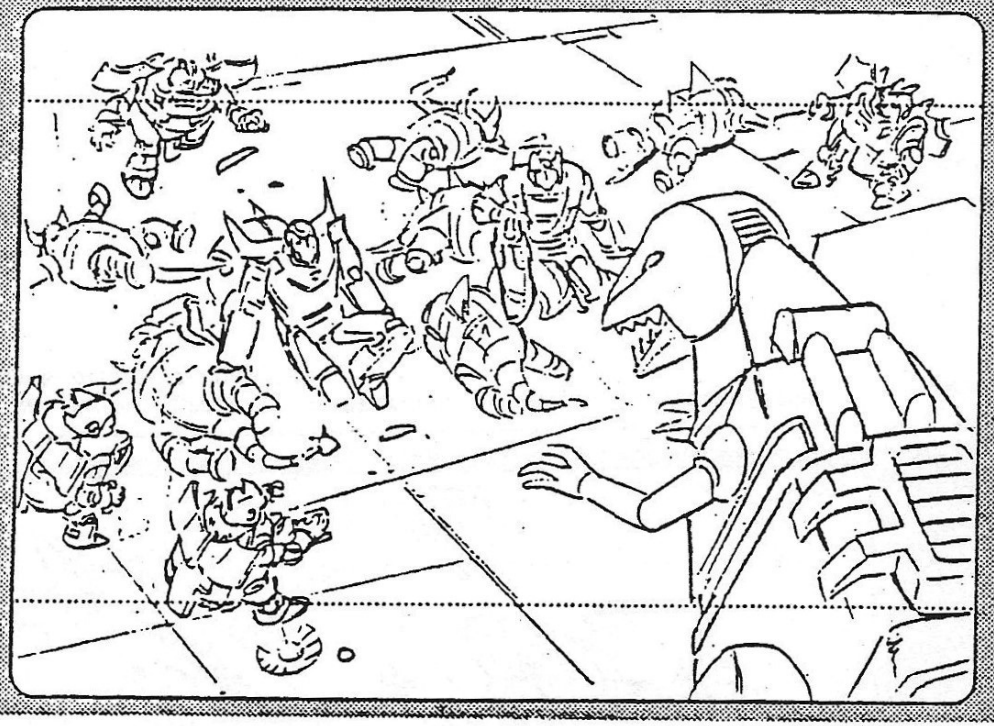
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

SC. 24-51



ACTION L. DOWN SHOT KUP, HOT ROD AND GRIMLOCK. GRIMLOCK LOOKS DOWN AT HOT ROD AND KUP.

DIAL HOT ROD I never thought I'd be so happy to see those big bozos.

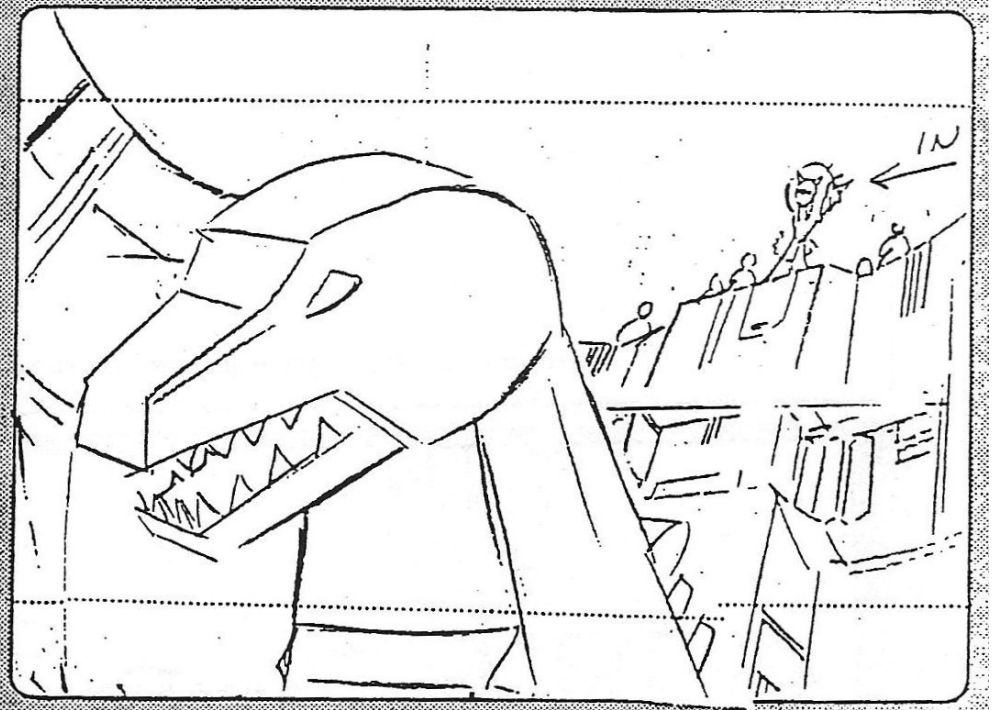
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-52

SEQ. 24 Page 46



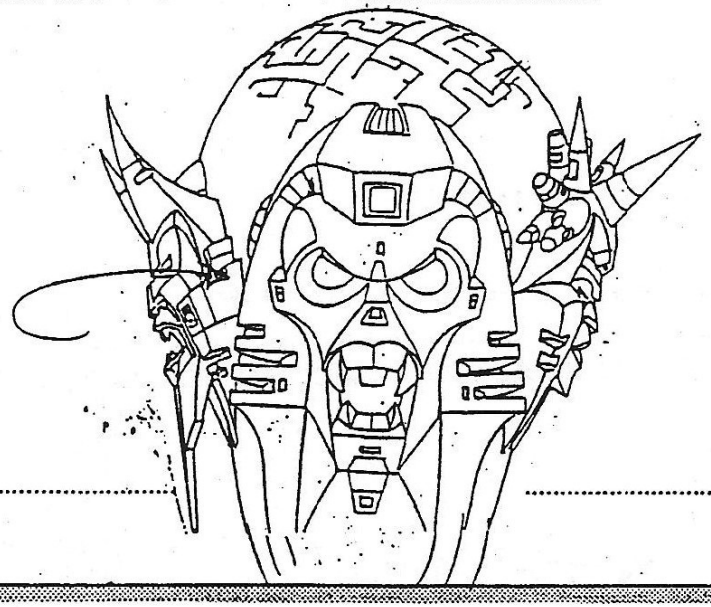
ACTION C.U. GRIMLOCK. HE SPEAKS TO HOT ROD WHILE BEHIND HIM, ON THE WALL TO THE CITY, THE QUINTESSON JUDGE WALKS IN.

DIAL GRIMLOCK Me, Grimlock no bozo. Me king!

MUSIC/SFX

CAMERA

SC. 24-52A SC. SEQ. 24 Page 46A



NEXT PAGE 46B

ION C.U. THE QUINTESSON JUDGE. HIS FACE CLICKS TO THE DEATH MASK.

- QUINTESSON JUDGE Sharkticons execute them!

IC/SFX

ERA

ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-53

ACTIO M.L.S. THE SHARKTICONS LOOK BACK AND FORTH AT EACH OTHER, PUZZLED.

DIAL

MUSIC/SFX

CAMERA

SC. 24-53A

SEQ 24 Page 46B

NEXT PAGE 46 B

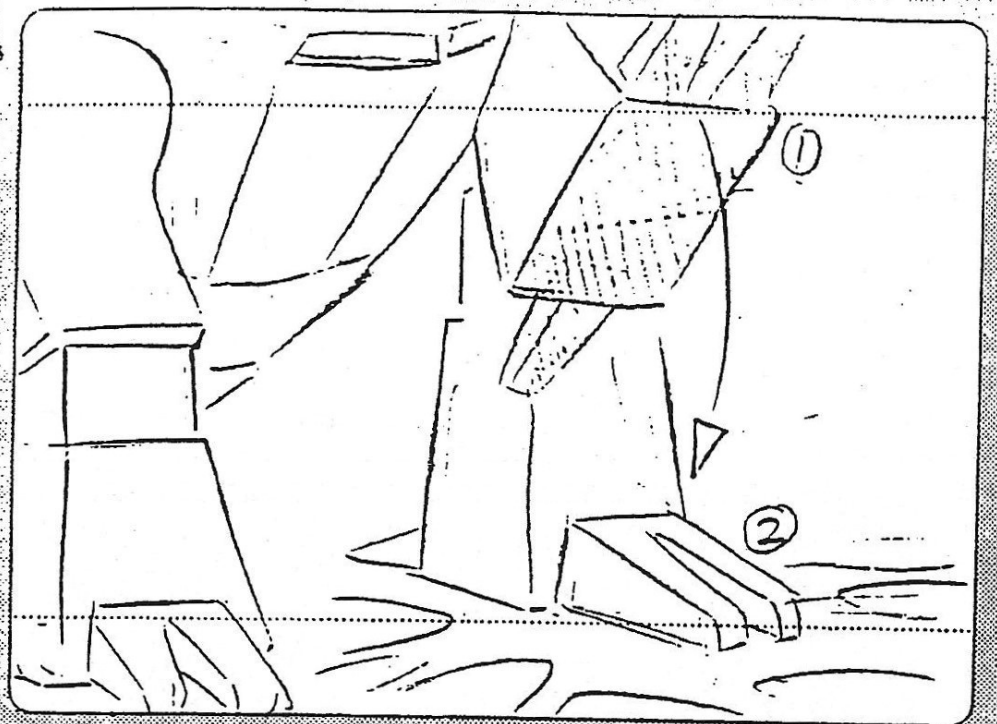
ACTION M.L.S. GRIMLOCK. HE LOOKS UP AT THE QUINTESSON, THEN DOWN TO THE SHARKTICONS, THEN LIFTS HIS POWERFUL FOOT.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION C.U. GRIMLOCK'S FOOT. HE SLAMS IT TO THE GROUND CAUSING IT TO SHAKE VIOLENTLY.

DIAL

MUSIC/SFX

CAMERA

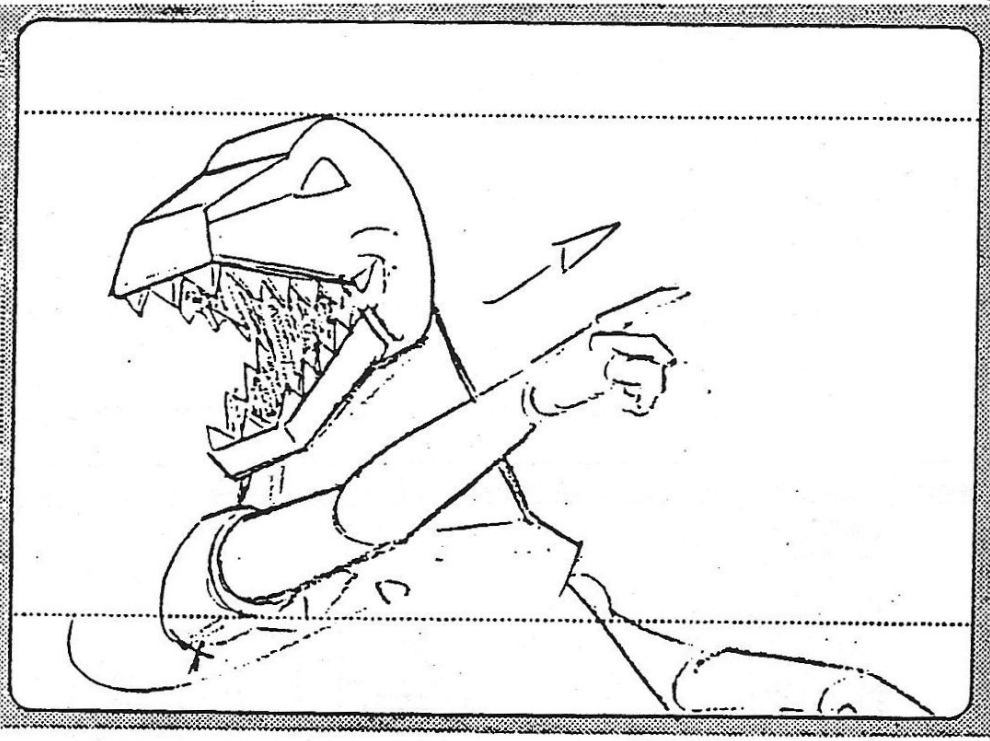
ACTION L.S. THE SHARKTICONS ARE SHAKEN UP AND BOUNCE AROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 24-53D



ACTION HE THEN TURNS TO THE SHARKTICONS AND POINTS UP AT THE JUDGE.

DIAL GRIMLOCK (POINTING TO THE QUINTESSONS...)

Me, Grimlock say execute <u>them</u>.

MUSIC/SFX

CAMERA

SC. 24-53E

ACTION M.L.S. THE SHARKTICONS. THEY SMILE AT EACH OTHER IN AGREEMENT, THEN...

DIAL

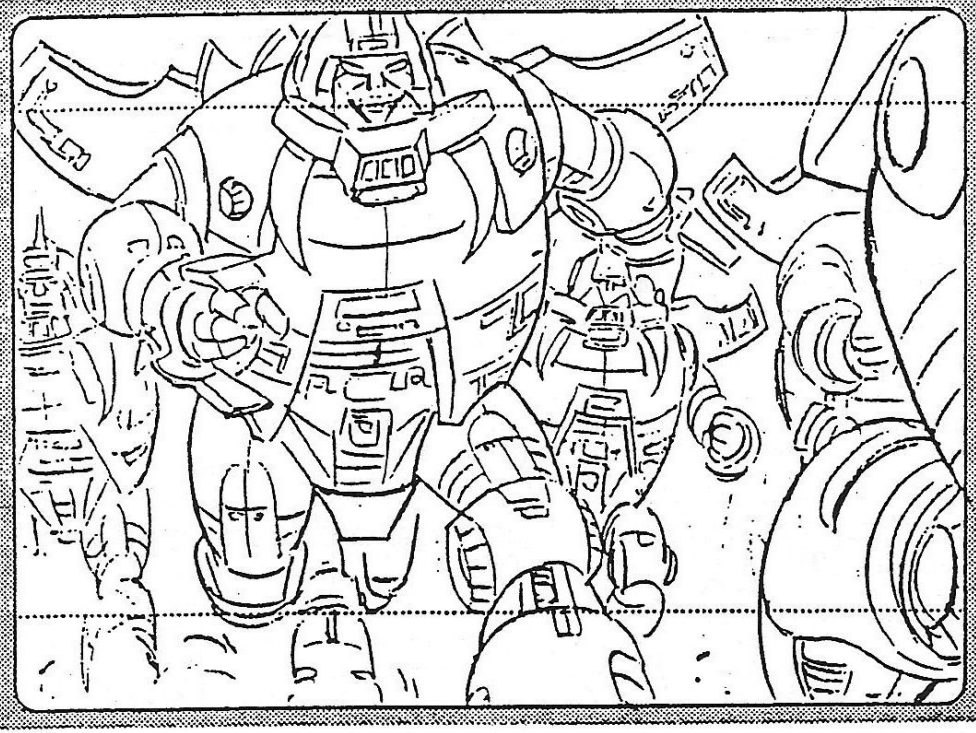
MUSIC/SFX

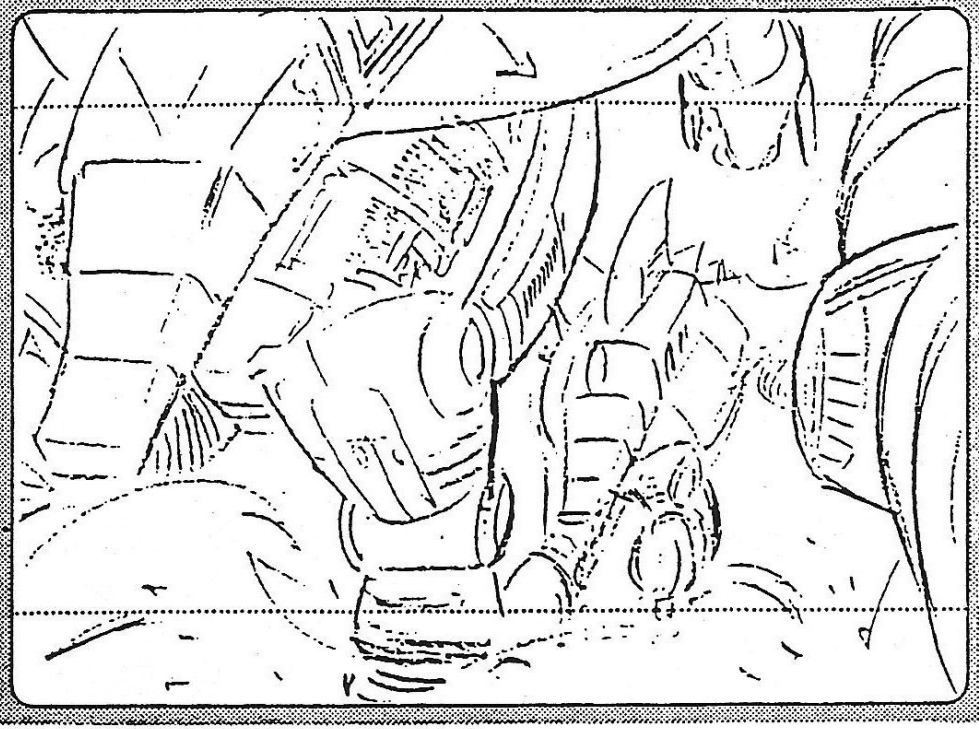
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-53 E

SC. 24-54 SEQ. 24 Page 48





ACTION ...ALL START RUNNING IN A MAD PACK AFTER THE QUINTESSONS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

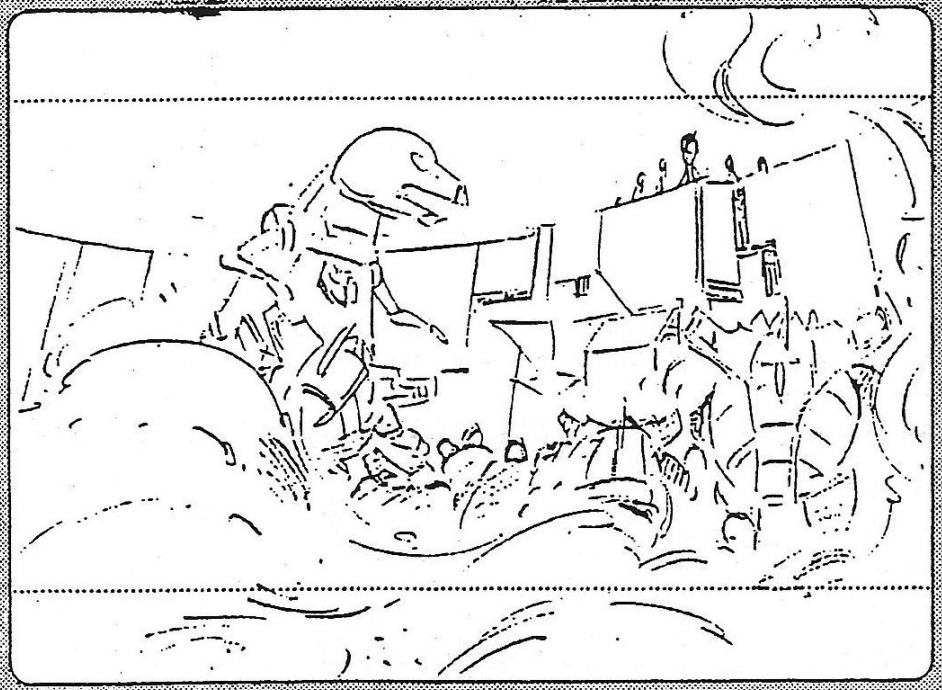
ACTION THE SHARKTICONS RUN AWAY FROM CAMERA.

DIAL

MUSIC/SFX

CAMERA

SC. . CONT 24-54



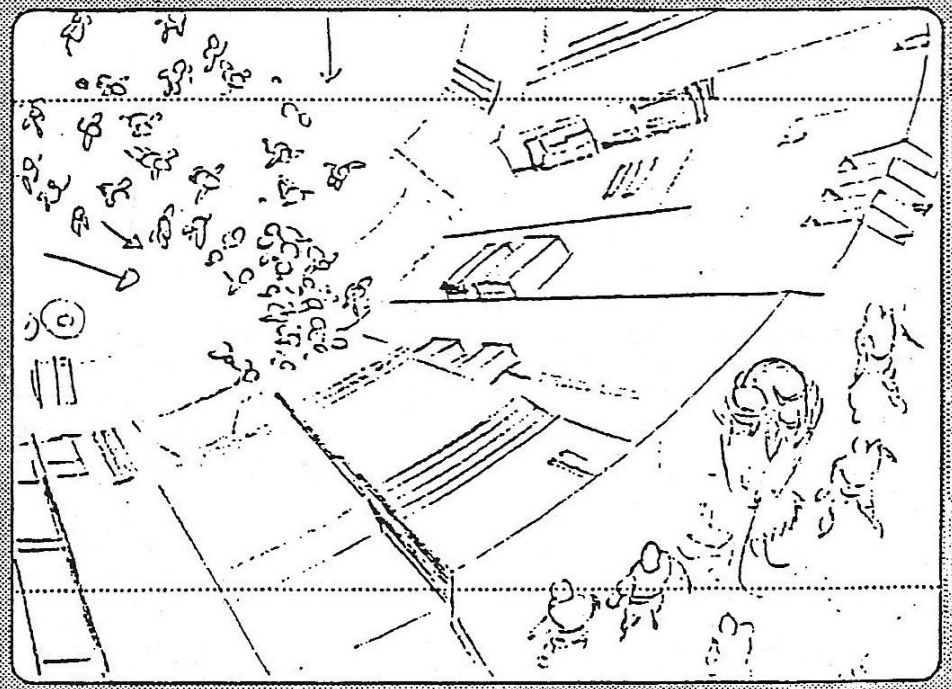
ACTION ...PAST GRIMLOCK AND OVER TO THE WALL OF THE ARENA.

DIAL

MUSIC/SFX

CAMERA

SC. 24-56 SEQ. 24 Page 49



NO SCENE 24-55

ACTION L. DOWN SHOT THE QUINTESSON JUDGE AND GUARDS STAND ON THE WALL OF THE ARENA AS THE SHARKTICONS RUSH IN AND MASS AT THE BASE OF THE WALL.

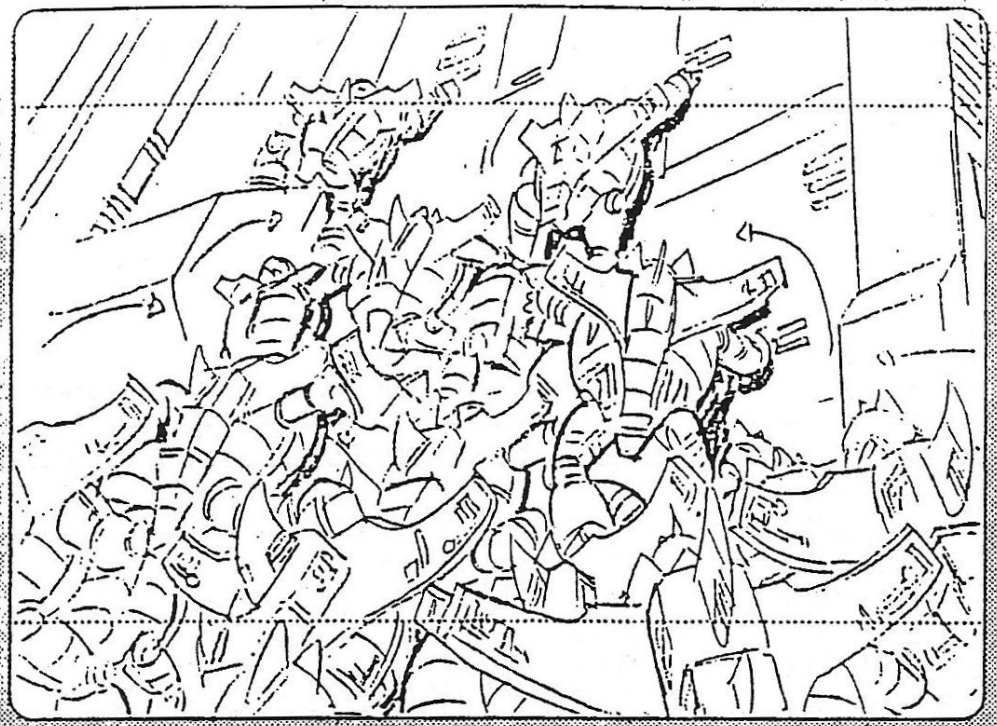
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

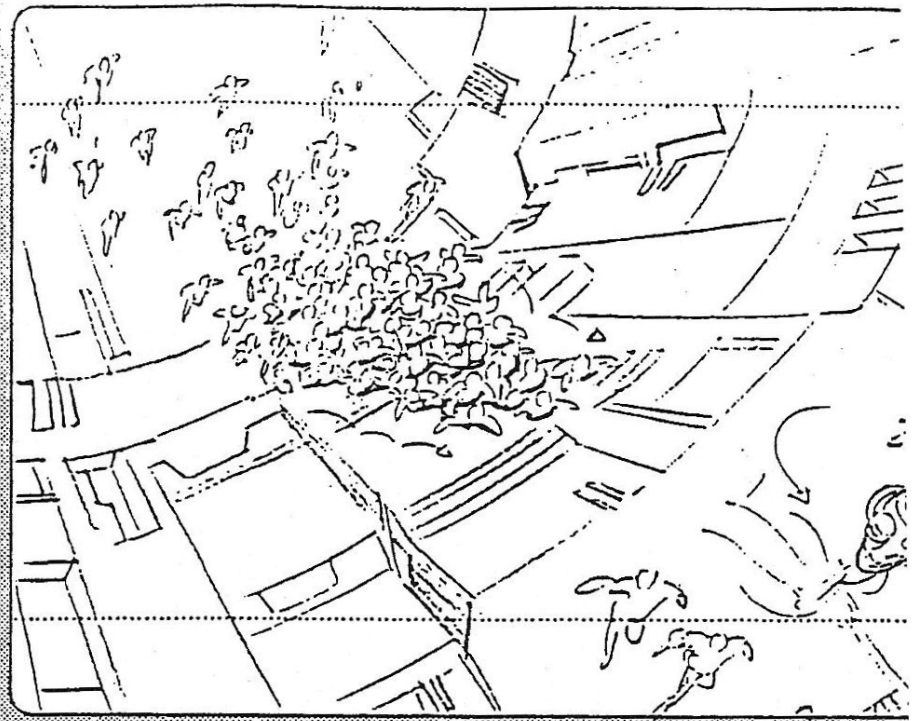
SC. 27-56



ACTION L.S. THE SHARKTICONS. THEY STAND CLIMBING ON TOP OF EACH OTHER CREATING A TOWER.

DIAL

MUSIC/SFX

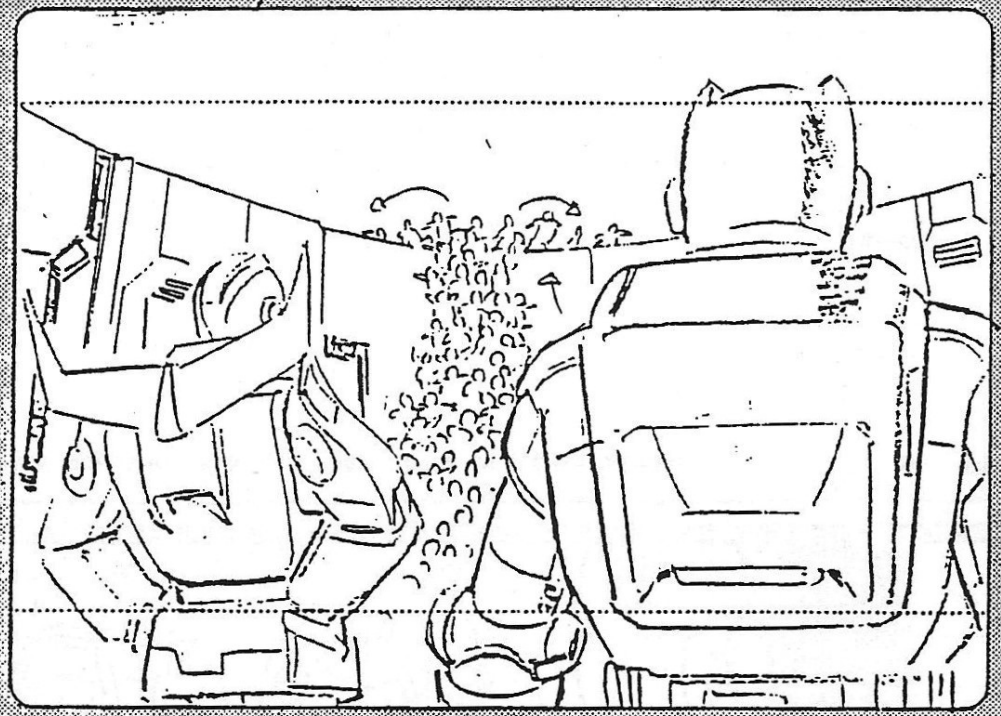


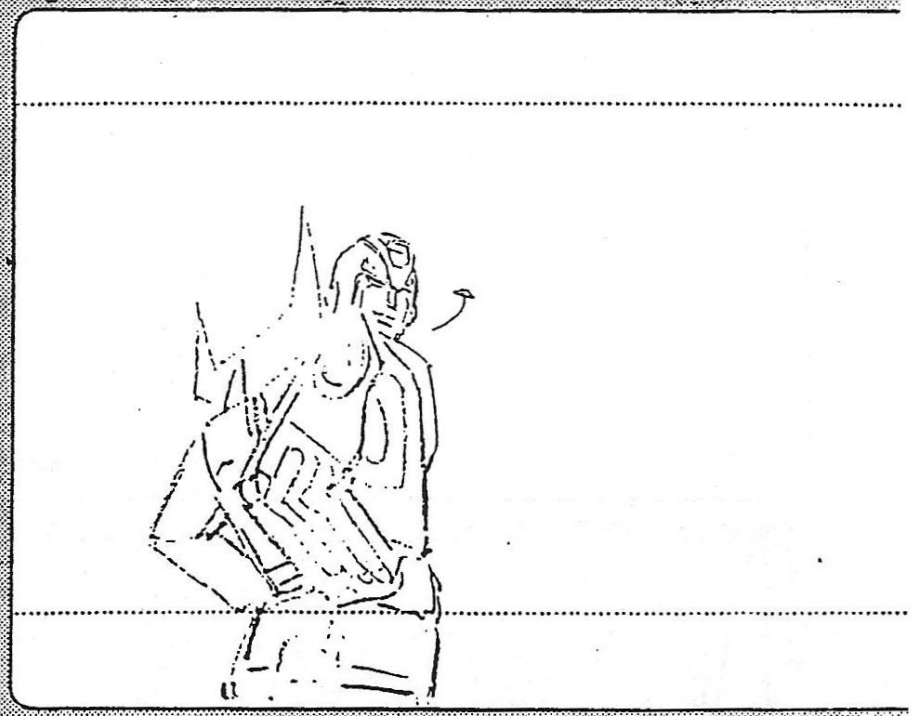
ACTION L. DOWN SHOT THE QUINTESSON JUDGE AND GUARDS TURN AND RUN AS THE TOWER OF SHARKTICONS GROWS TOWARD THEM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. HOT ROD AND KUP. THEY WATCH THE SHARKTICONS IN THE DISTANCE CLIMB UP OVER THE WALL AND AFTER THE QUINTESSONS.

DIAL KUP I think the problems on this planet will be solved very shortly.

MUSIC/SFX

CAMERA

ACTION HOT ROD TURNS TO KUP...

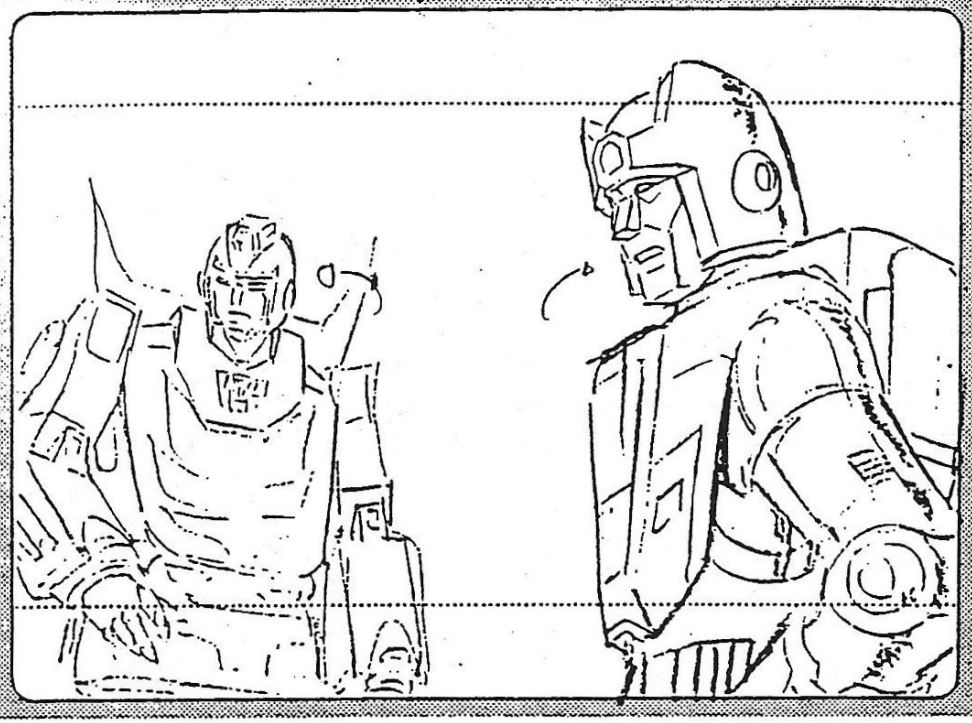
DIAL HOT ROD But, what about our problems? We ne ship.

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 24-59



ACTION ...THEN THEY BOTH TURN TO THE O.S. WHEELIE.

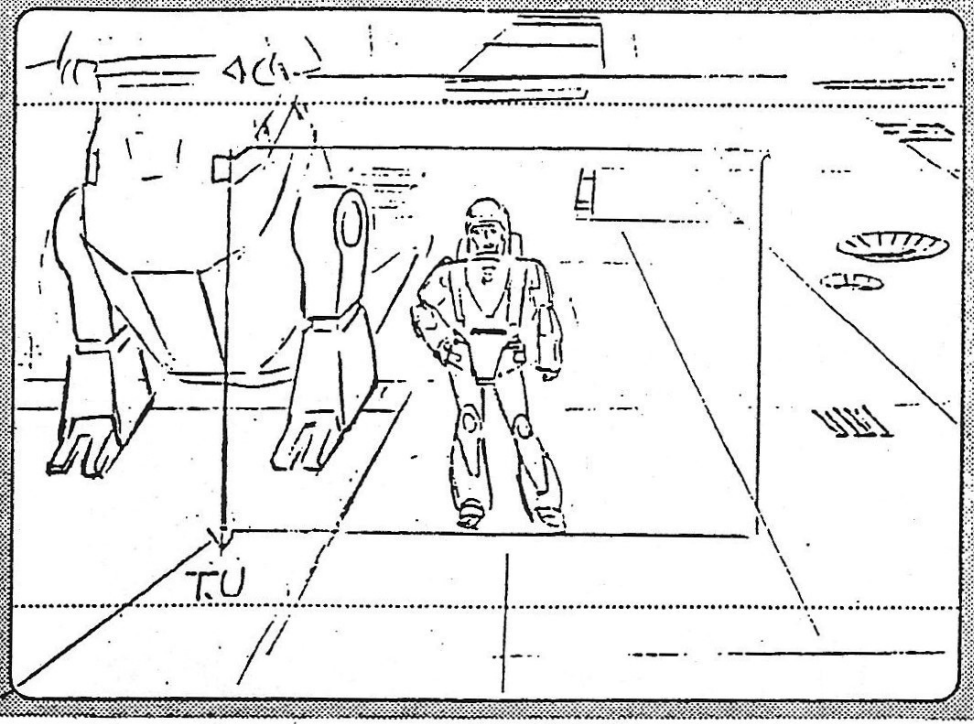
DIAL WHEELIE (V.C.) You get ship...

MUSIC/SFX

CAMERA

SC. 24-60

SEQ. 24 Page 52



ACTION L.S. WHEELIE. WE TRUCK IN ON HIM.

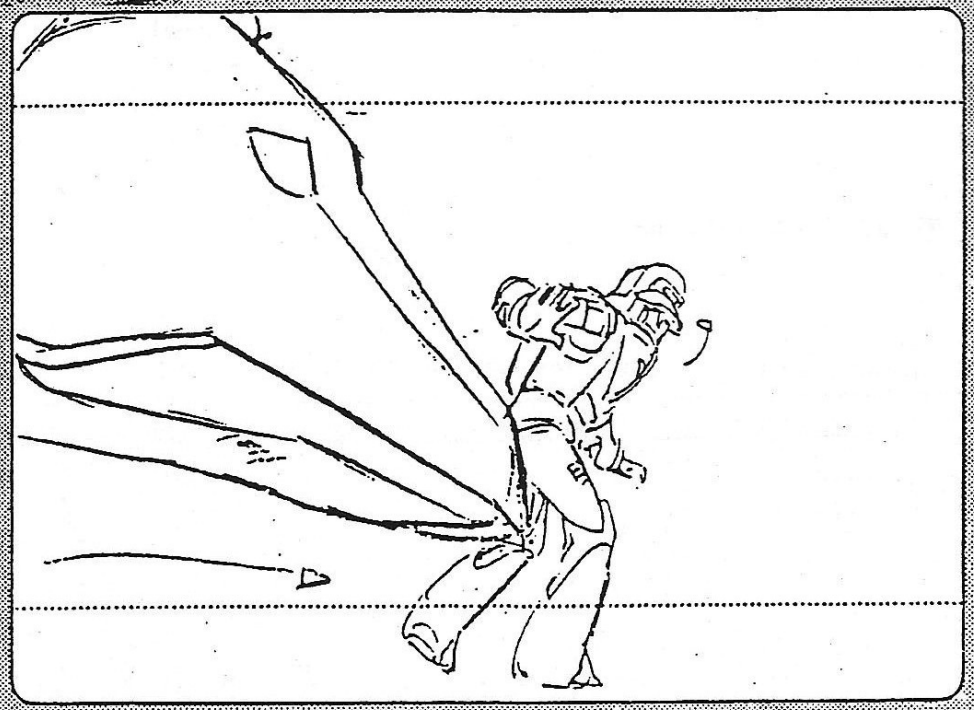
DIAL WHEELIE (CONT) If I get trip.

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-61 SC. CONT SEQ. 24 Page 53



:TION M.L.S. HOT ROD, KUP AND WHEELIE...

AL HOT ROD Who are you?

JSIC/SFX

AMERA

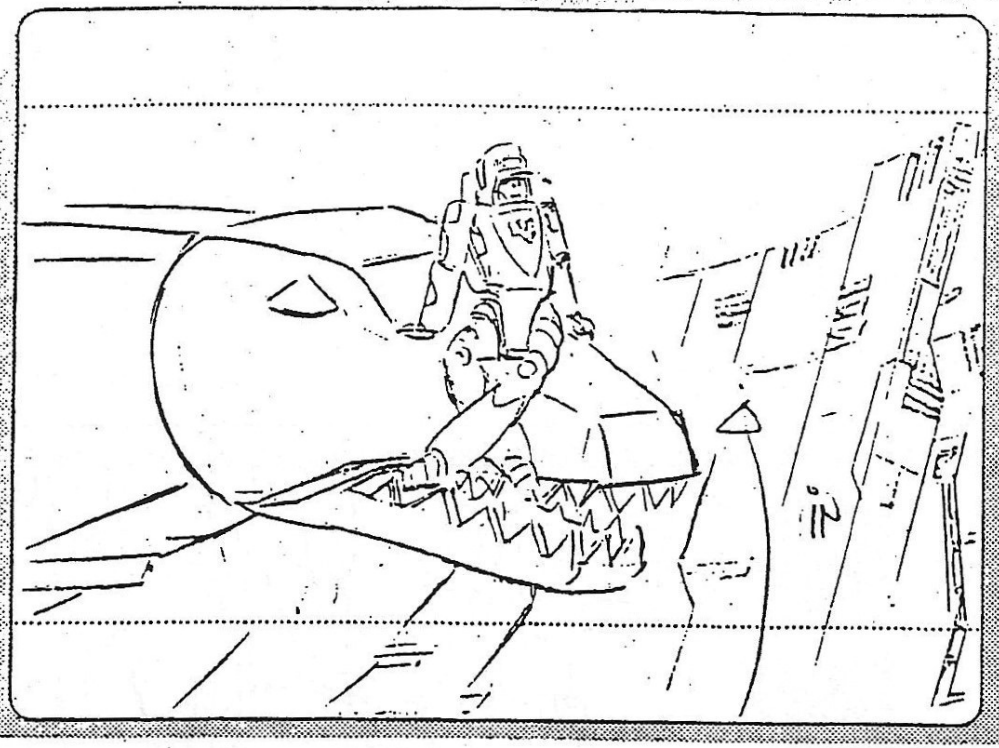
ACTION ...WHEELIE TURNS AS GRIMLOCK ENTERS THE SCENE BEHIND HIM. WHEELIE GETS UP ON GRIMLOCK'S NOSE.

DIAL GRIMLOCK Him Wheelie, . . .

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. WHEELIE AS HE IS CARRIED UP ON GRIMLOCK'S SNOUT.

DIAL GRIMLOCK (CONT) . . . him friend.

MUSIC/SFX

CAMERA

ACTION M.S. HOT ROD AND KUP. HOT ROD MOVES FORWARD.

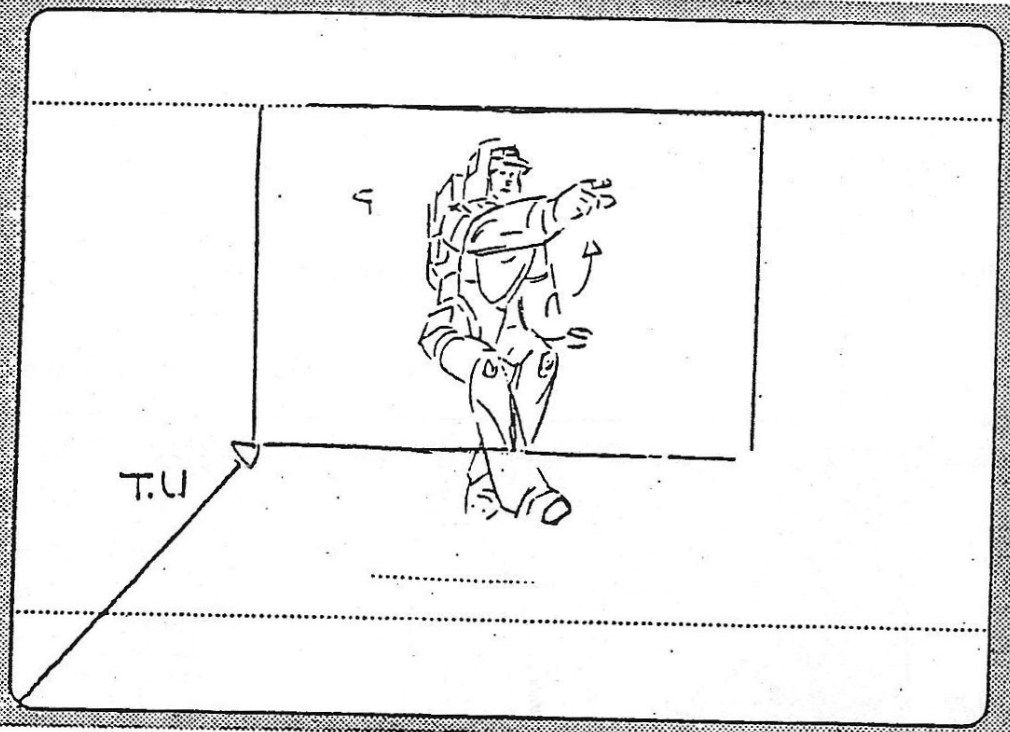
DIAL HOT ROD He'll be mine too, if he can find a ship.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-64



ACTION L.S. WHEELIE ON SLAG POINTS O.S.

DIAL WHEELIE Give a stare... over there.

MUSIC/SFX

CAMERA

SC. 24-65

SEQ. 24 Page

ACTION M.S. HOT ROD AND KUP. THEY BOTH TURN AND LOOK.

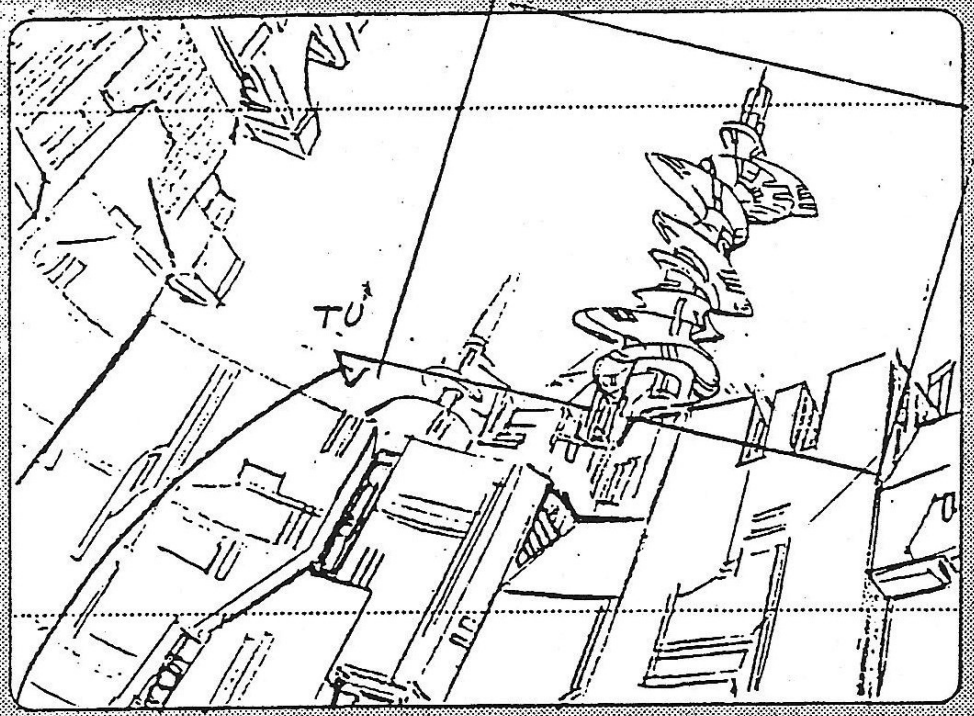
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 24-66



ACTION L.S. THE WALL OF THE ARENA AND BEYOND, A QUINTESSON SPACE SHIP. WE TRUCK IN ON THE SHIP.

DIAL KUP (V.O.) That's a ship?

MUSIC/SFX

CAMERA

SC. 24-67

SEQ. 24 Page 58

ACTION M.C.U. HOT ROD. HE LOOKS UP AND SMILES.

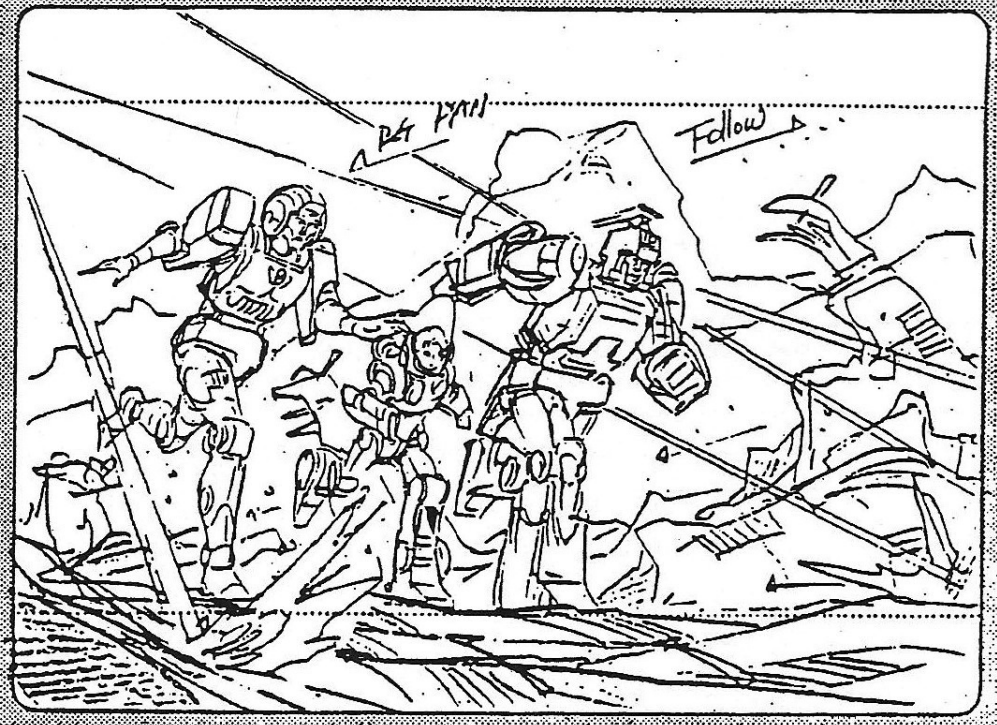
DIAL HOT ROD Who cares? As long as it flies.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 25-1 SEQ. 25 Page 1



N

SFX

RA

ACTION M.S. ARCEE, DANIEL & BLURR. WE FOLLOW THEM RUNNING AS THEY DODGE LASER BEAMS.

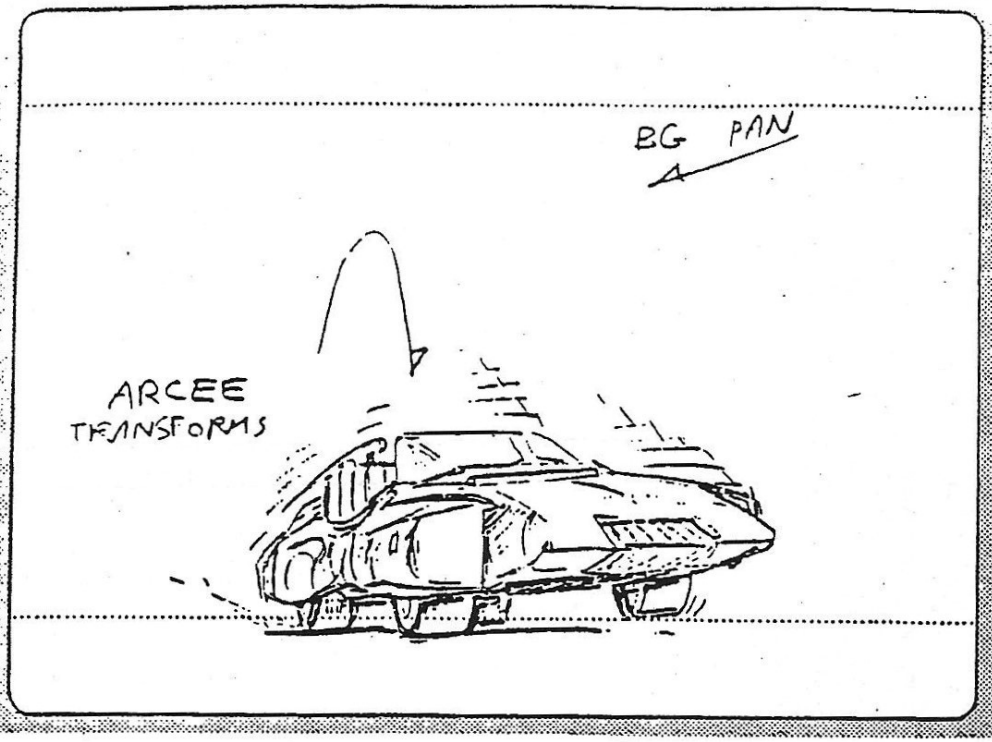
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25 - 1



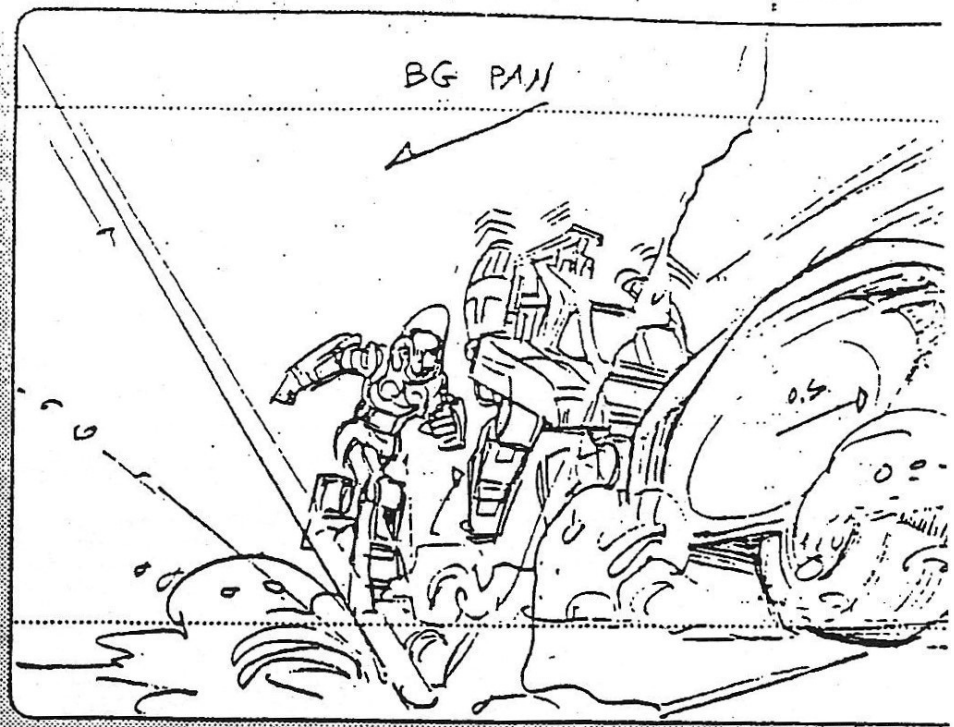
ACTION ARCEE, WHILE STILL RUNNING, TRANSFORMS TO AUTO MODE.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 25 - 1 SEQ. 25



ACTION SHE STREAKS O.S. AS ANOTHER LASER HITS NEARBY. DANIEL LOOKS AT BLURR WHO IS STARTING TO TRANSFORM. FOR THE TIME IT TAKES FOR HIM TO REPLY, BLURR RUNS ALONG IN MID-TRANSFORMATION.

DIAL

DANIEL What do I do?

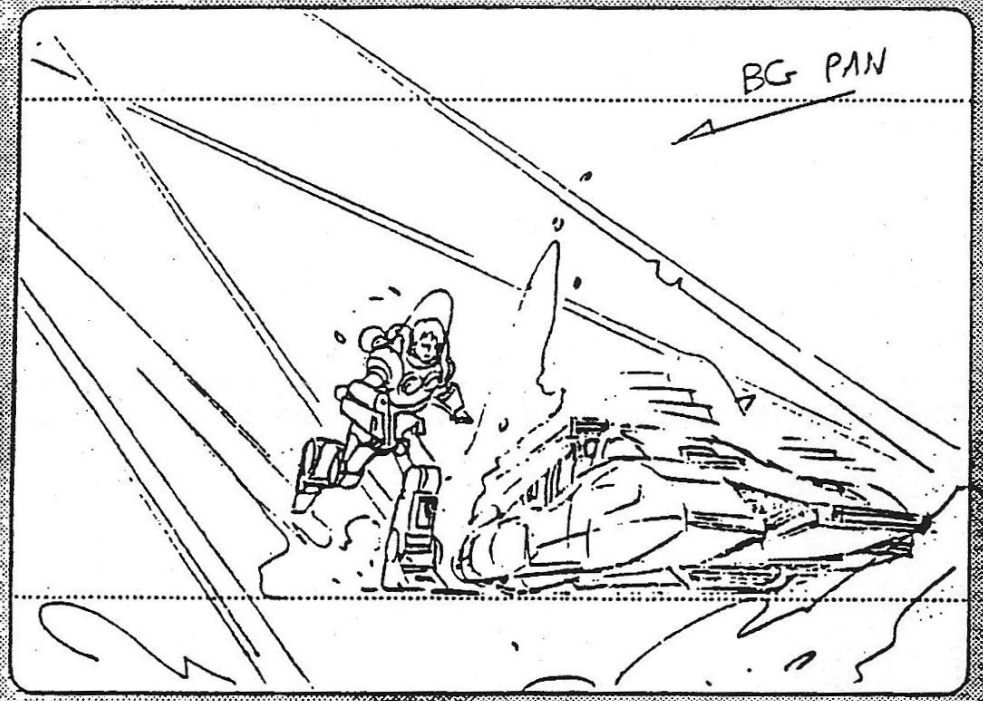
BLURR Transform! You can do it. I know you can do....

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25-1



ACTION BLURR COMPLETES HIS TRANSFORMATION QUICKLY, AS MORE LASERS HIT THE GROUND.

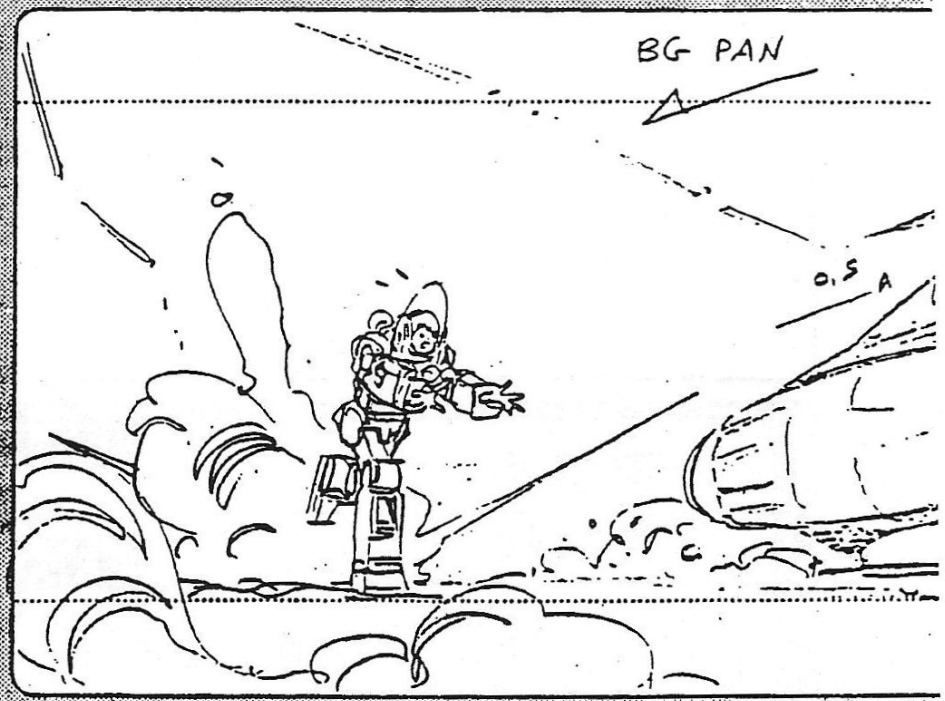
DIAL BRURR (CONT) (TRANSFORMATION COMPLETE, HE BLURS OFF AND..)

MUSIC/SFX You can do . . .

CAMERA

SC. CONT

SEQ. 25 Page 3



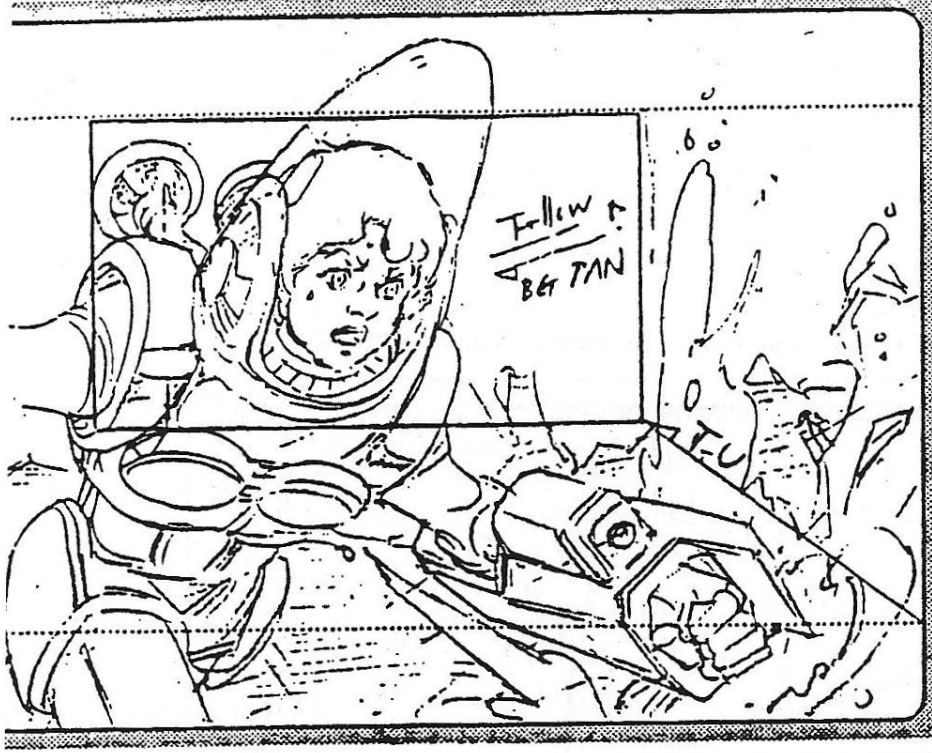
ACTION HE STREAKS O.S., LEAVING DANIEL, STILL RUNNING BEHIND.

DIAL BRURR (CONT) . . . it!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.C. DANIEL IN EXO-SUIT STRAINING TO TRANSFORM. WE FOLLOW HIM AS HE RUNS ALONG...

ACTION ...BROWS KNIT AS HE LOOKS DOWN AT EXO-SUIT AGAIN AND REPAEATS COMMAND.

DIAL DANIEL Transform....

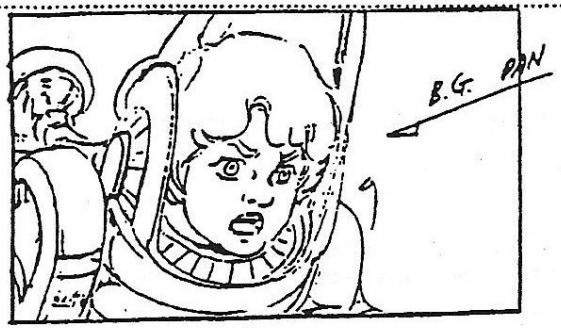
MUSIC/SFX

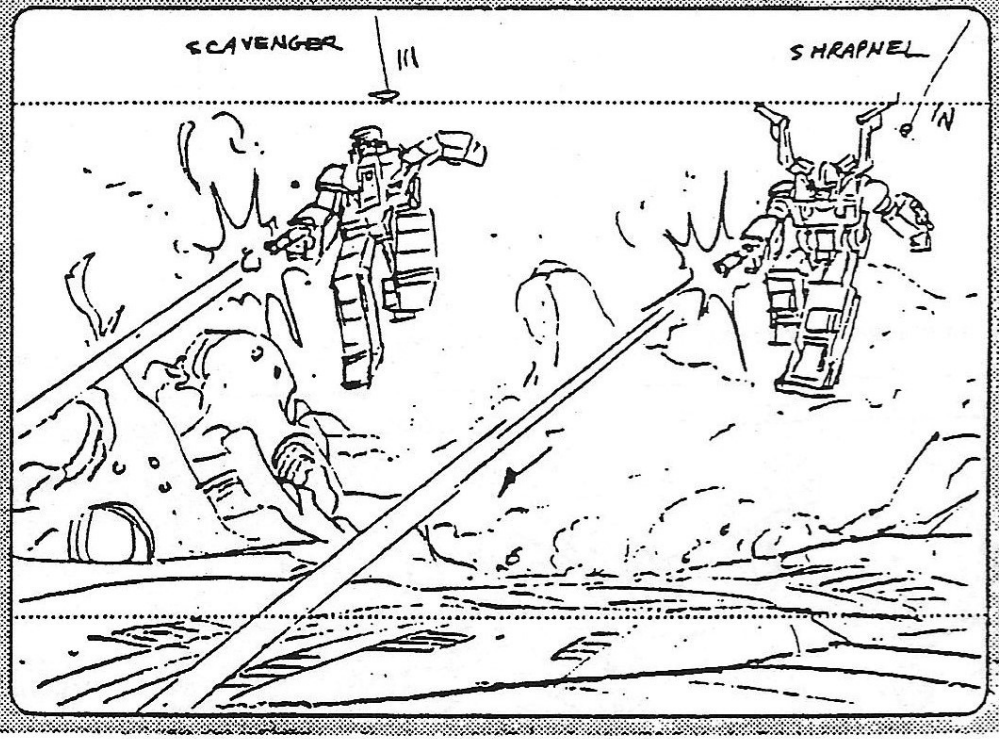
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

C. CONT 25-1A

SC. 25-2

SEQ. 25 Page 5





RAYS STREAK IN FROM O.S. DANIEL LOOKS AND REACTS IN HORROR.

SFX

ACTION DANIEL'S P.O.V. - SCAVENGER AND SHRAPNEL DROP DOWN INTO SCENE FIRING LASER BLASTS AT O.S. DANIEL...

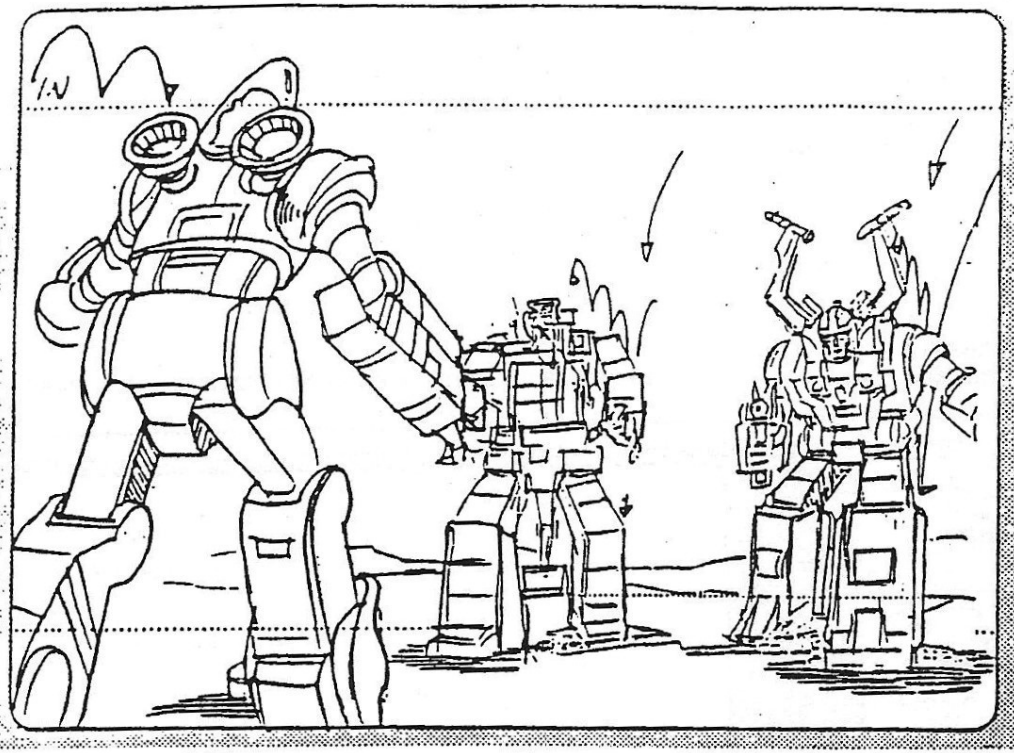
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25-2



ACTION .....SCAVENGER AND SHRAPNEL LAND AND DANIEL ENTERS THE SCENE IN FRONT OF THEM.

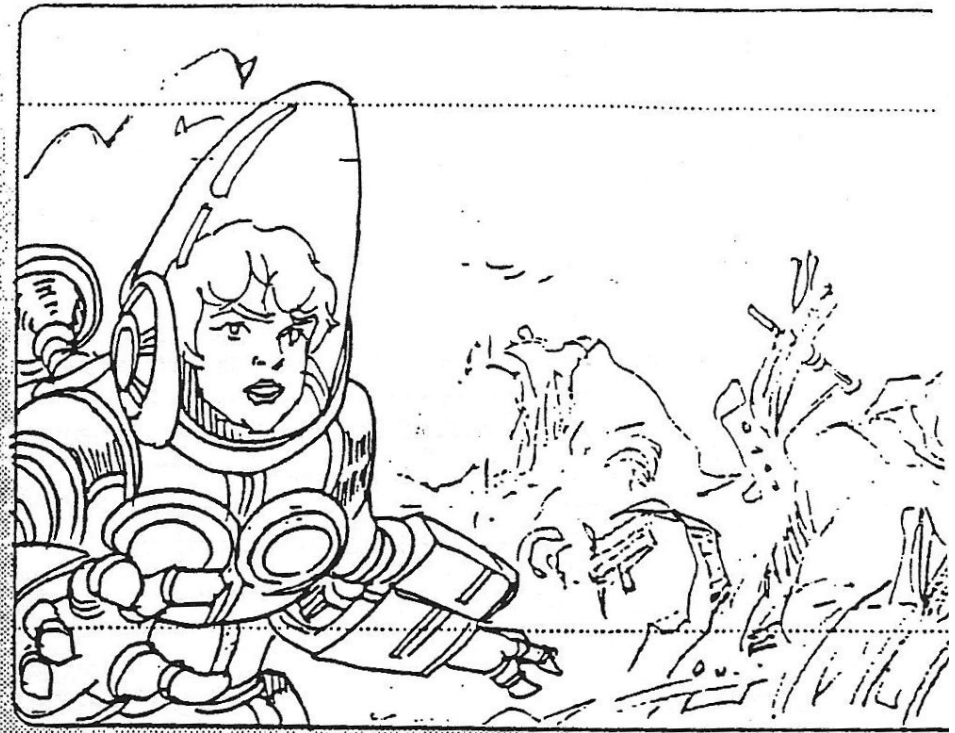
DIAL

SCAVENGER Human germ!

MUSIC/SFX

SC. 25-3

SEQ. 25 Page 0

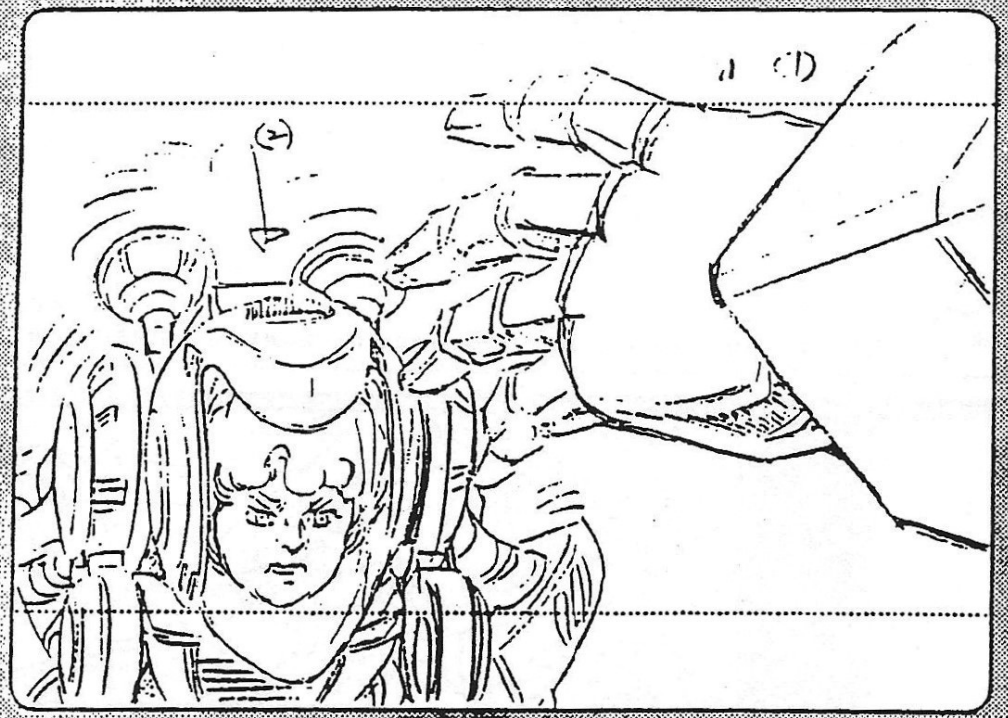


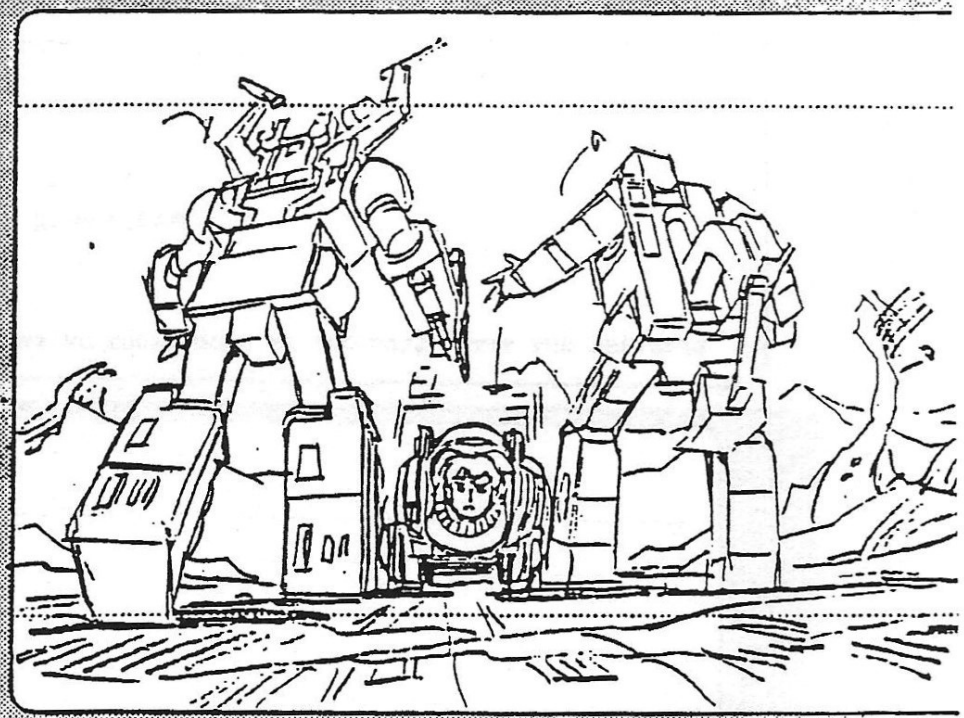
ACTION M.S. DANIEL REACTING TO SITUATION. HE KEEPS RUNNING FORWARD

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION SCAVENGER'S HAND REACHES IN FOR DANIEL WHO'S EXO-SUIT TRANSFORMS.

DIAL

MUSIC/SFX

CAMERA

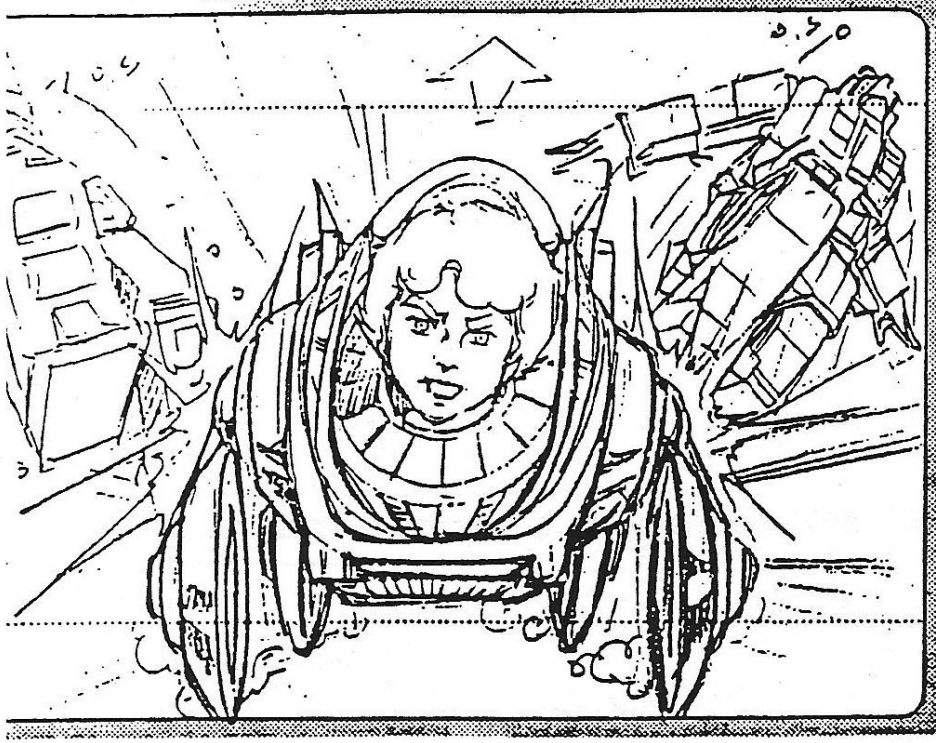
ACTION M.S. SCAVENGER AND SHRAPNEL RUN TOWARD DANIEL AS HE TRANSFORMS INTO AUTO MODE AND STARTS DRIVING THROUGH THEM...

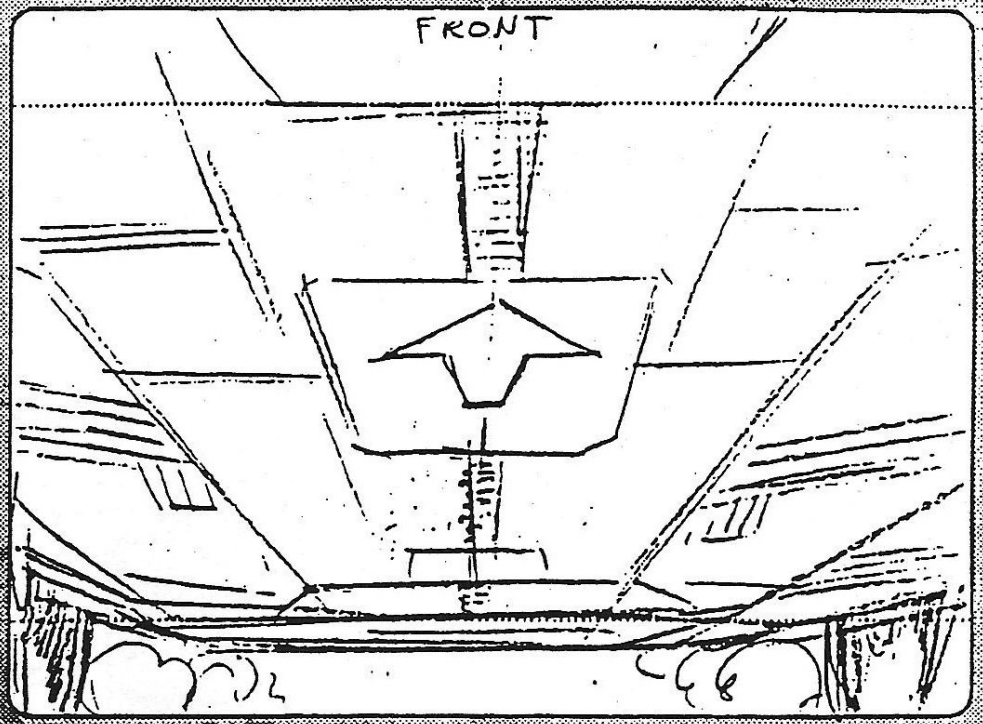
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





...KNOCKING THEM OVER...

DANIEL Wooooh!!

FX

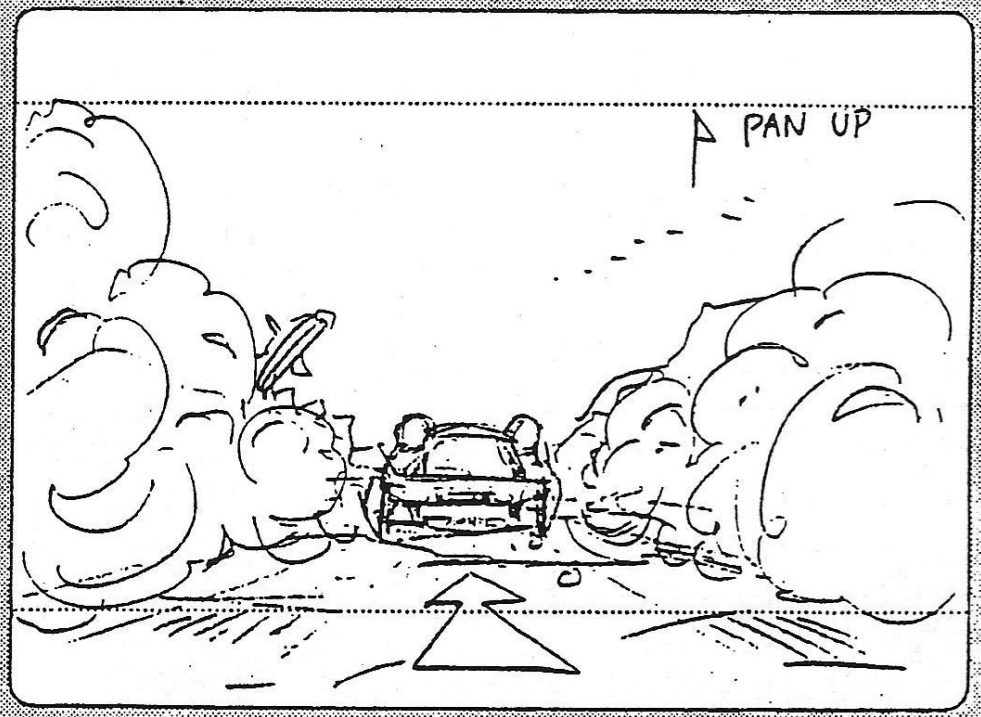
ACTION ...WE SEE UP SHOT OF DANIEL AS HE RACES FORWARD.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



SFX

ACTION M.S. DANIEL IN AUTO MODE RACING AWAY FROM CAMERA.

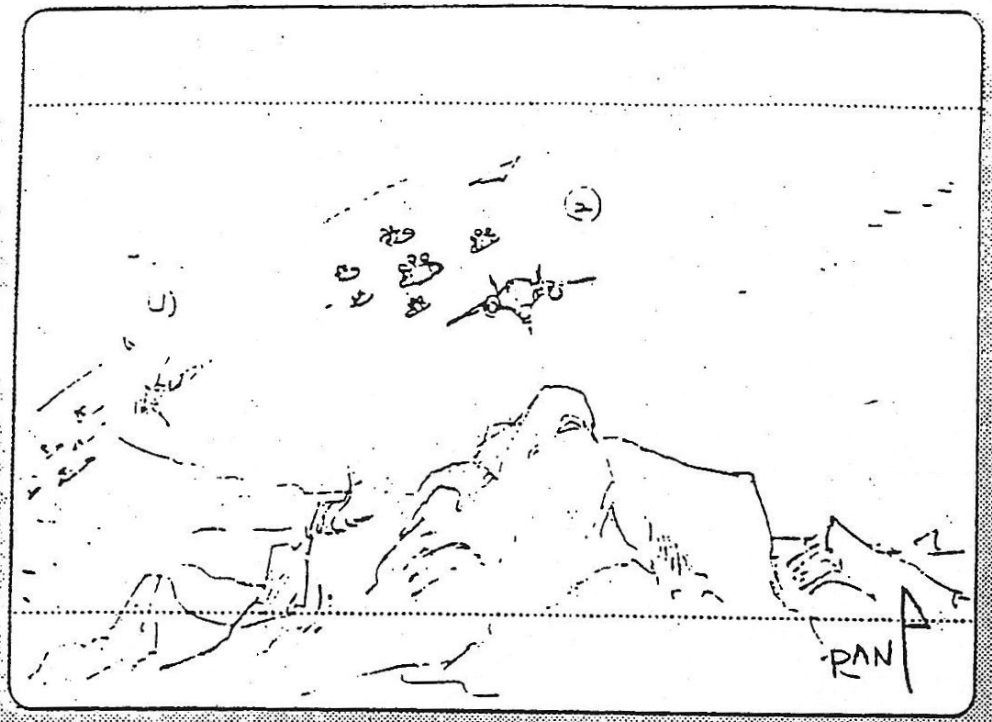
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

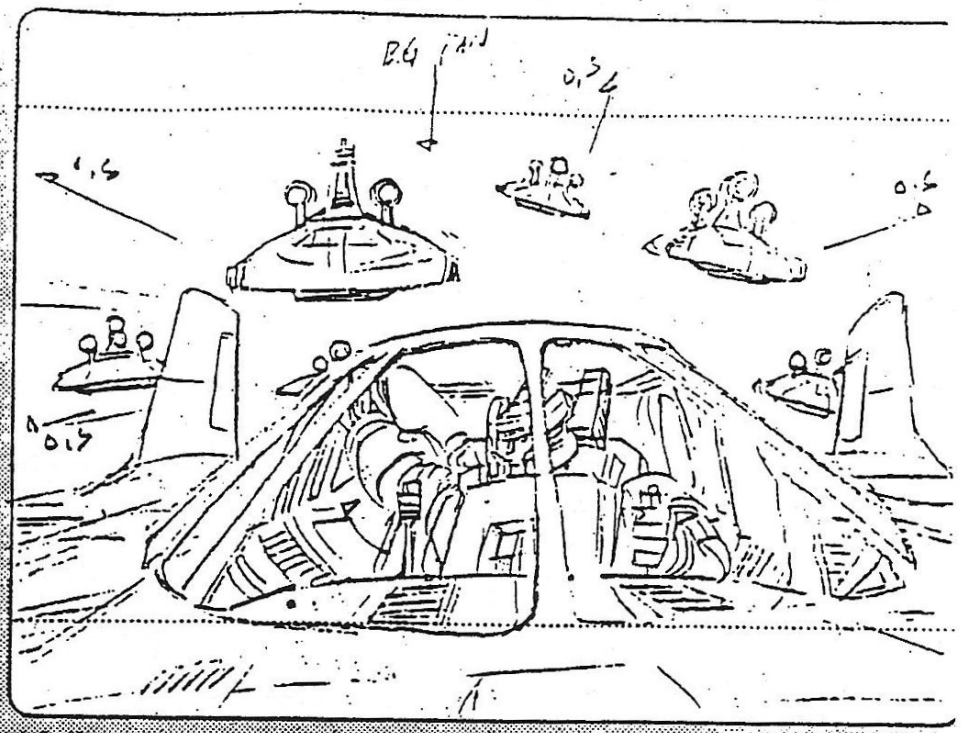


ACTION X.L.S. GALVATRON FLIES OVER A MOUNTAIN RIDGE IN ADVANCE OF HIS FORCES (THE SWEEPS).

DIAL

MUSIC/SFX

SC. CONT SEQ.



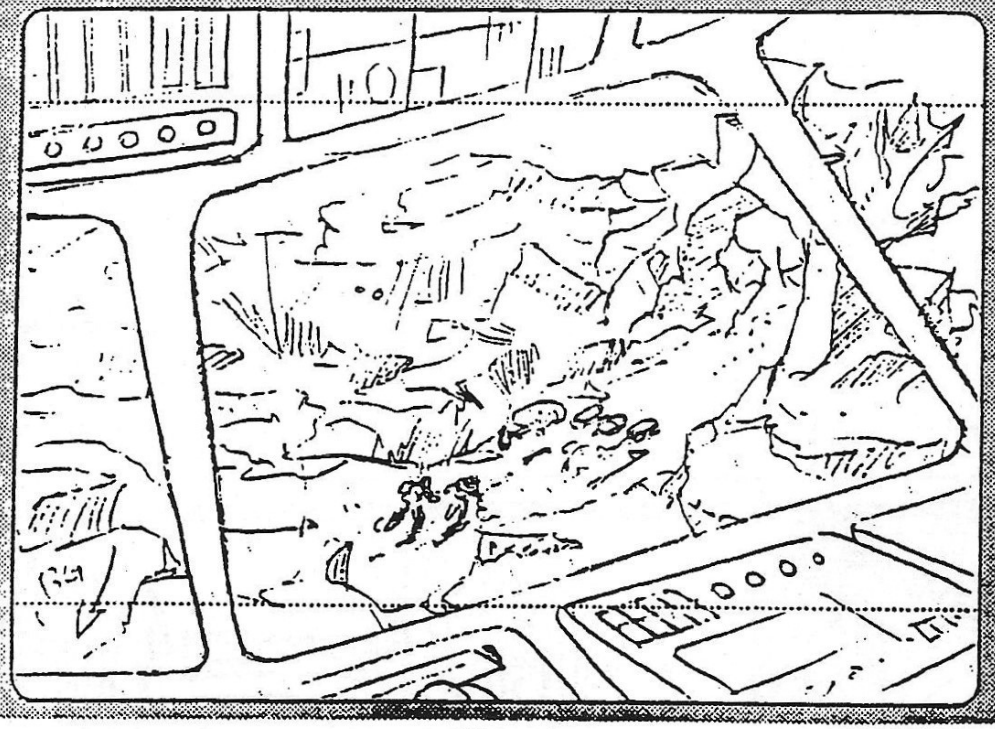
ACTION GALVATRON MOTIONING TO HIS FORCES BEHIND HIM TO SPLIT OFF AND ATTACK THE O.S. AUTOBOTS.

DIAL GALVATRON There they are. Attack!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-6 SC. SEQ. 25 Page 11



ACTION X.L.S. P.O.V. THROUGH WINDOW OF GALVATRON SHIP WE SEE AUTOBOTS ON JUNKION ON JUNKION DASH THROUGH THE MAZE-LIKE WALLS OF JUNK.

DIAL

MUSIC/SFX

CAMERA

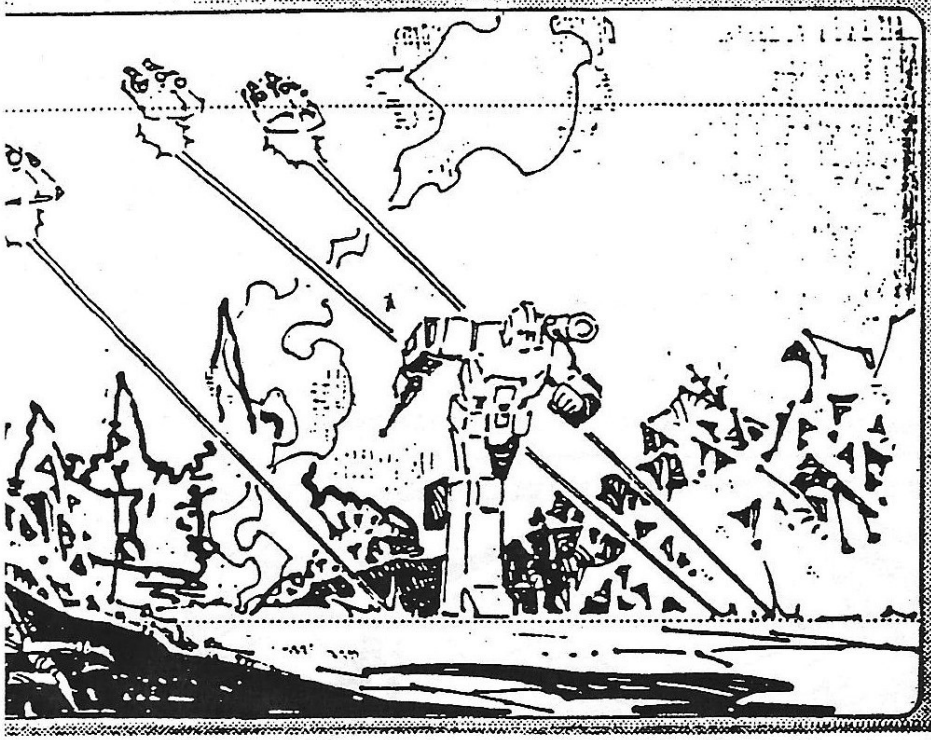
ACTION

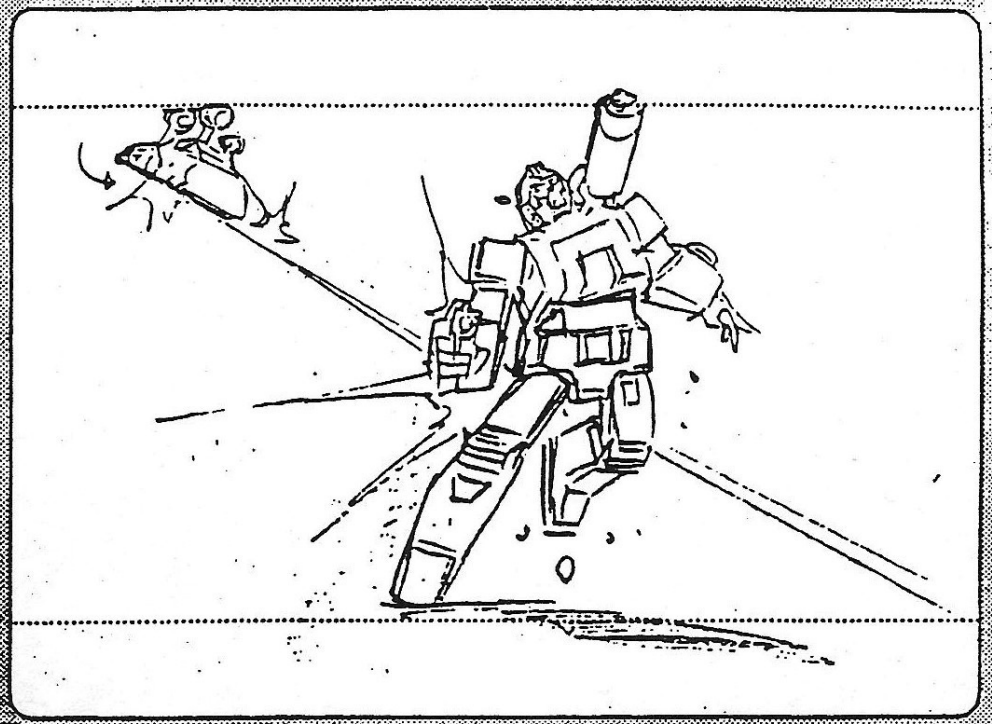
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





L.S. PERCEPTOR AND ARCEE RUNNING, PURSUED BY SWEEPS WHO...

SFX

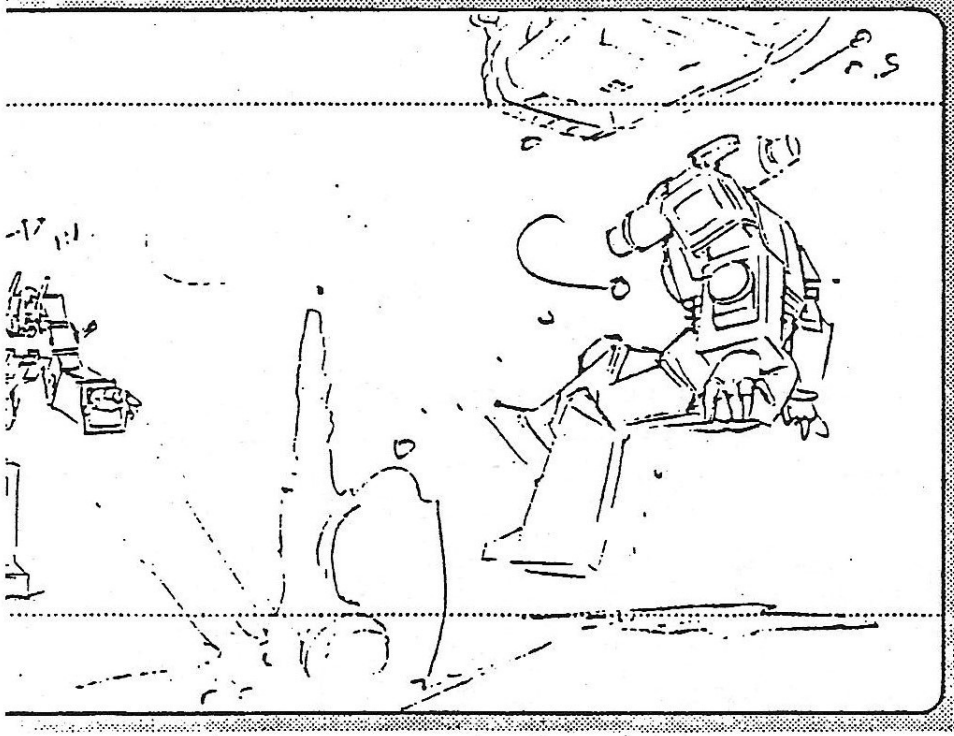
ACTION LET OUT RAY BLAST WHICH HITS PERCEPTOR...

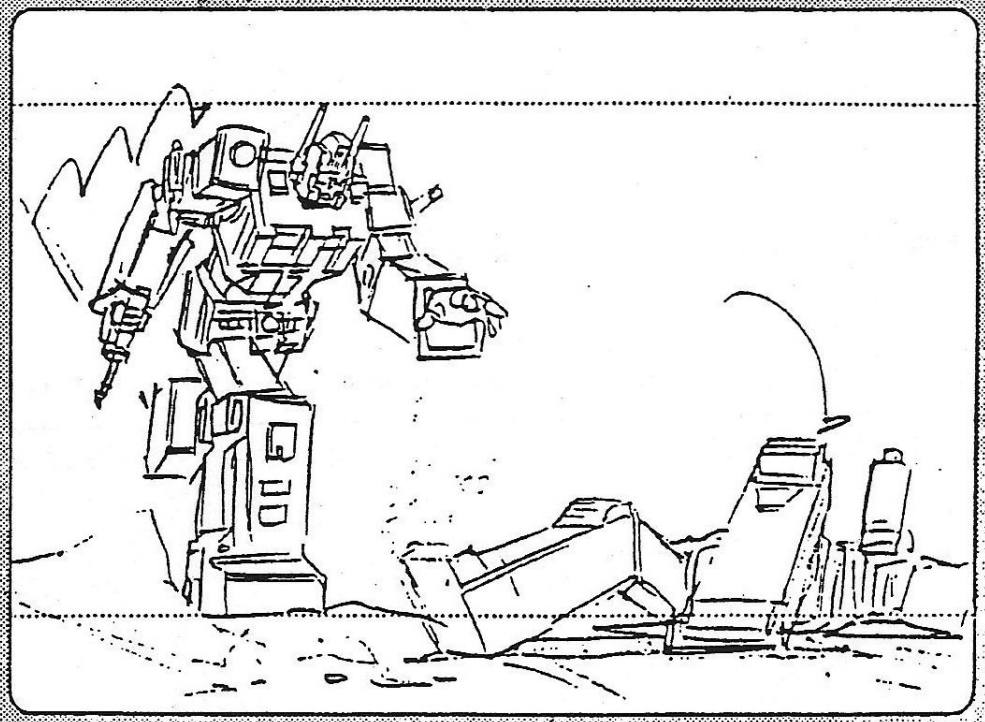
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N ...SPINNING HIM AROUND. PERCEPTOR FALLS TO THE GROUND...
ULTRA MAGNUS ENTERS THE SCENE...

SFX

ACTION ...AND RUNS TOWARDS PERCEPTOR WHO LIES ON THE GROUND...

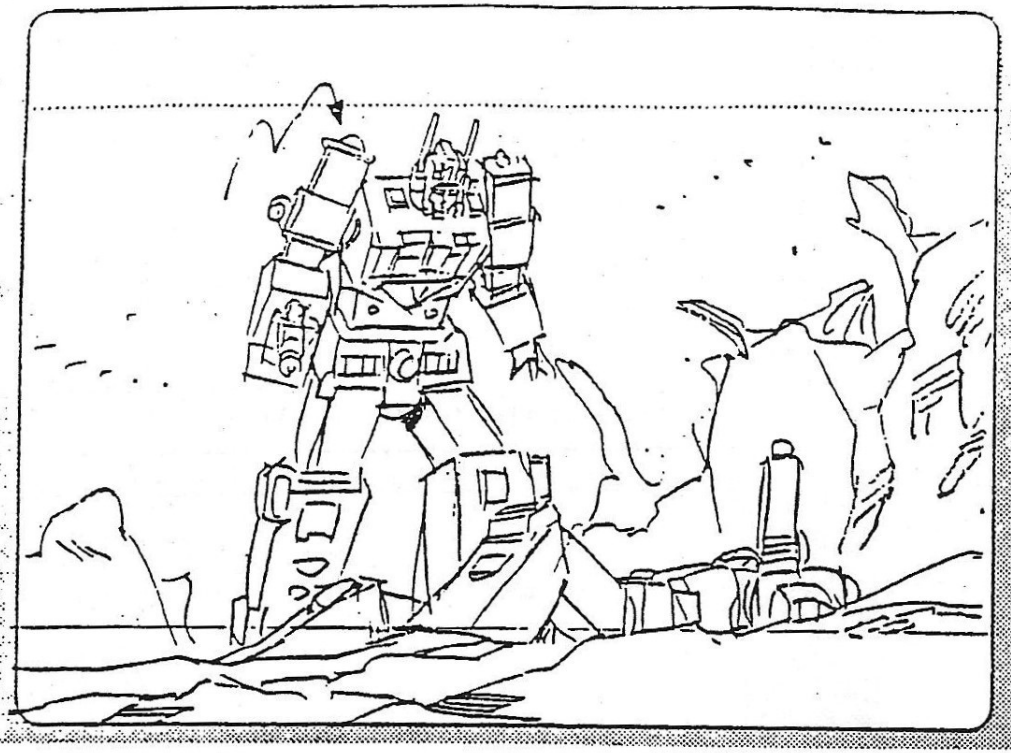
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25



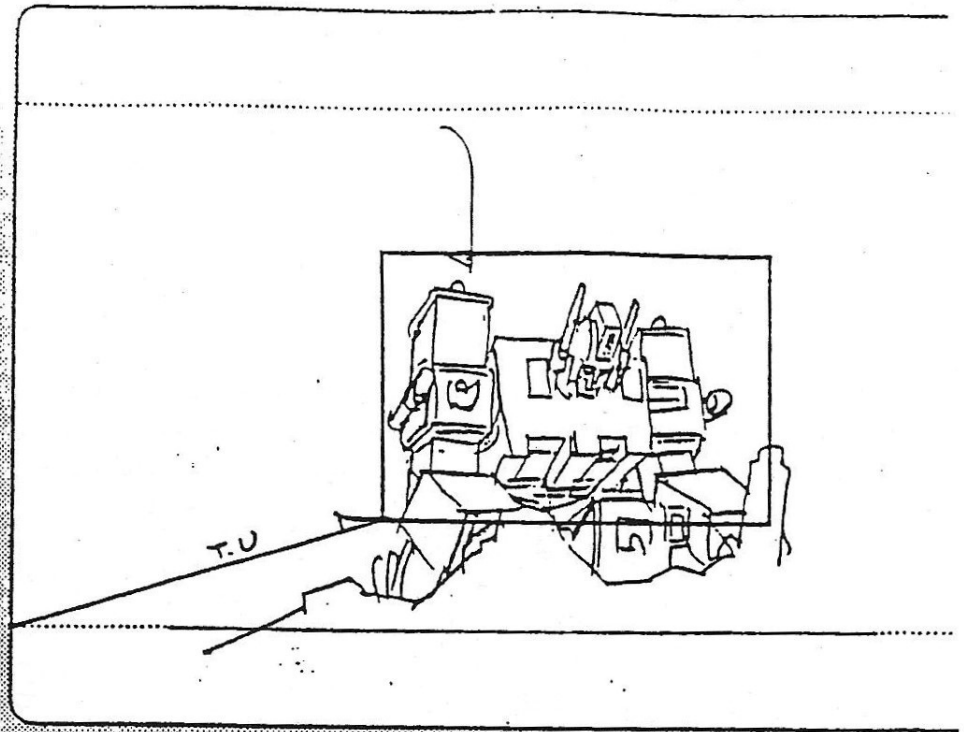
ACTION ...ULTRA MAGNUS STOPS NEXT TO PERCEPTOR AND LOOKS DOWN AT HIM...

DIAL PERCEPTOR Magnus!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT SEQ. 25



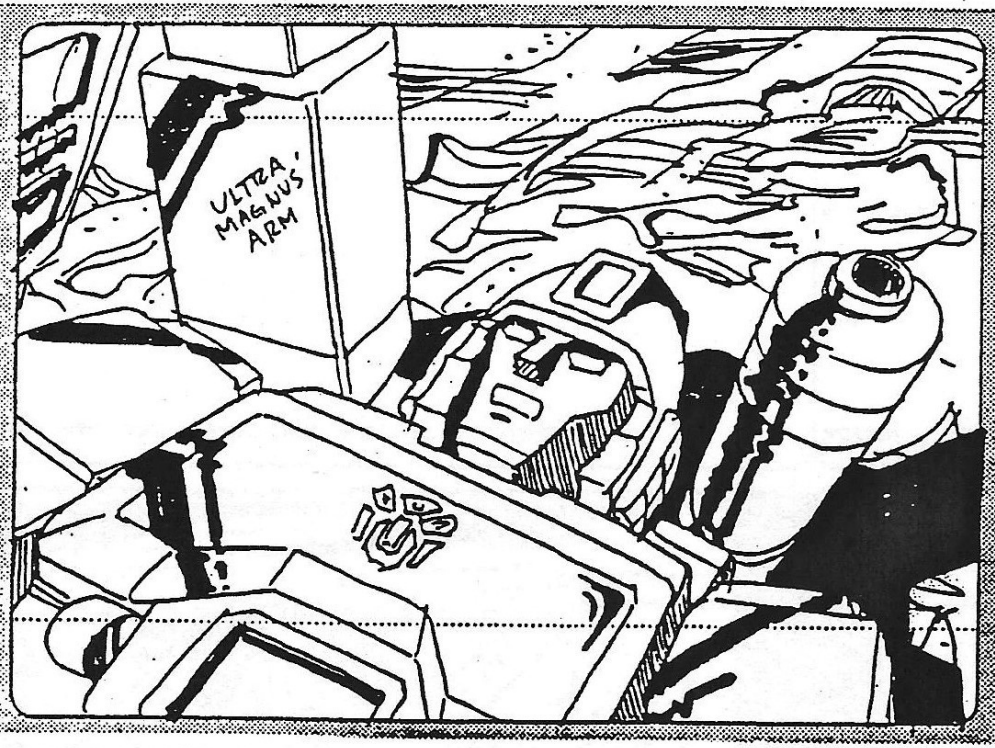
ACTION ...THEN HE KNEELS DOWN BY HIS SHOE.

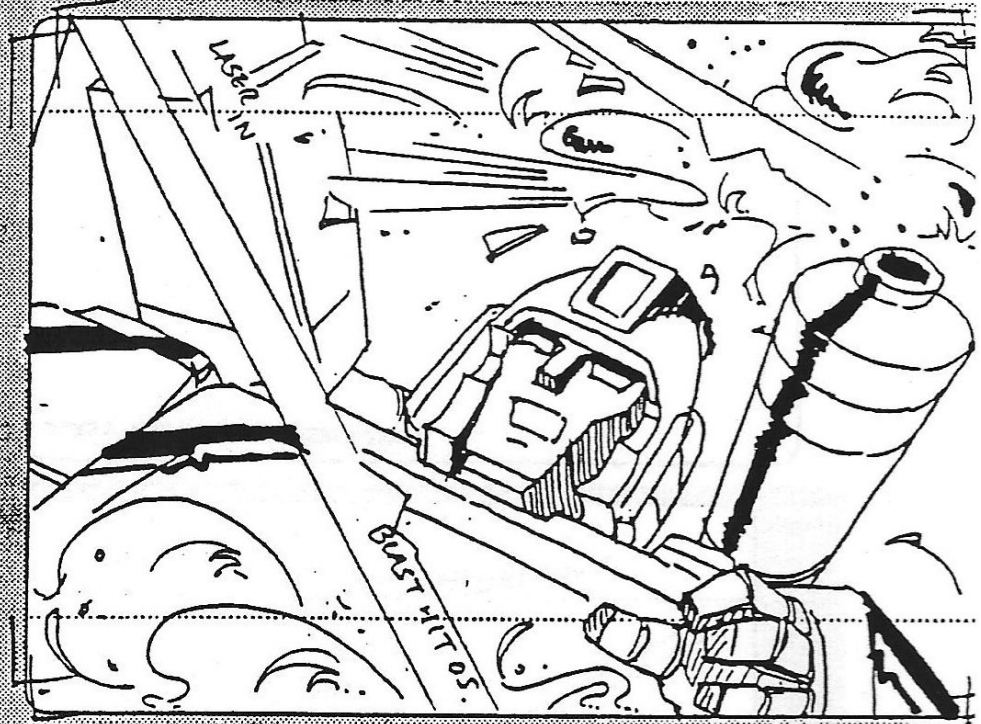
DIAL ULTRA MAGNUS Perceptor! How bad is it?

MUSIC/SFX

SC. 25-8

SC. CONT CAM JAR. SEQ. 25 Page 15





ACTION C.U. PERCEPTOR LYING ON GROUND. WE SEE ULTRA MAGNUS' ARM NEXT TO HIM...

DIAL PERCEPTOR Lacerations...

MUSIC/SFX

CAMERA

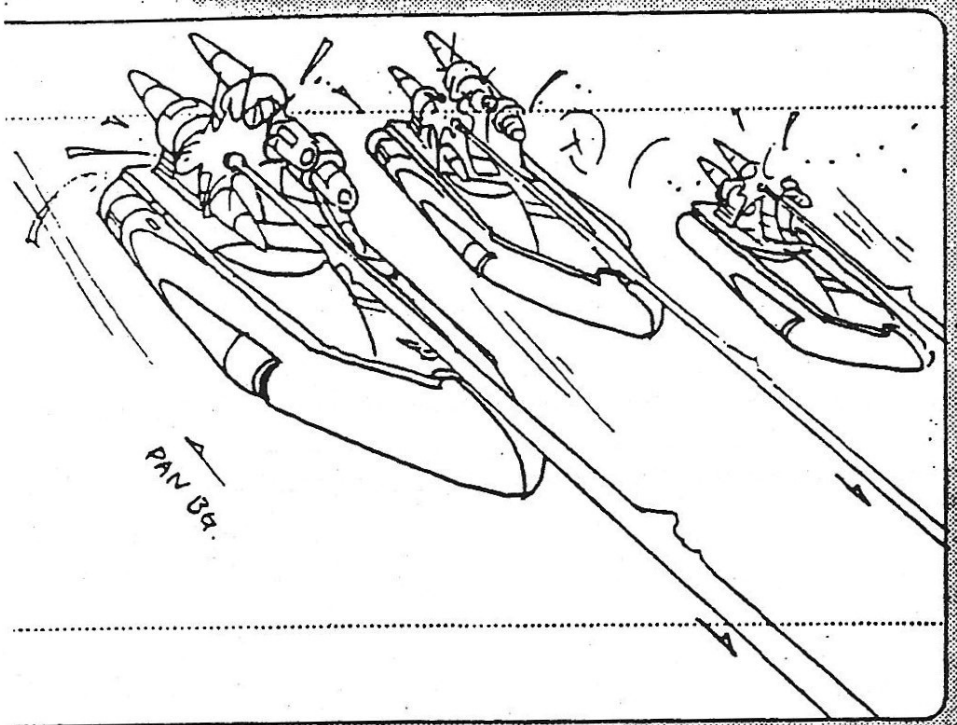
ACTION ...BLASTS LASER IN AND SHOTS TEAR INTO THE JUNK ALL AROUND TH

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



L.S. SWEEP ROARS TOWARDS THEM.

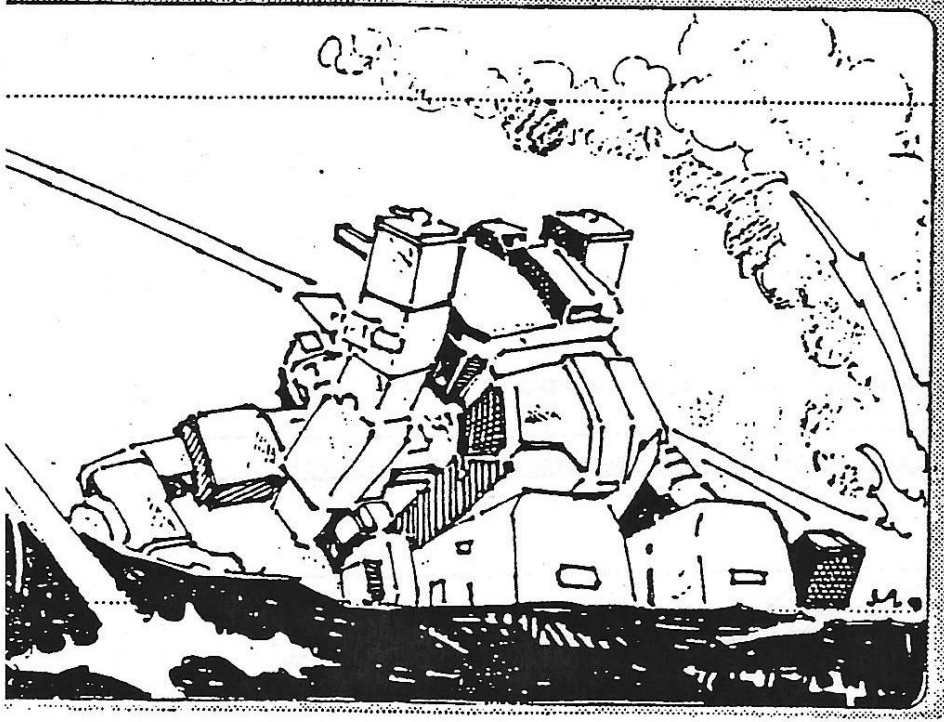
SFX

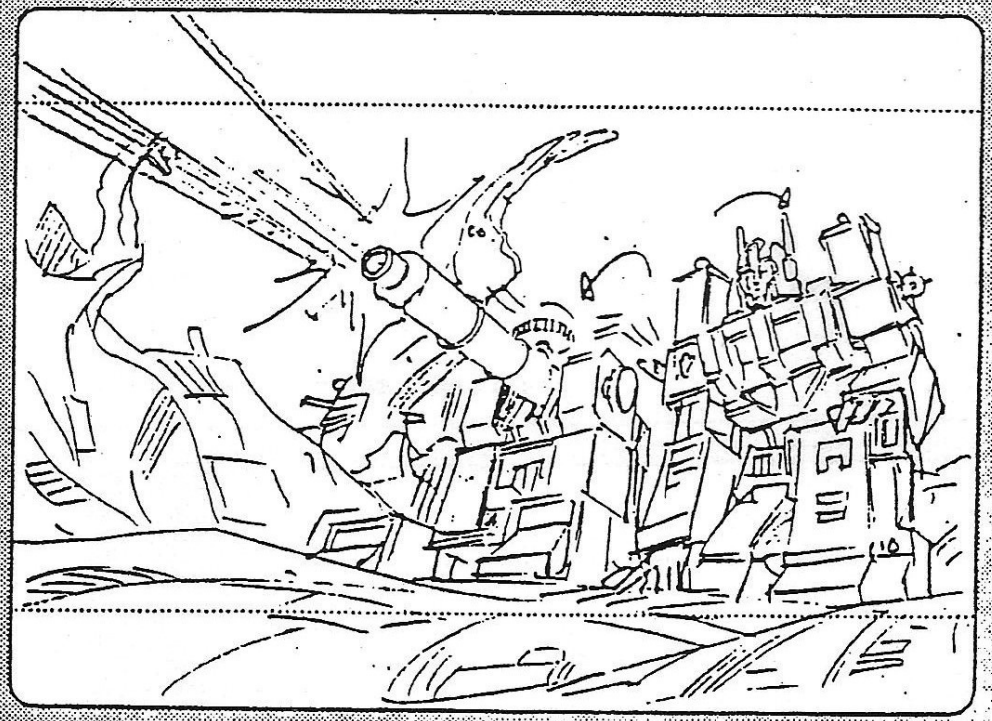
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





M.L.S. PERCEPTOR AND ULTRA MAGNUS. PERCEPTOR GETS UP WITH ULTRA MAGNUS'S HELP...

PERCEPTOR (CONT) ...but superficial.

SFX

ACTION ...PERCEPTOR SUDDENLY TRANSFORMS INTO CANNON MODE AND FIRES O.S.

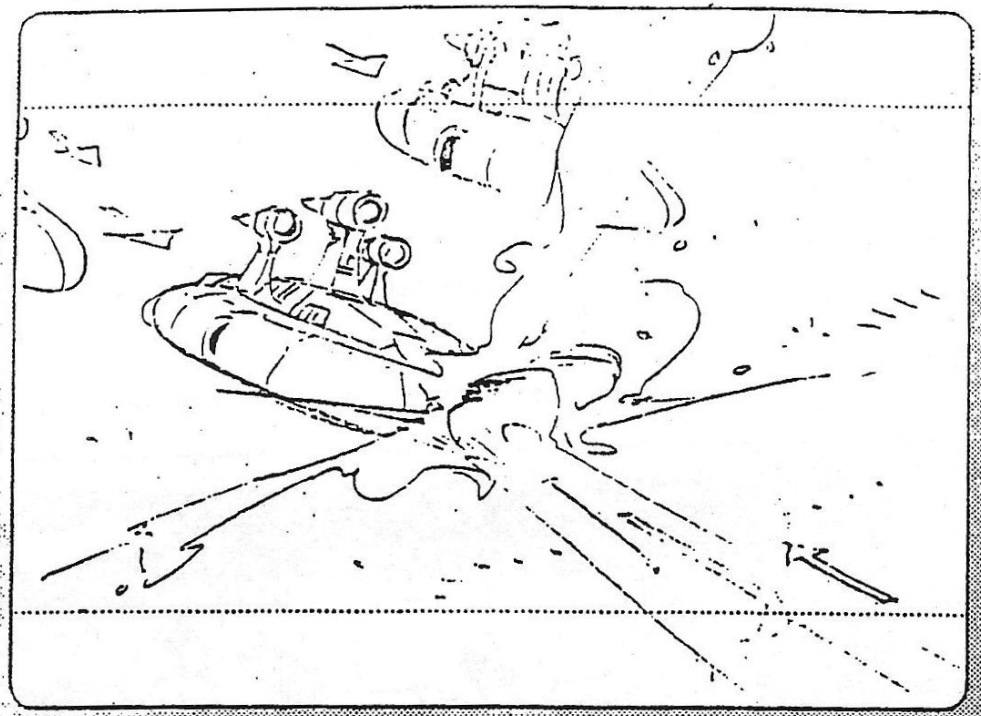
DIAL

MUSIC/SFX

CAMERA

TF RAW From Generation 1 to Beast Hunters and Beyond!!!

SC. 23-11



ACTION M.L.S. THE SWEEPS AS THEY ARE HIT BY PERCEPTOR'S BLAST...

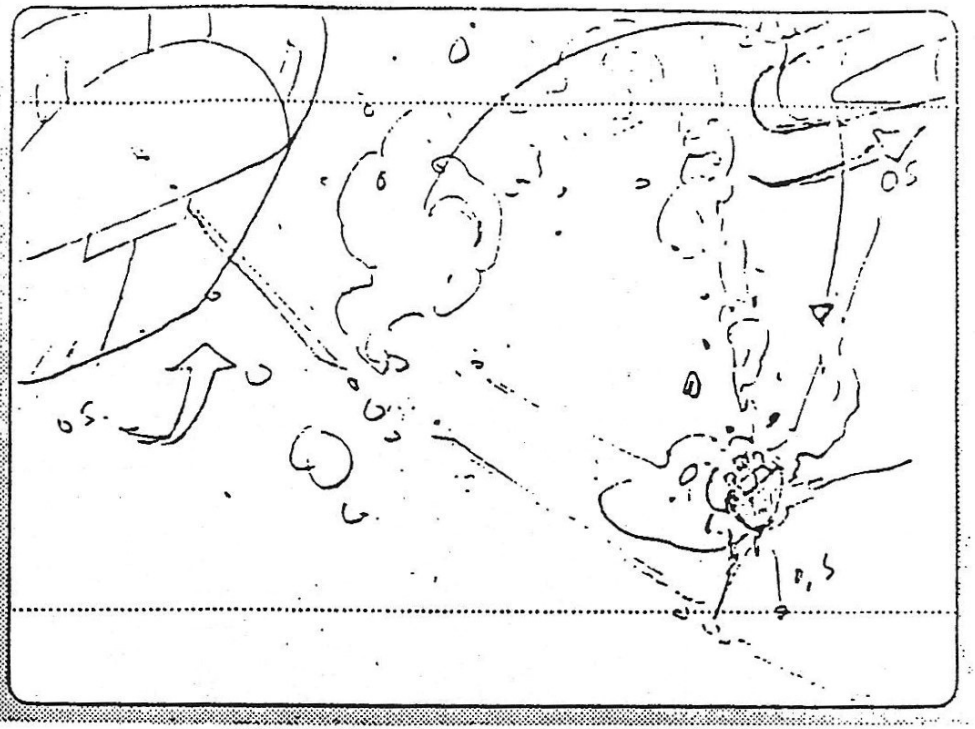
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 25



ACTION .....AND BLOWN O.S.

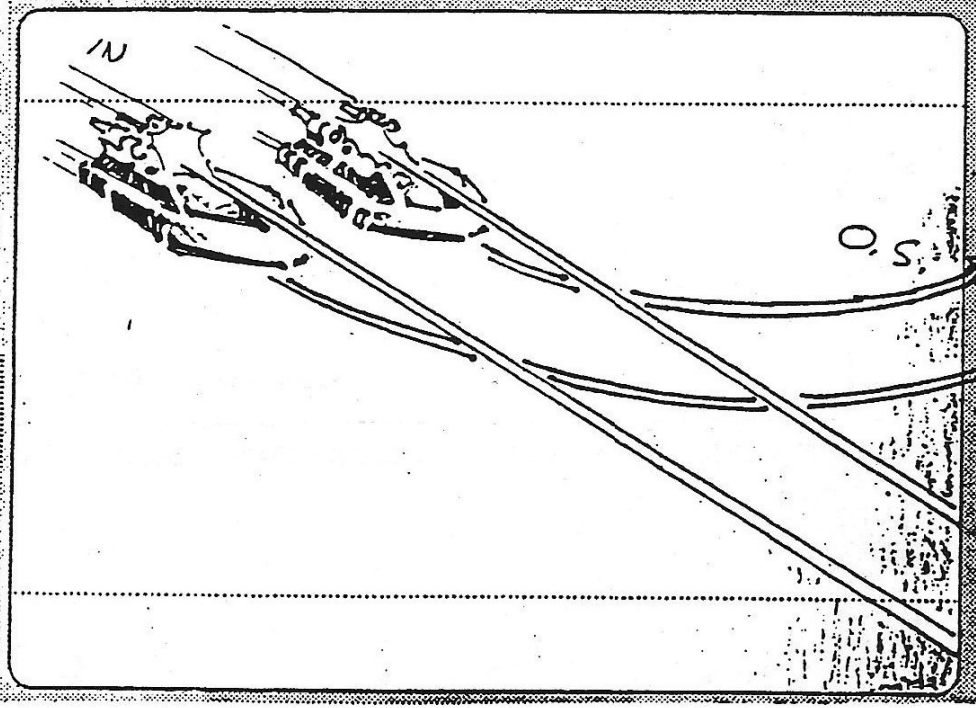
DIAL

MUSIC/SFX

SC. 25-11A

SC.

SEQ. 25 Page 19



ACTION L.S. A PAIR OF SWEEPS COMING INTO SCENE AND GOING UP O.S.

DIAL

MUSIC/SFX

CAMERA

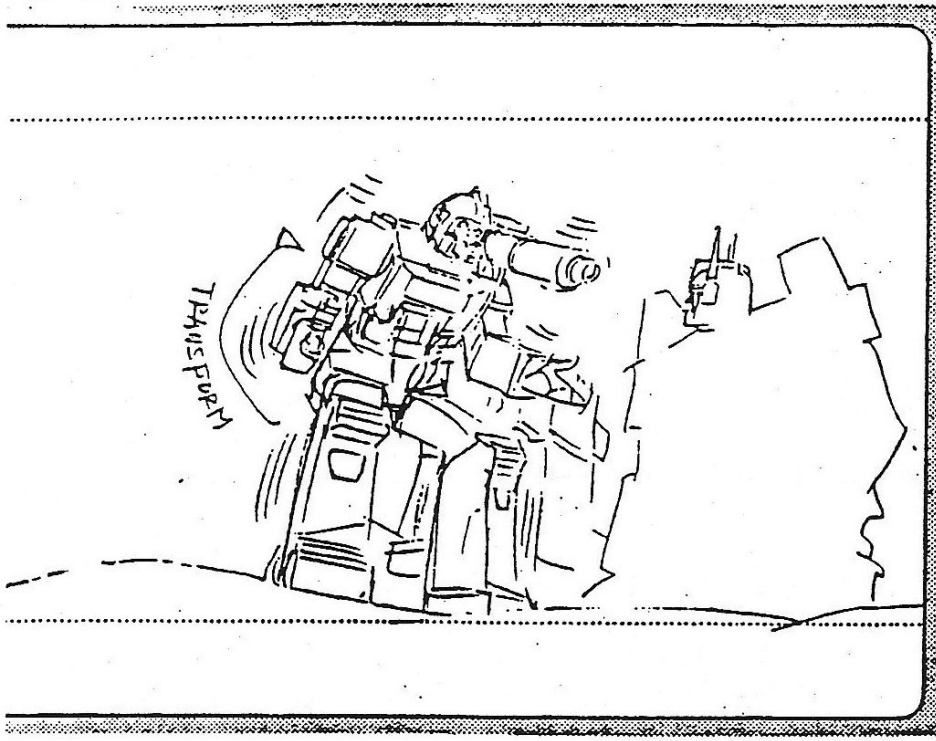
ACTION

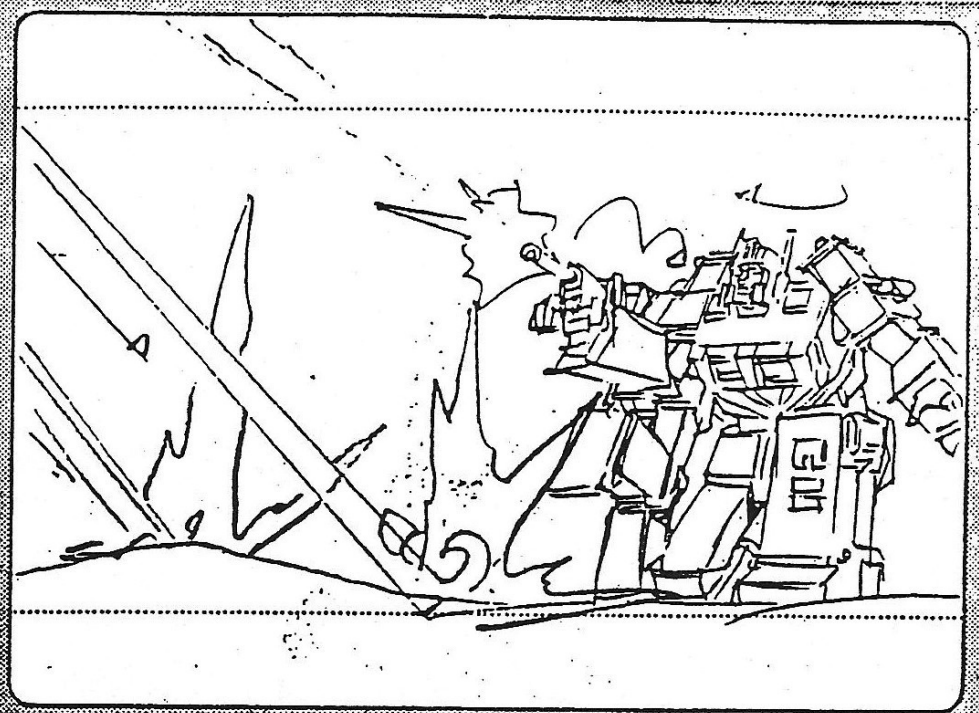
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N L.S. PERCEPTOR TRANSFORMS TO ROBOT MODE.

ULTRA MAGNUS Then move it..... Make a break for cover. I'll try to unleash the power of the Matrix.

SFX

A

ACTION ...ULTRA MAGNUS FIRES A SHOT AT SWEEPS AS PERCEPTOR MAKES A BREAK FOR COVER.

DIAL

MUSIC/SFX

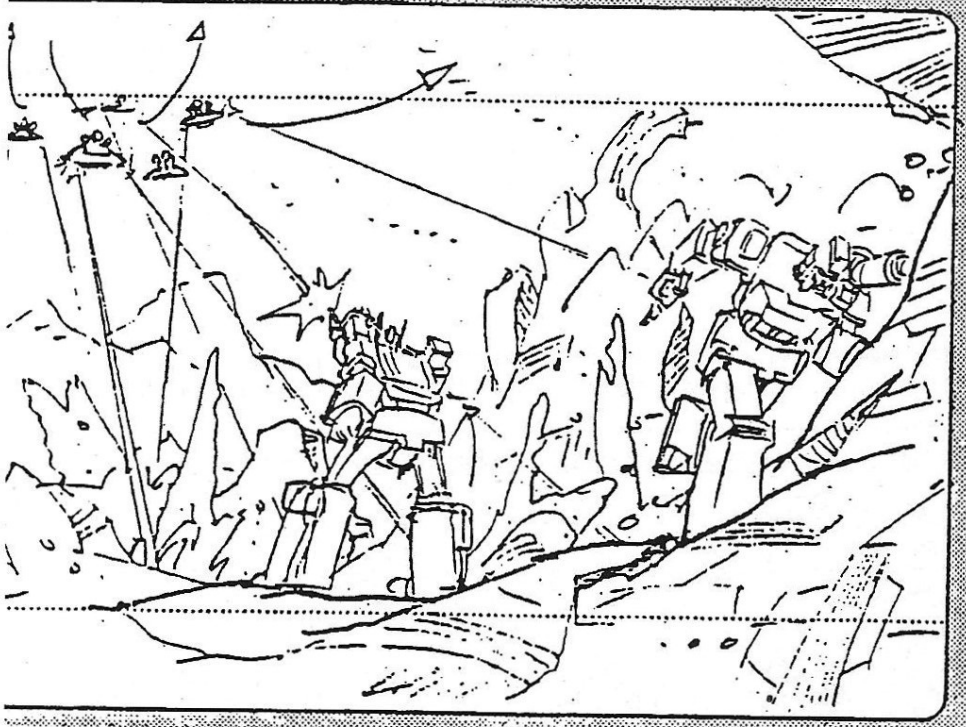
CAMERA

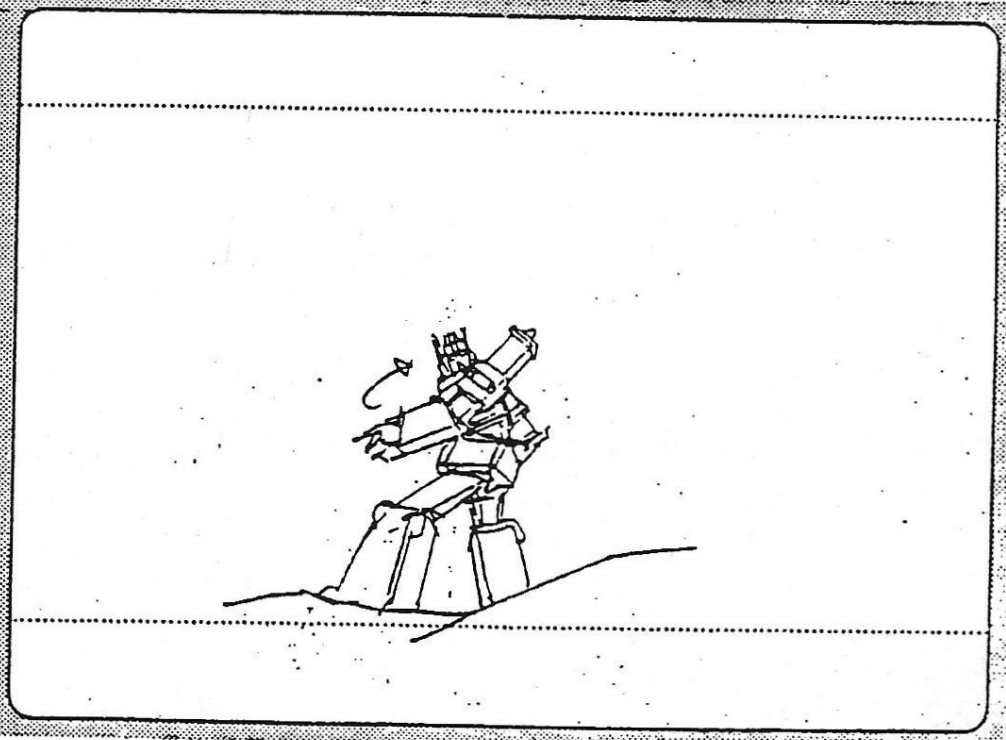
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-11C

SC. CONT

SEQ. 25 Page 21





X.L.S. ON PERCEPTOR AND ULTRA MAGNUS. PERCEPTOR TAKES OFF. ULTRA MAGNUS STAYS BEHIND AND FIRES A FEW SHOTS AT SWEEPS WHICH STREAK OVER IN DEADLY FORMATIONS...

SFX

ACTION ...ULTRA MAGNUS TURNS TO SEE.

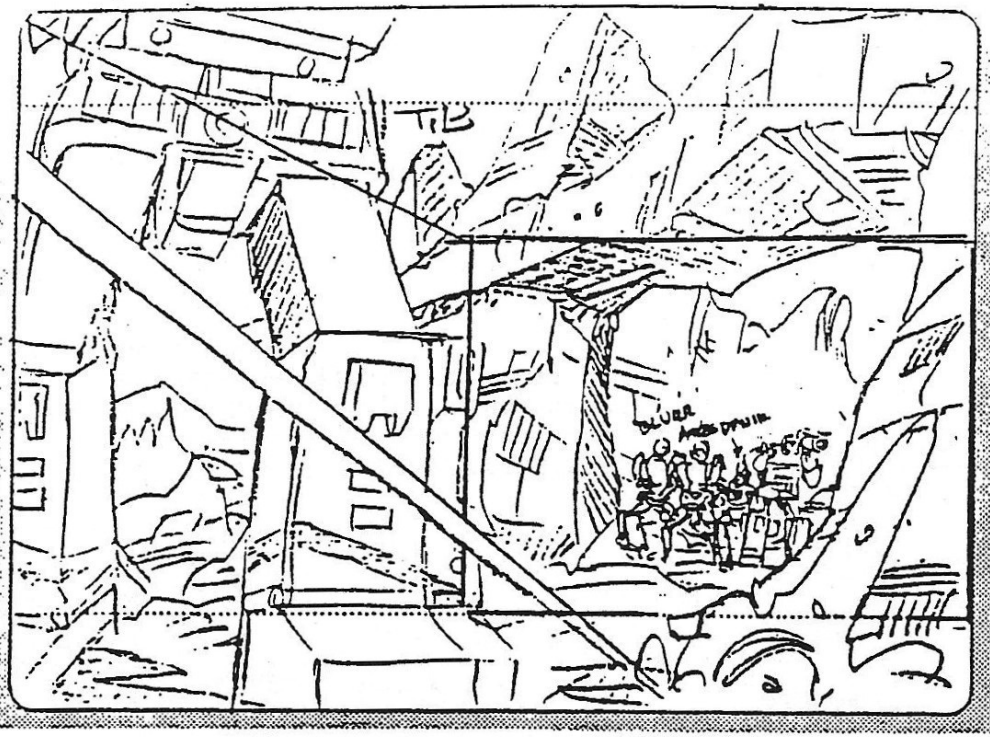
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 25-11D



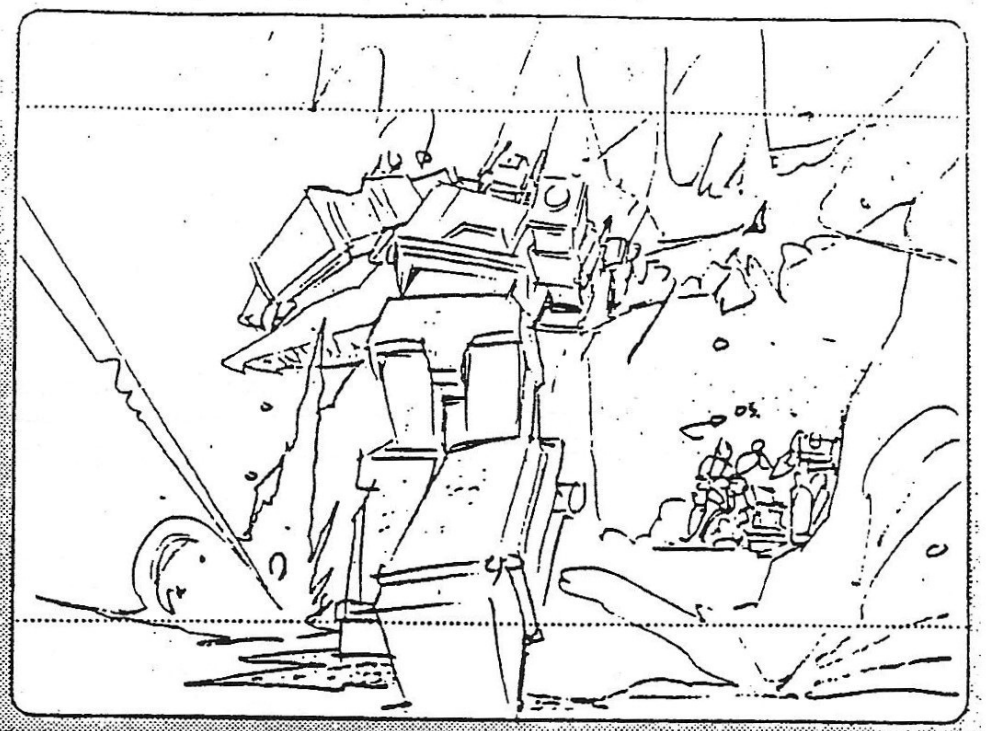
ACTION L.S. BLURR, ARCEE AND DANIEL STAND IN THE DISTANCE ALONG THE JUNK-LINED CORRIDOR. ULTRA MAGNUS IS IN THE FOREGROUND.

DIAL

MUSIC/SFX

SC. CONT

SEQ. 25



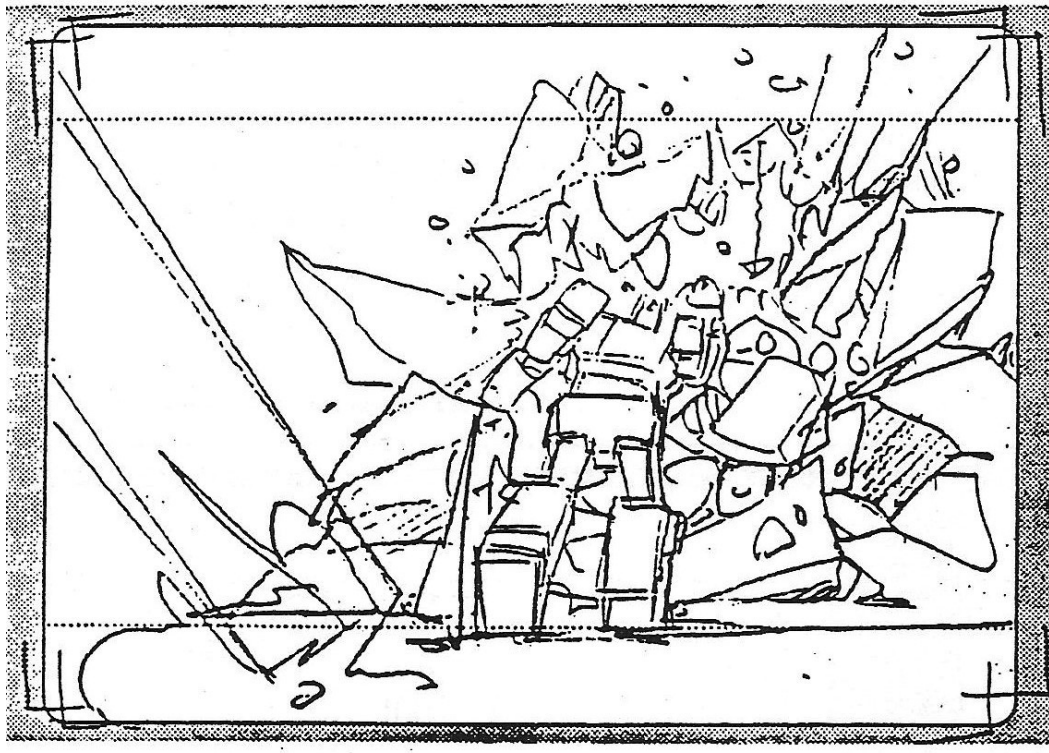
ACTION ...ULTRA MAGNUS TURNS AND RUNS, SHOOTING AT THE JUNK WALLS...

DIAL BLURR/SPRINGER/ PERCEPTOR/ARCEE DANIEL - 'Til all are one.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25-11D



ACTION ...THE RAYS HIT THE WALLS AND THEY TUMBLE DOWN.

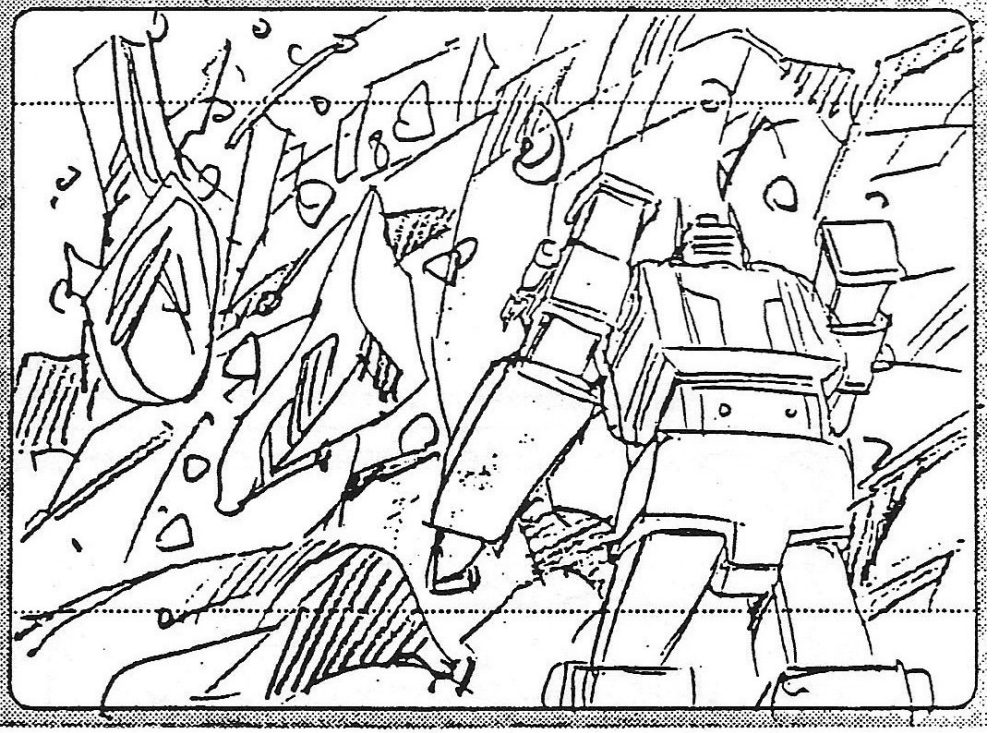
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-12

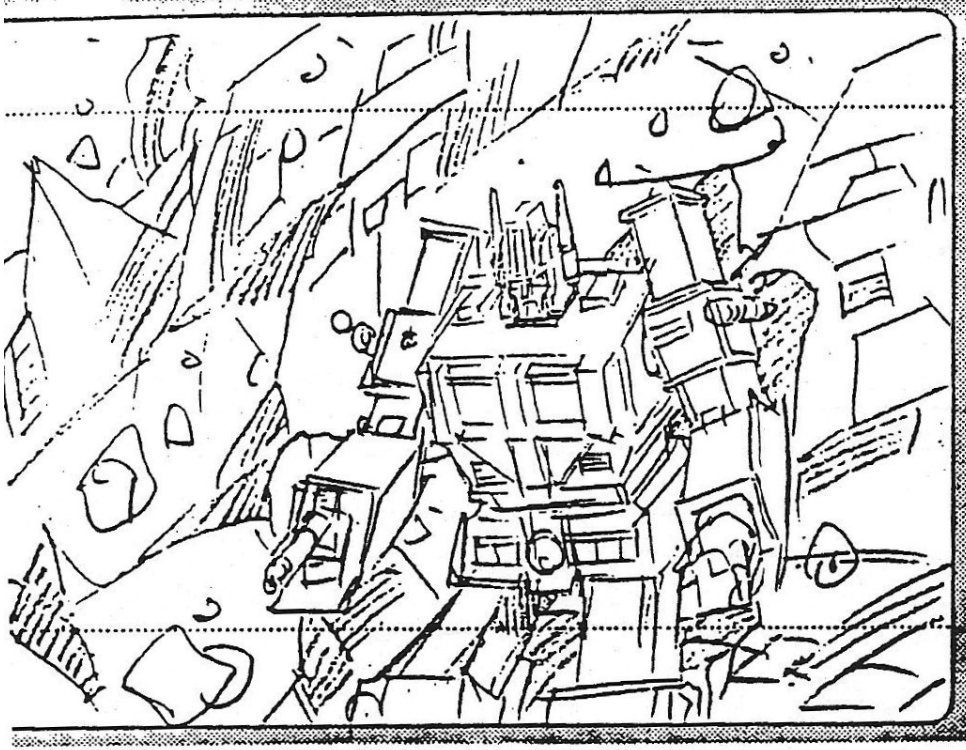


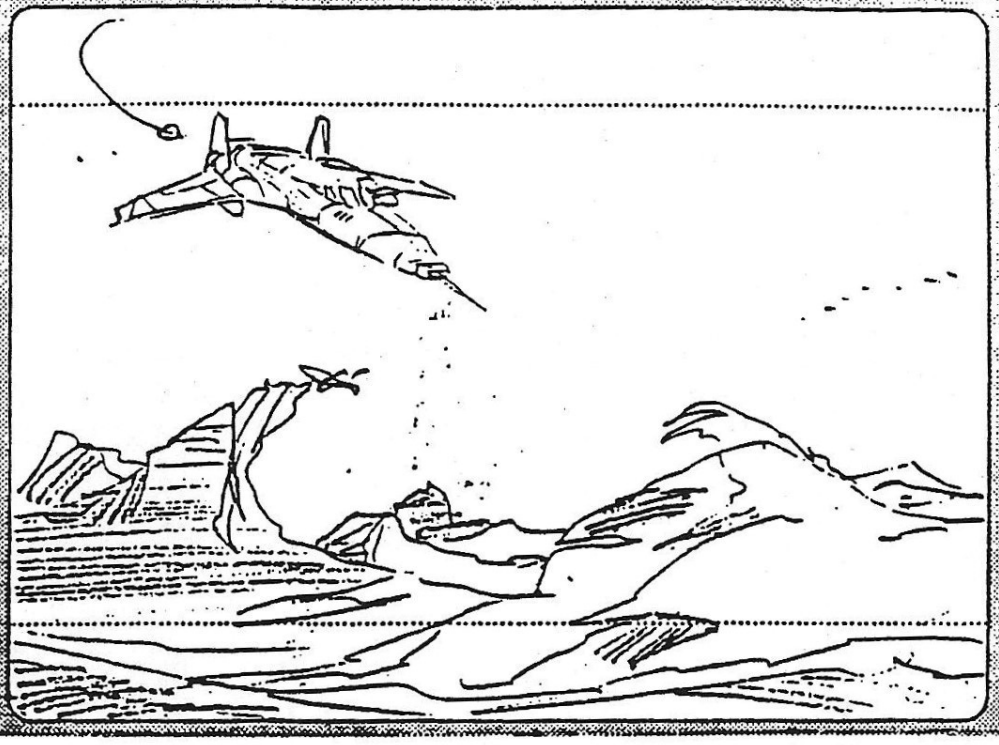
ACTION M.S. ULTRA MAGNUS LOOKING AT THE TUMBLING WALL WHICH SEPARATES HIM FROM THE OTHER AUTOBOTS...

DIAL

MUSIC/SFX

CAMERA





...ULTRA MAGNUS TURNS. HIS BACK IS NOW TO FALLEN JUNK.

ULTRA MAGNUS 'Til all are one!

FX

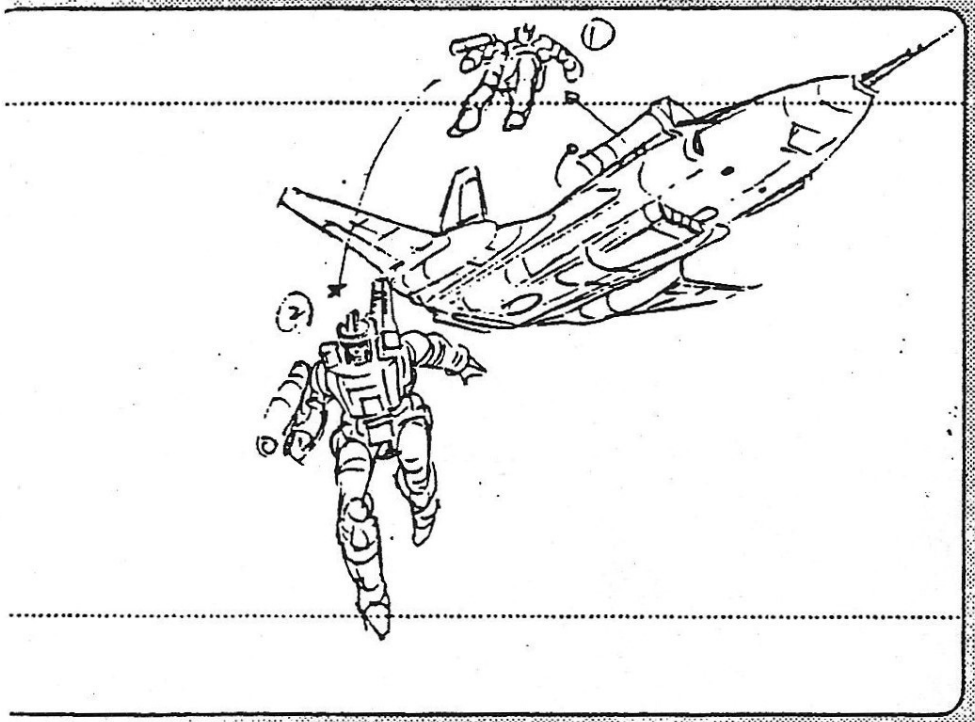
ACTION L.S. CYCLONUS ZOOMING IN SHOT FROM ABOVE....

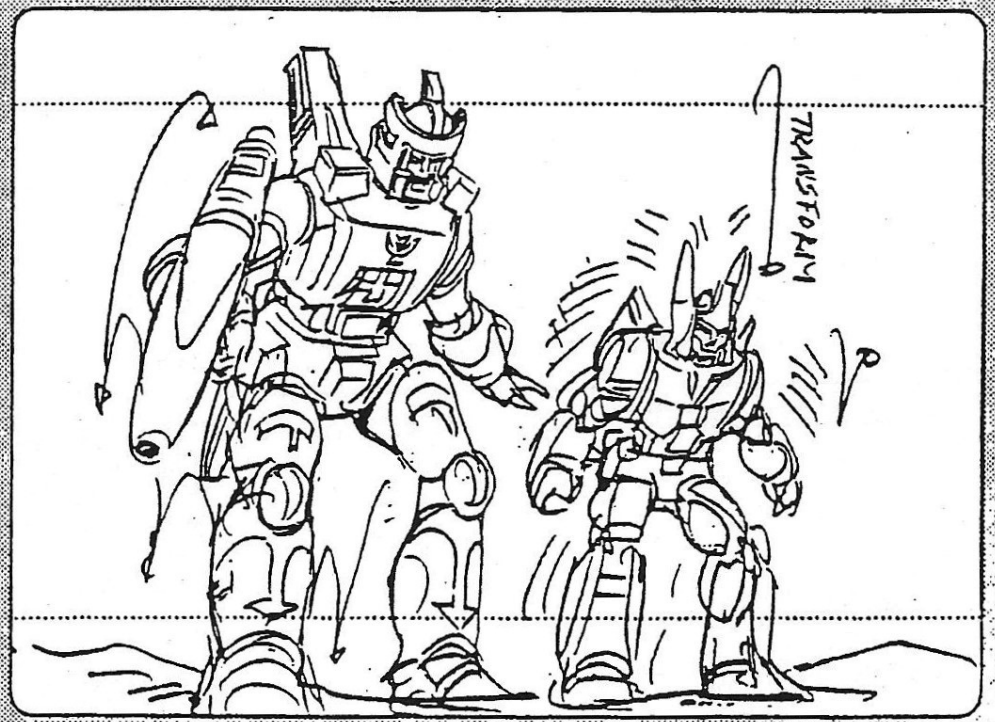
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON ...GALVATRON POPS OUT OF CYCLONUS AND...

SFX

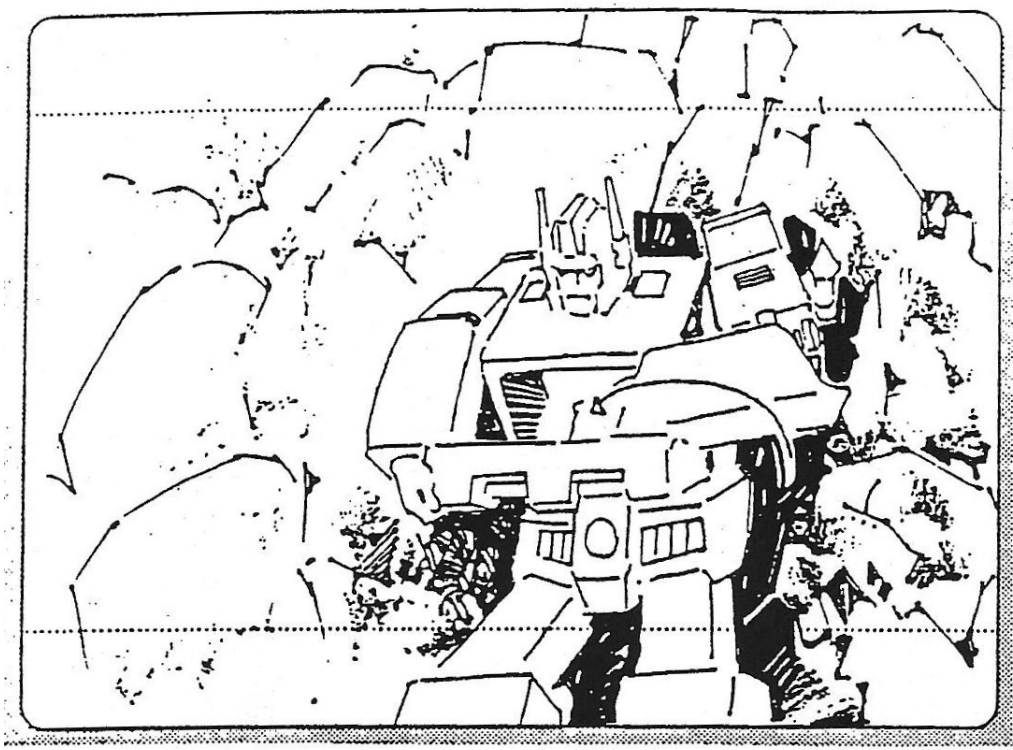
ACTION ...BOTH LAND AND TRANSFORM IN FRONT OF ULTRA MAGNUS O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



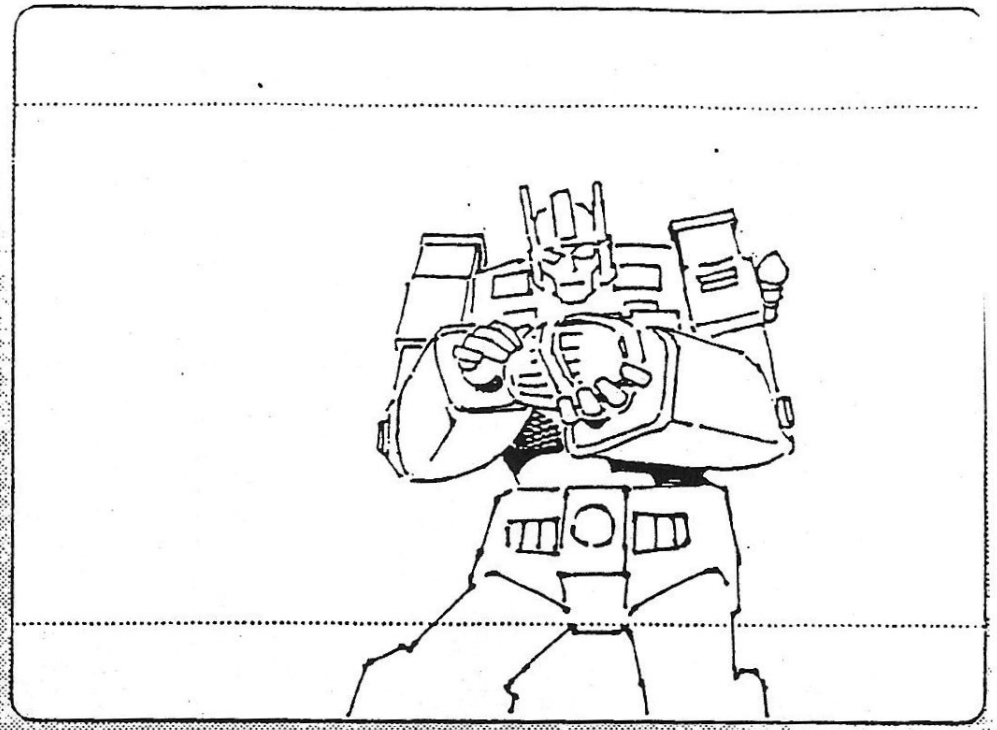
:TION M.S. ULTRA MAGNUS OPENS HIS CHEST COMPARTMENT.

AL

USIC/SFX

MERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



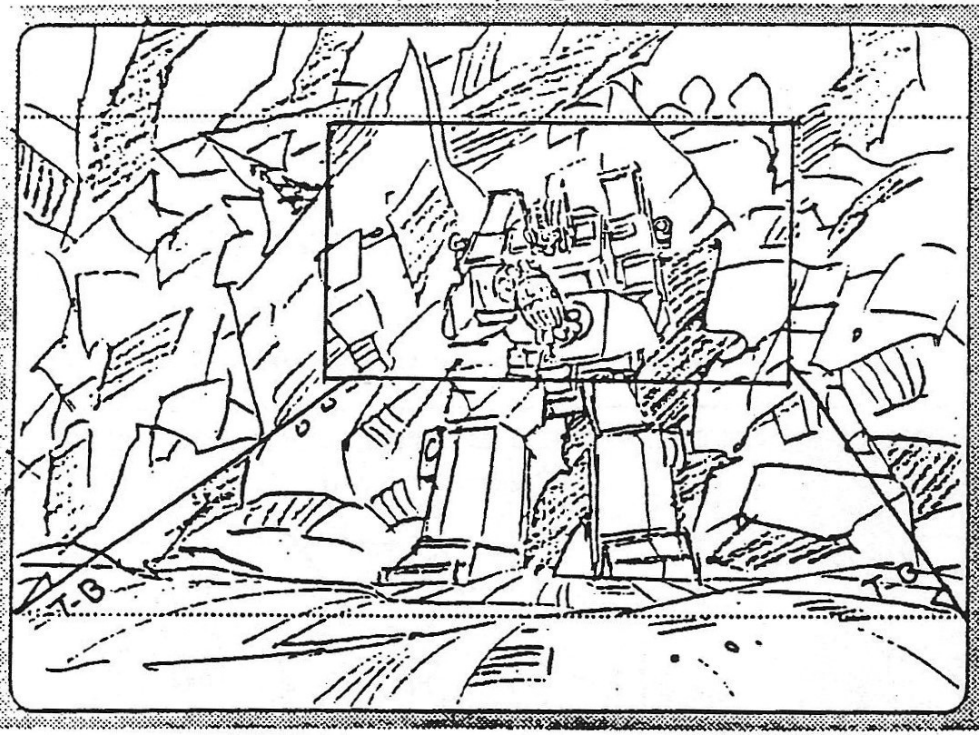
ACTION ...AND TAKES OUT THE AUTOBOT MATRIX.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 25-14 TRUCK OUT



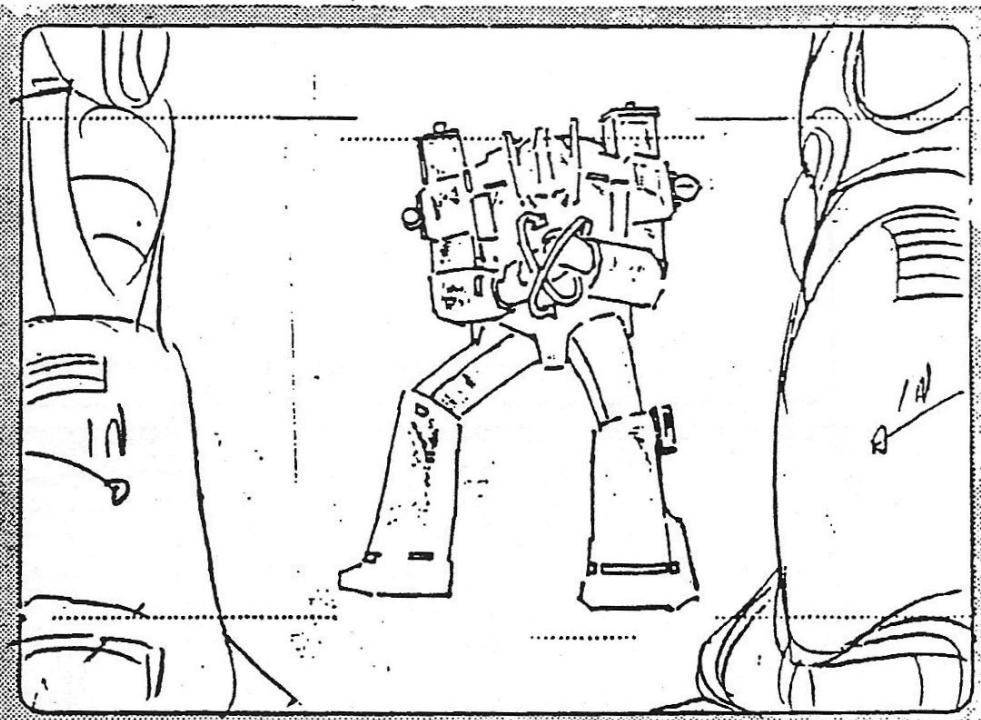
ACTION ...WE TRUCK BACK AS ULTRA MAGNUS STRUGGLES TO OPEN THE MATRIX...

DIAL ULTRA MAGNUS Open! Dammit! Open!

MUSIC/SFX

CAMERA

SC. CONT SEQ. 25 Page 27



ACTION ...HE PUTS HIS HAND INSIDE AND GETS A POWERFUL SHOCK.

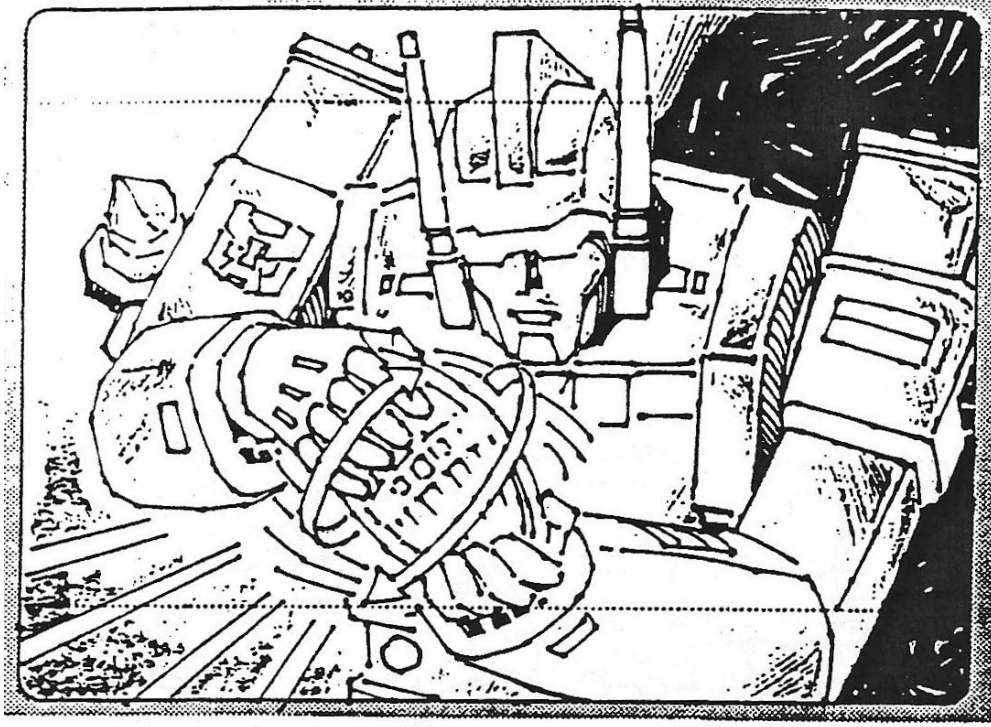
DIAL

MUSIC/SFX

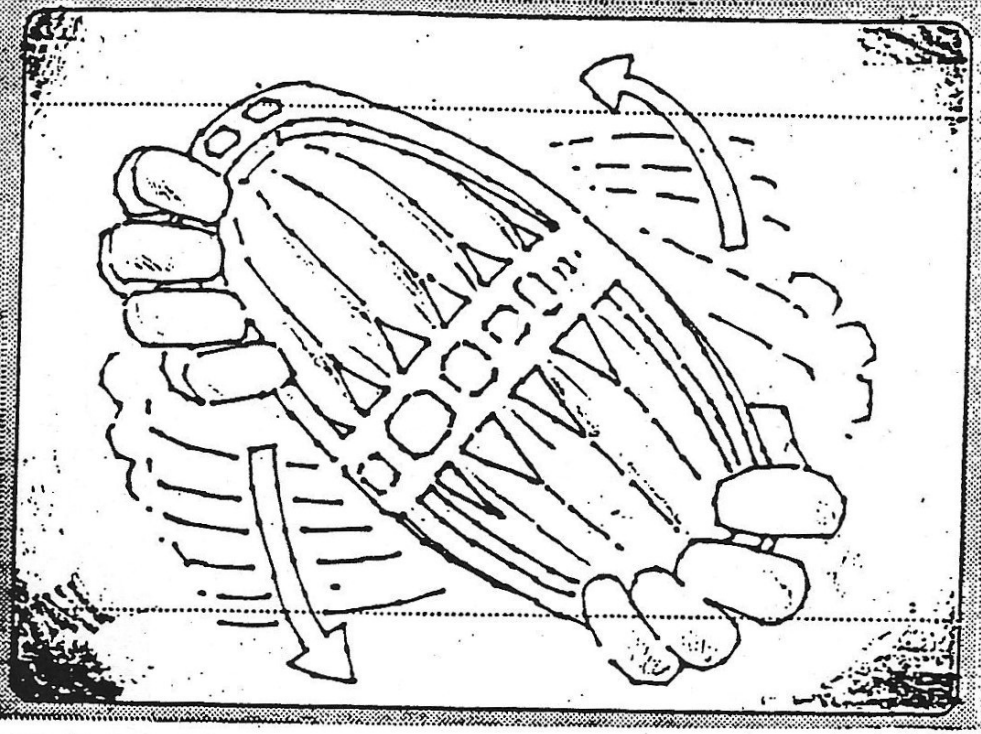
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-14 A



SC. 25-14B



SEQ. 25 Page 27A

TION M.C.U. ULTRA MAGNUS. HE TWISTS AND TURNS THE MATRIX, TRYING TO MAKE IT WORK. IS BECOMING DESPERATE.

AL ULTRA MAGNUS Open! Damnit! Open!

SIC/SFX

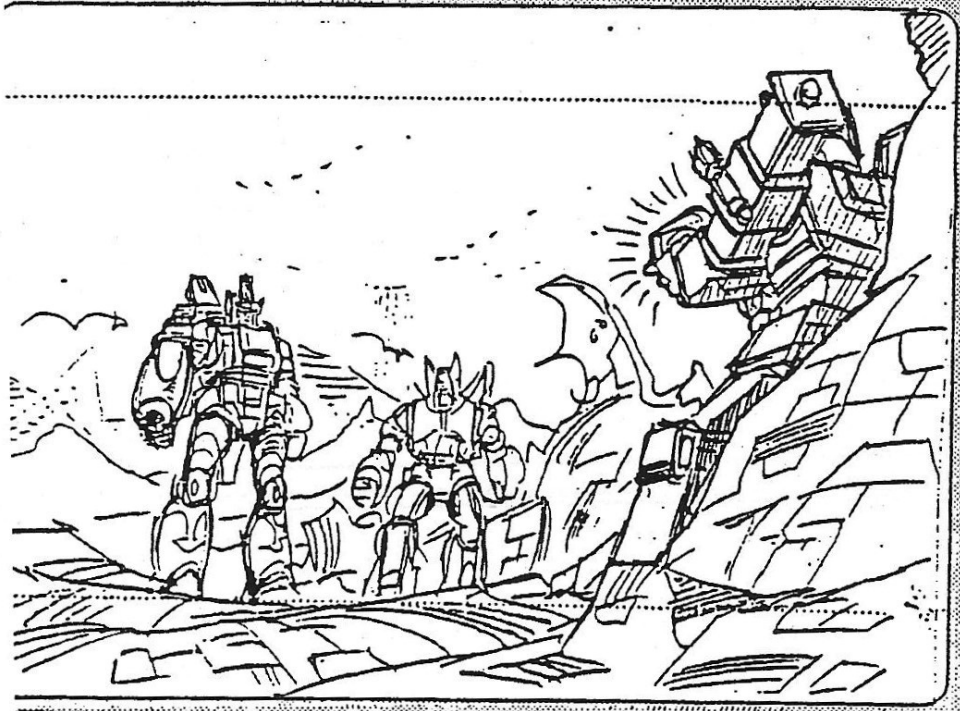
ACTION C.U. THE MATRIX. ULTRA MAGNUS TRIES TO FIT HIS FINGERS INTO THE HOLES OF THE MATRIX. HE FUMBLES AROUND WITH THE MATRIX IN A FRANTIC ATTEMPT TO GET IT TO WORK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-15 SC. SEQ. 25 Page 27-B



NEXT PAGE 28

L.S. GALVATRON. CYCLONUS AND ULTRA MAGNUS. GALVATRON AND UNICRON WALK TOWARD ULTRA MAGNUS WHO IS FUMBLING WITH THE MATRIX.

SFX

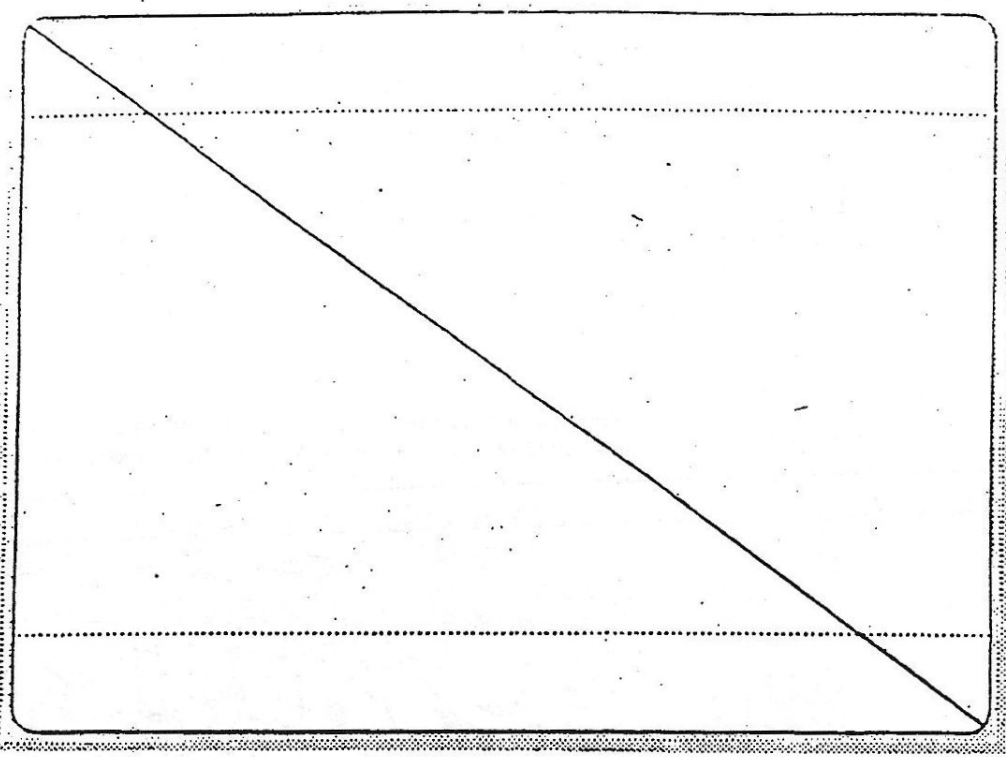
ACTION

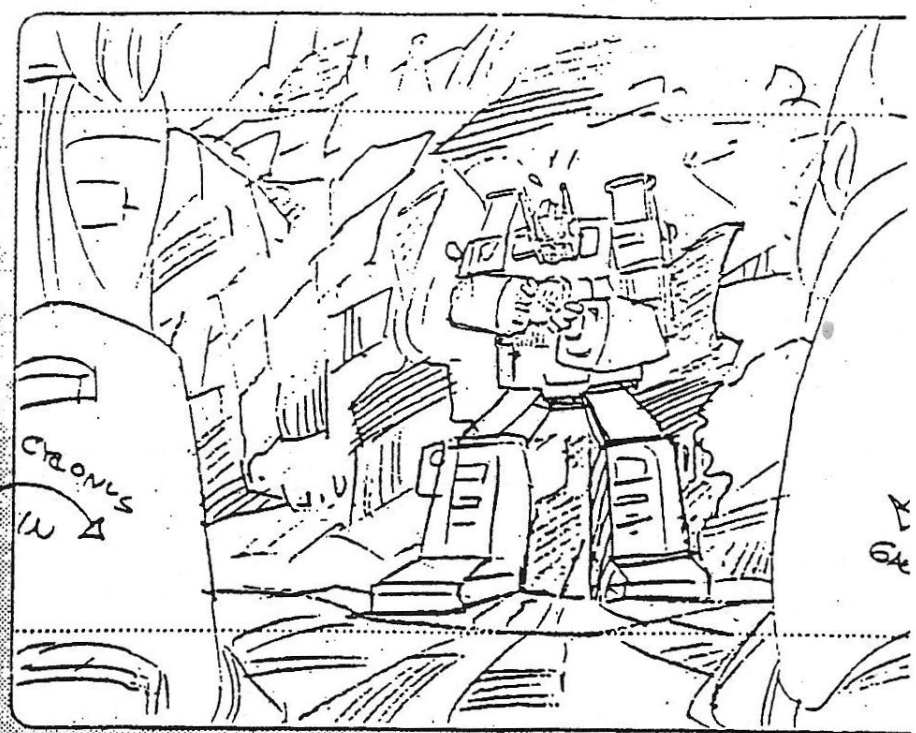
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION

DIAL

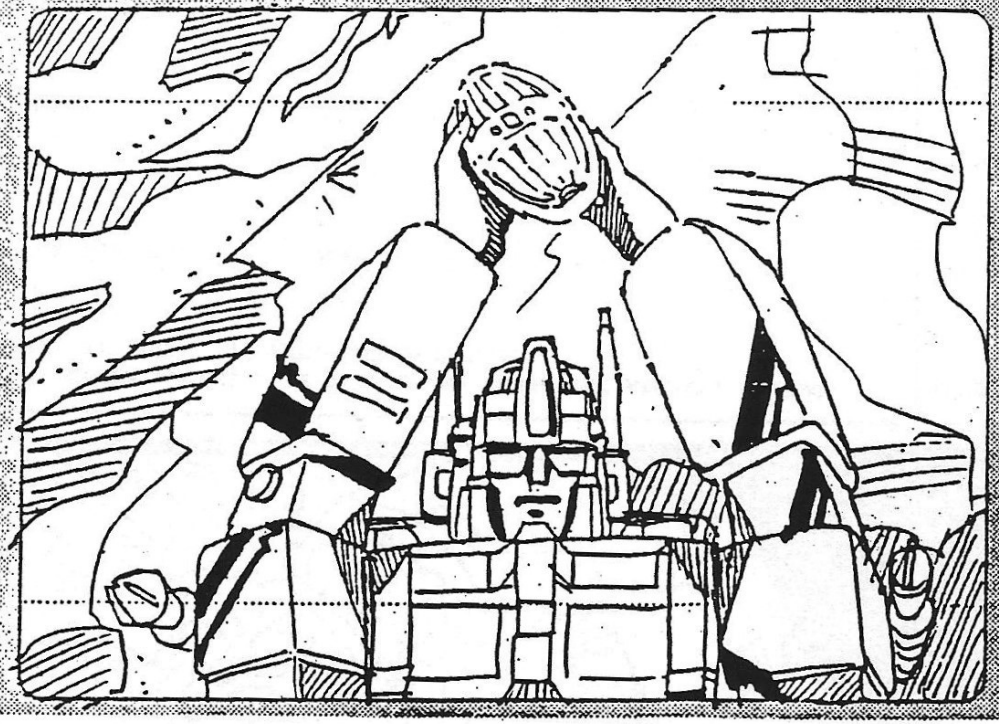
MUSIC/SFX

ACTION L.S. ULTRA MAGNUS STILL STRUGGLES WITH THE MATRIX.
GALVATRON AND CYCLONUS STEP INTO THE SCENE AND STOP.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION C.U. ULTRA MAGNUS HOLDING MATRIX ABOVE HIS HEAD.

DIAL ULTRA MAGNUS (BAFFLED) Prime, you said the Matrix would light our darkest hour.

MUSIC/SFX

CAMERA

ACTION

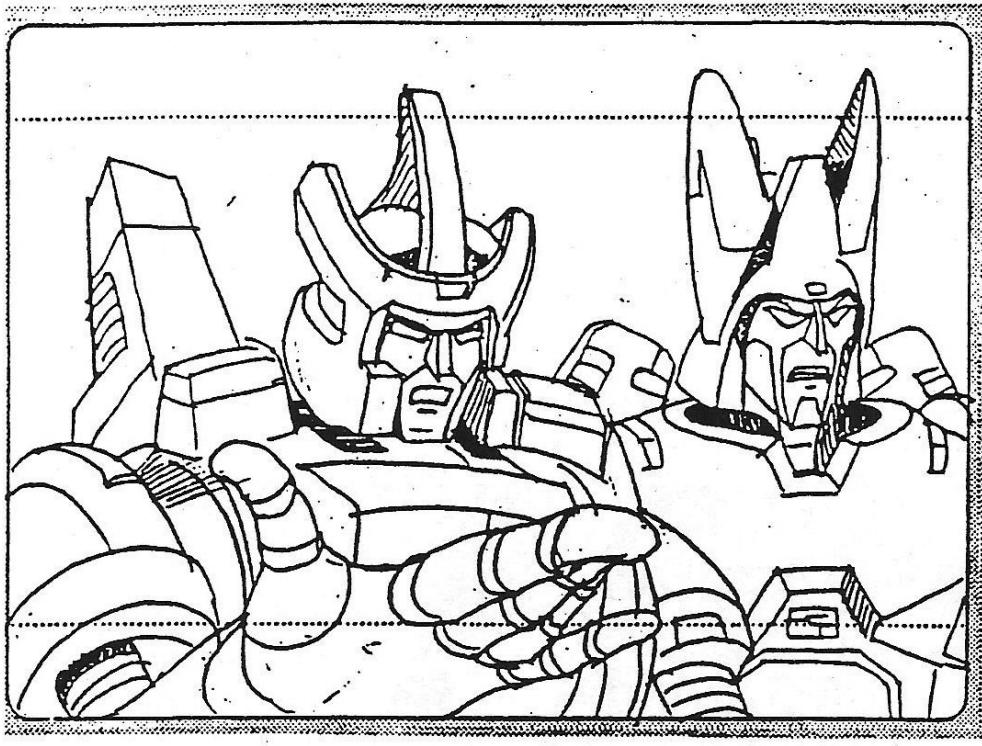
DIAL

MUSIC/SFX

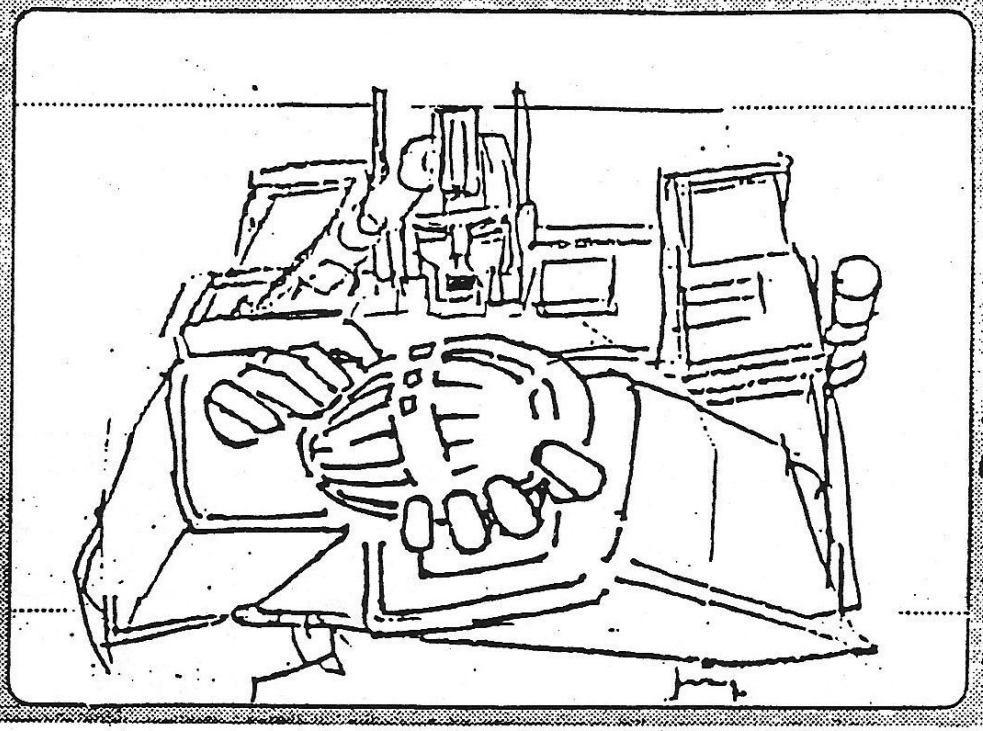
CAMERA

TF RAW

SC. 25-18



SC.25-18A



SEQ. 25 Page 30

NEXT PAGE

TION L.S. GALVATRON, CYCLONUS, ULTRA MAGNUS. THEY STAND OFF FACING EACH OTHER. GALVATRON GIVES AN ORDER TO ULTRA MAGNUS.

L GALVATRON Magnus, I want the Matrix.

SIC/SFX

ACTION M.C.U. ULTRA MAGNUS. HE IS DEFIANT.

DIAL ULTRA MAGNUS Never!

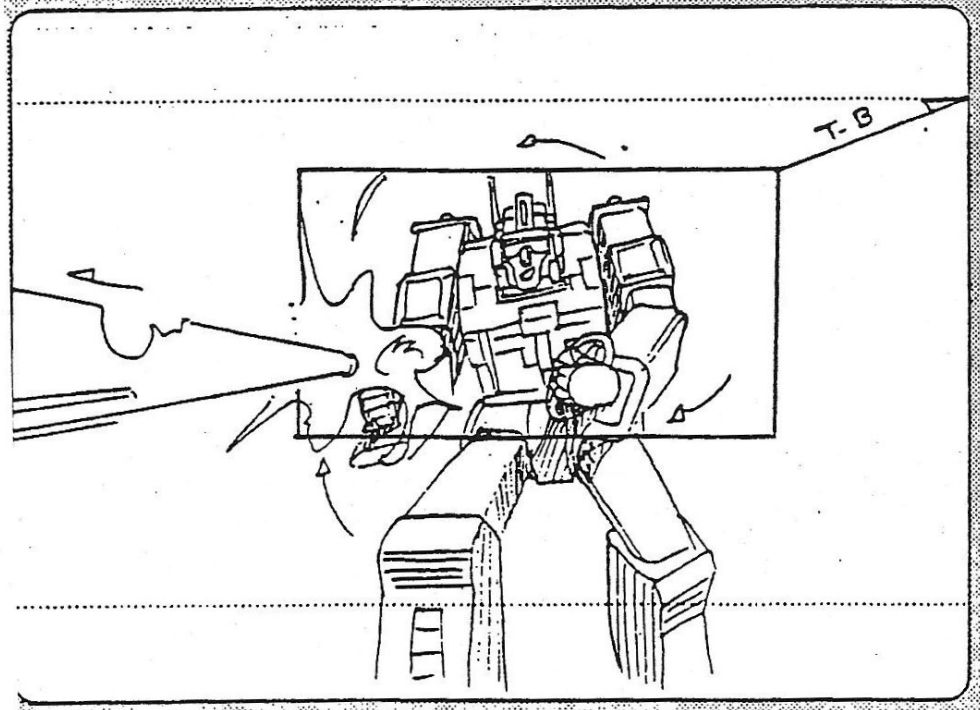
MUSIC/SFX

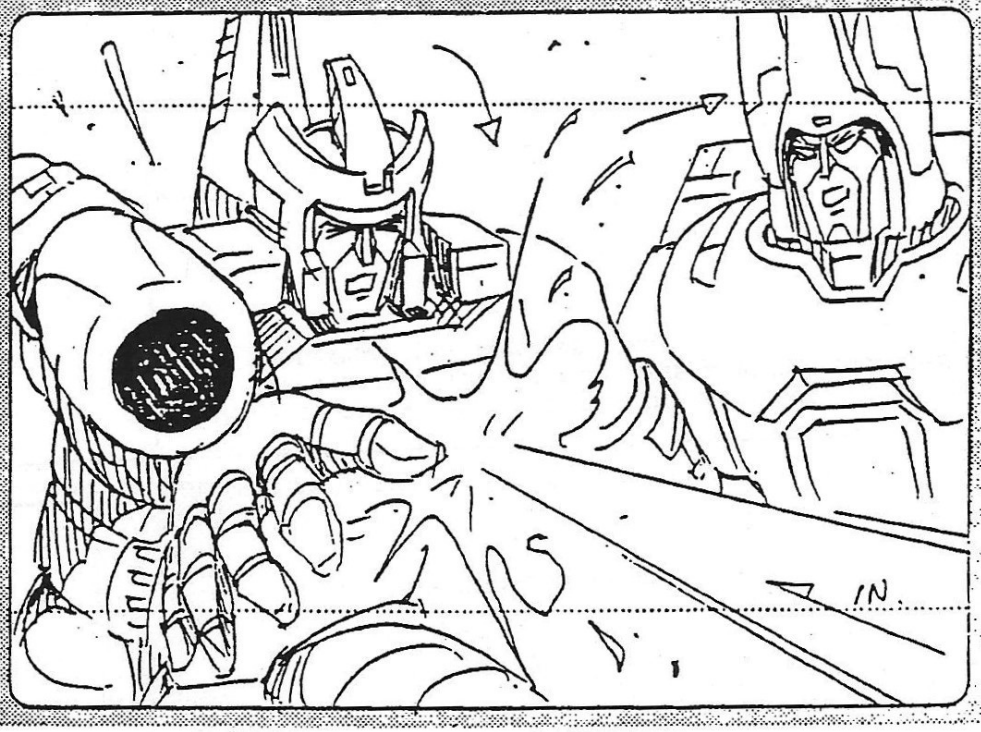
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25-18A

SC. 25-18B

Page 30A





NEXT PAGE 30B

ION WE TRUCK OUT AS ULTRA MAGNUS DRAWS HIS WEAPON AND FIRES AT GALVATRON O.S.

C/SFX

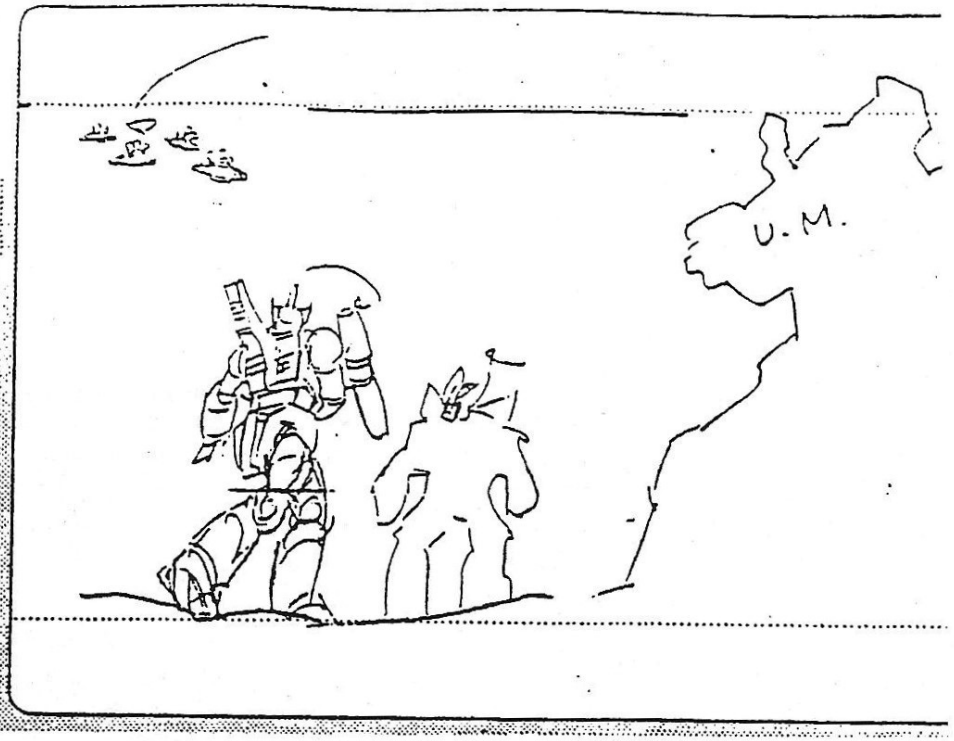
ACTION M.S. GALVATRON AND CYCLONUS. THE LASER BLAST FROM ULTRA MAGNUS RIPS INTO GALVATRON.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

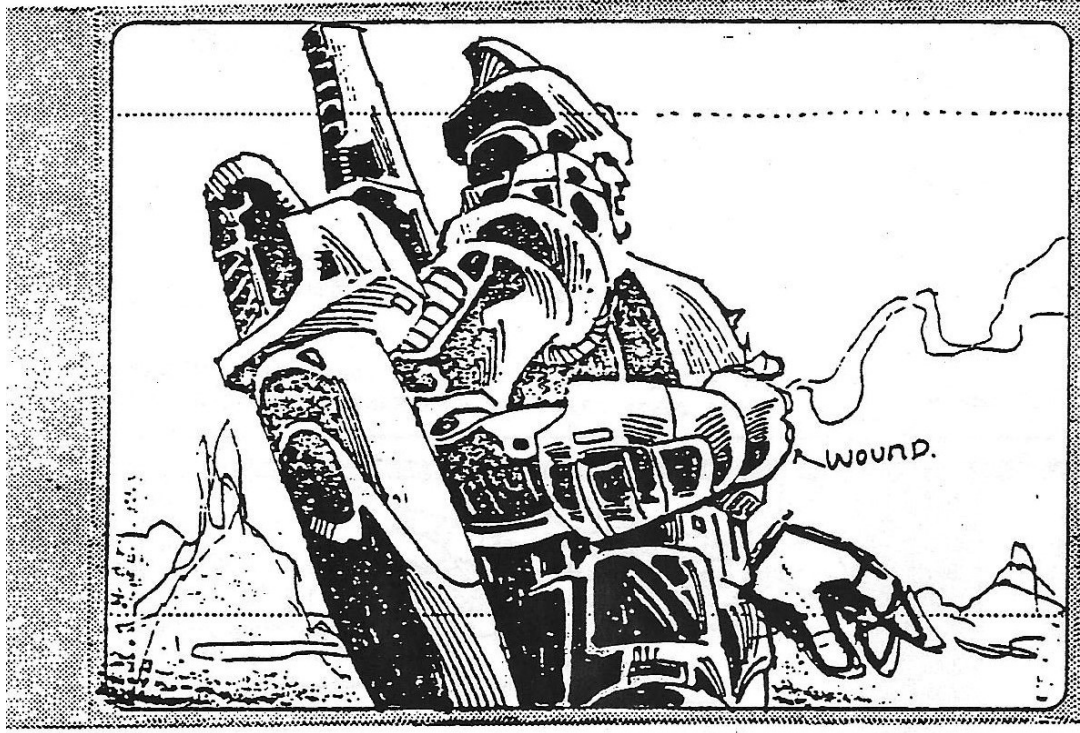
CAMERA

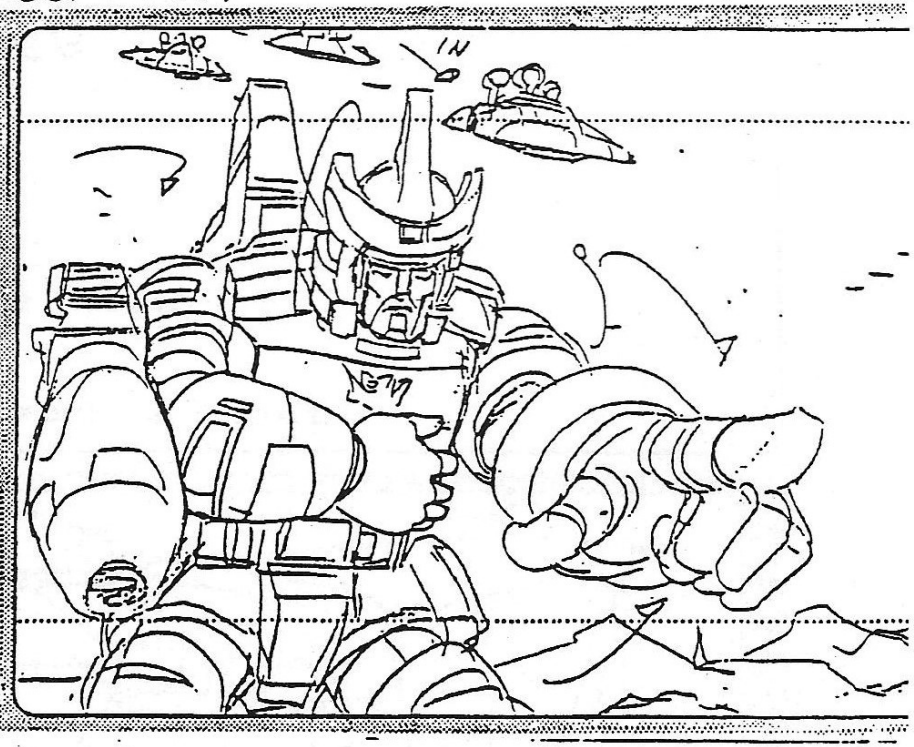
ACTION L.S. GALVATRON, CYCLONUS, ULTRA MAGNUS. THEY STAND AND FACE EACH OTHER, AS FOUR SWEEPS FLYING INTO THE SCENE GALVATRON AND CYCLONUS TURN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. GALVATRON. HE IS TURNED BACK LOOKING AT THE SWEEPS. THEN HE GIVES THEM A COMMAND.

DIAL GALVATRON Sweeps...

MUSIC/SFX

CAMERA

ACTION ...SWINGS AROUND AND POINTS TOWARD ULTRA MAGNUS O.S.

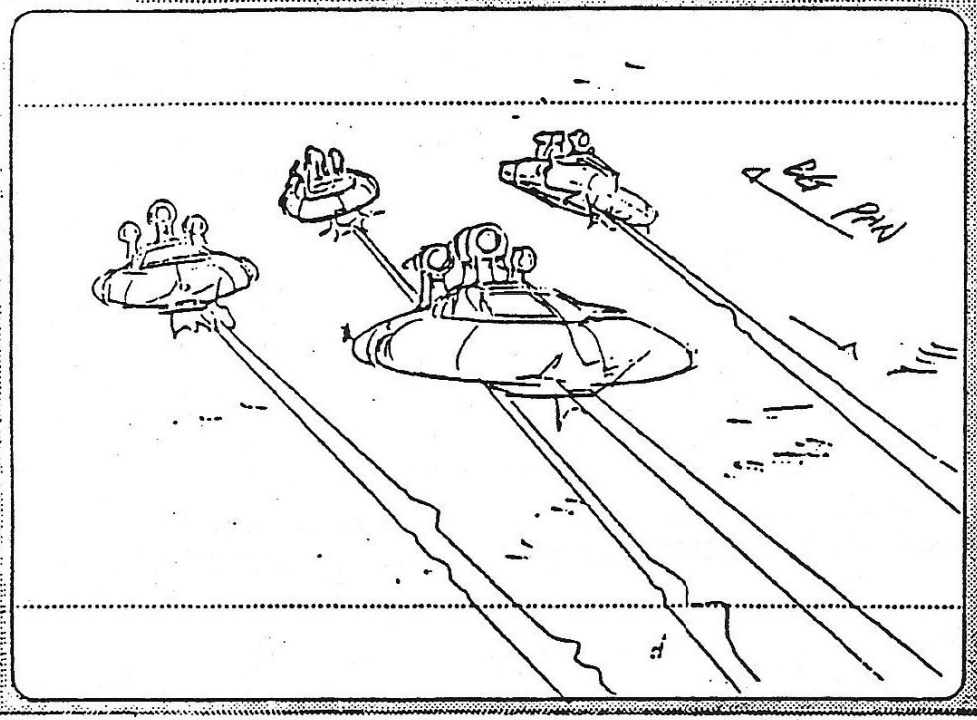
DIAL GALVATRON (CONT) ...quarter him!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-20



ACTION L.S. A GROUP OF FOUR SWEEPS. WE FOLLOW THEM AS THEY OPEN FIRE ON ULTRA MAGNUS. EACH SWEEP SHOOTS OUT ONE ENERGY BEAM.

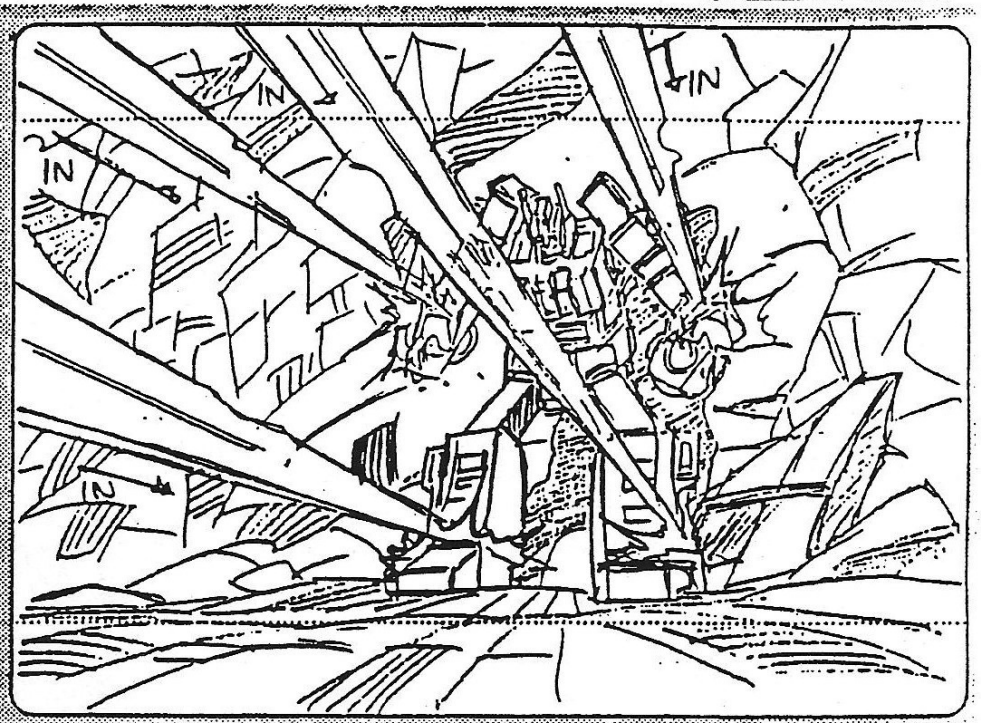
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 25-21

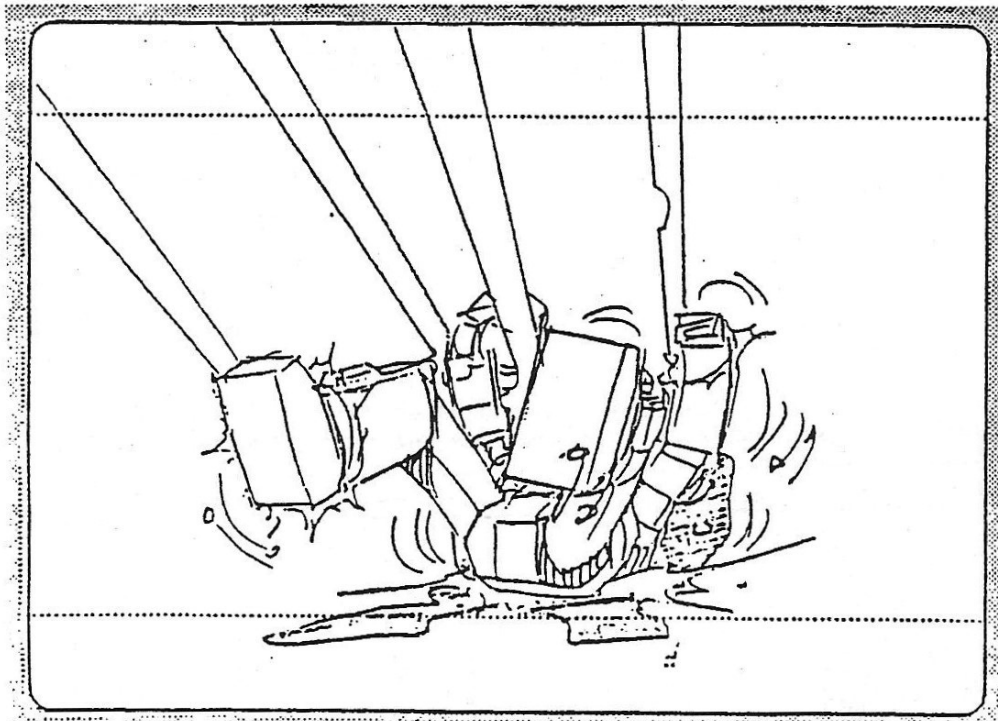


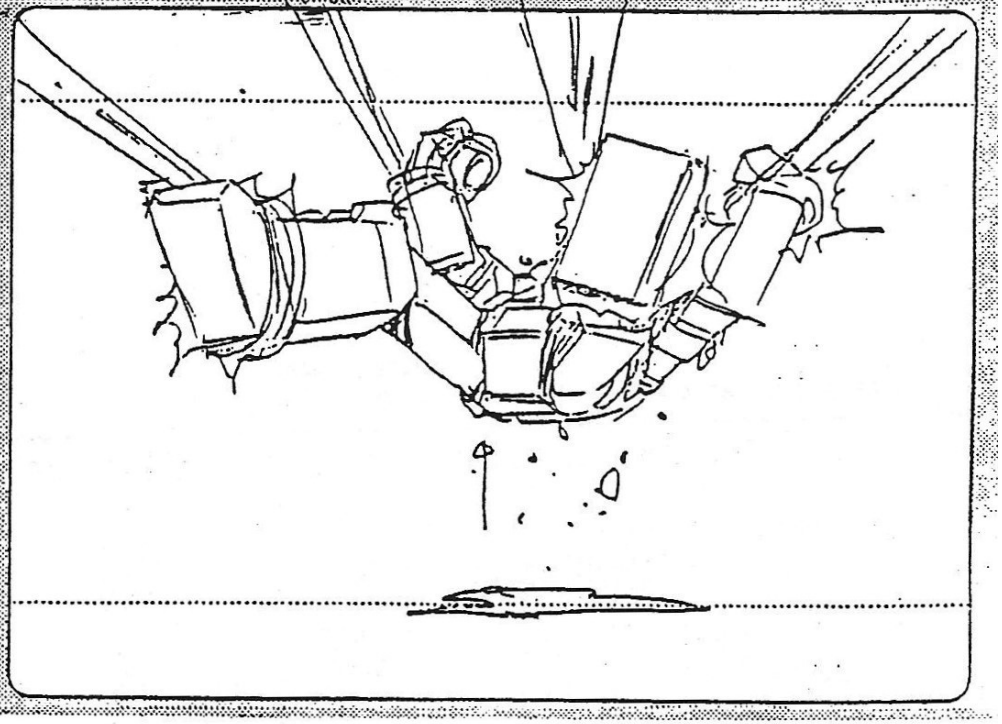
ACTION L.S. ULTRA MAGNUS. THE ENERGY BEAMS STREAK INTO THE SCENE AND GRAB AHOLD OF ULTRA MAGNUS BY HIS HANDS AND FEET.

DIAL

MUSIC/SFX

CAMERA





ACTION THE BEAMS YANK ULTRA MAGNUS OFF OF HIS FEET...

DIAL

MUSIC/SFX

CAMERA

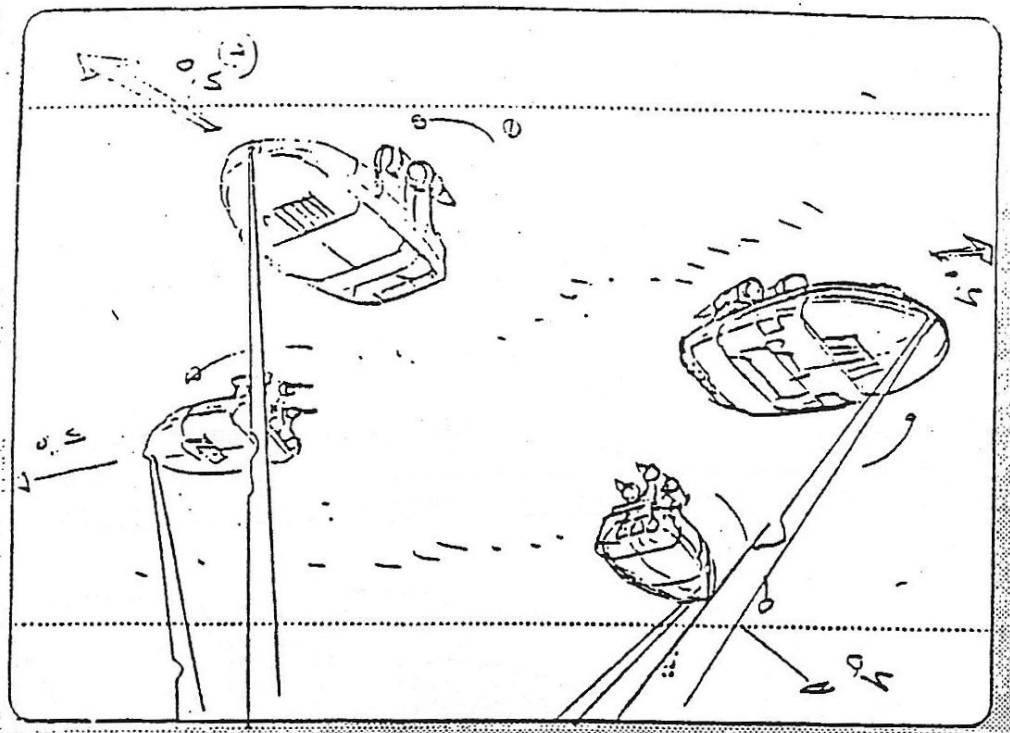
ACTION ...AND PULL HIM UP INTO THE AIR.

DIAL

MUSIC/SFX

CAMERA

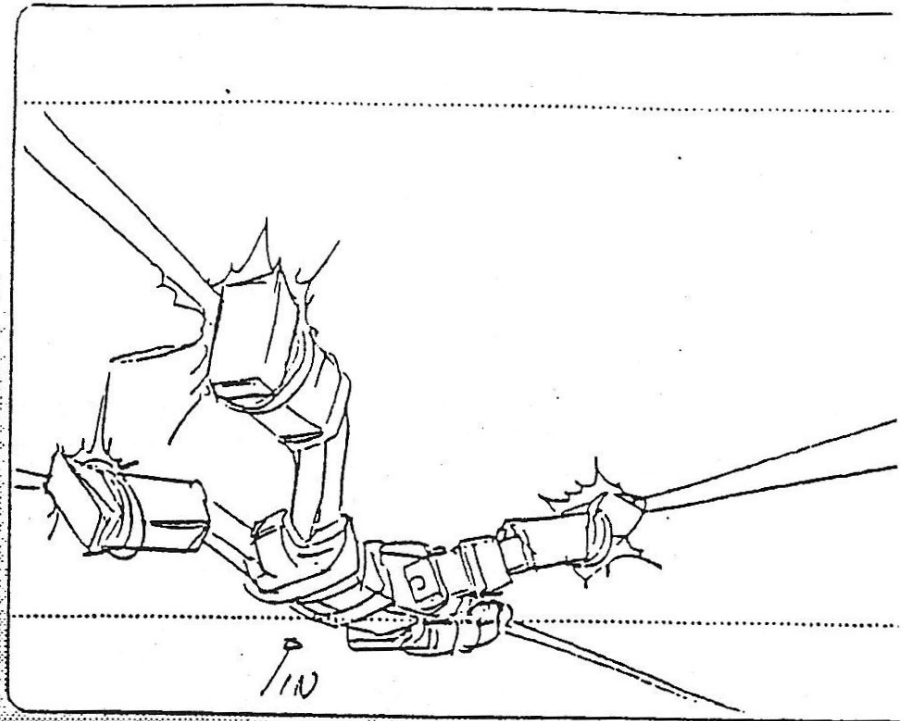
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. THE FOUR SWEEPS. THEY EACH CHANGE COURSE AND HEAD O.S. IN OPPOSING DIRECTIONS,

DIAL

MUSIC/SFX



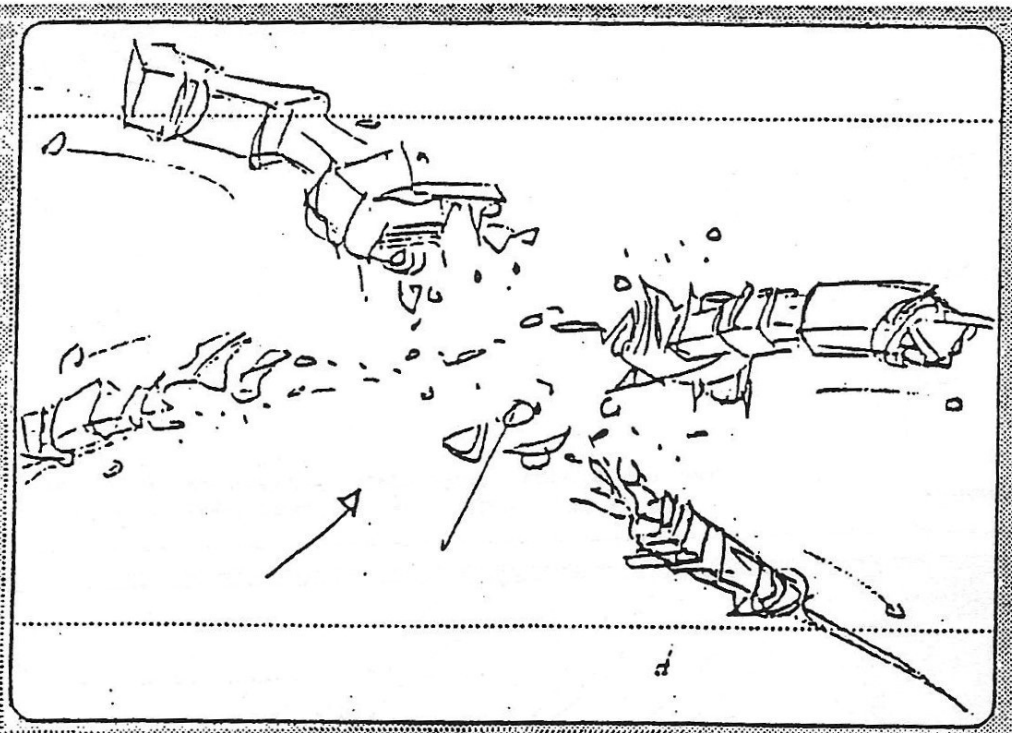
ACTION ULTRA MAGNUS IS DRAWN UP INTO THE SCENE BY THE TIGHTENING ENERGY BEAMS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 25-23



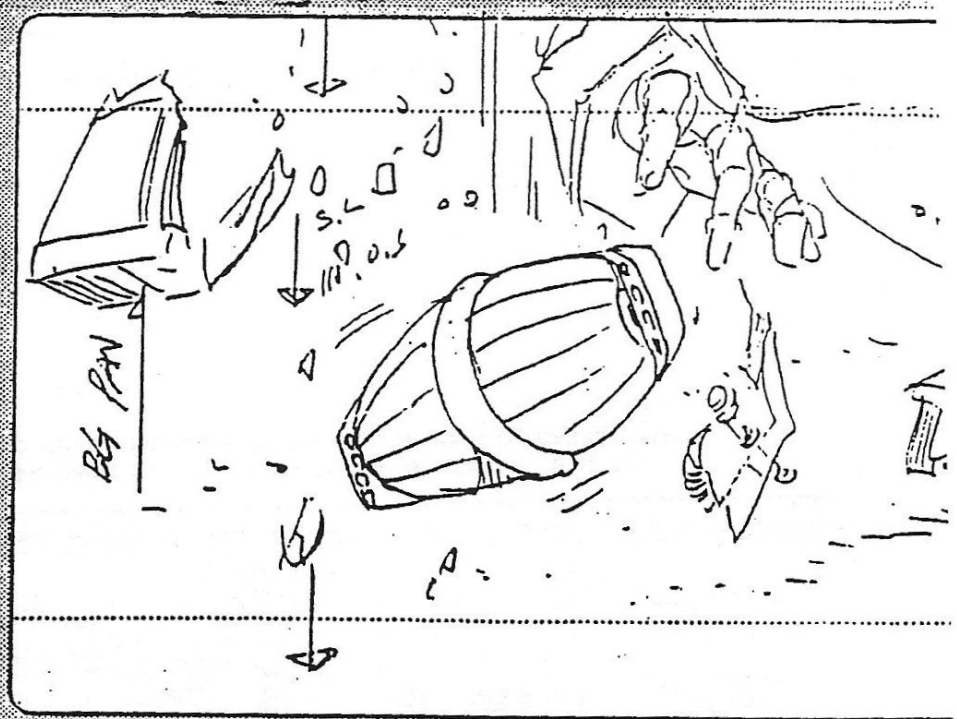
ACTION HE IS THEN PULLED APART, QUARTERED, BY THE SWEEPS.

DIAL

MUSIC/SFX

CAMERA

SC. 25-24



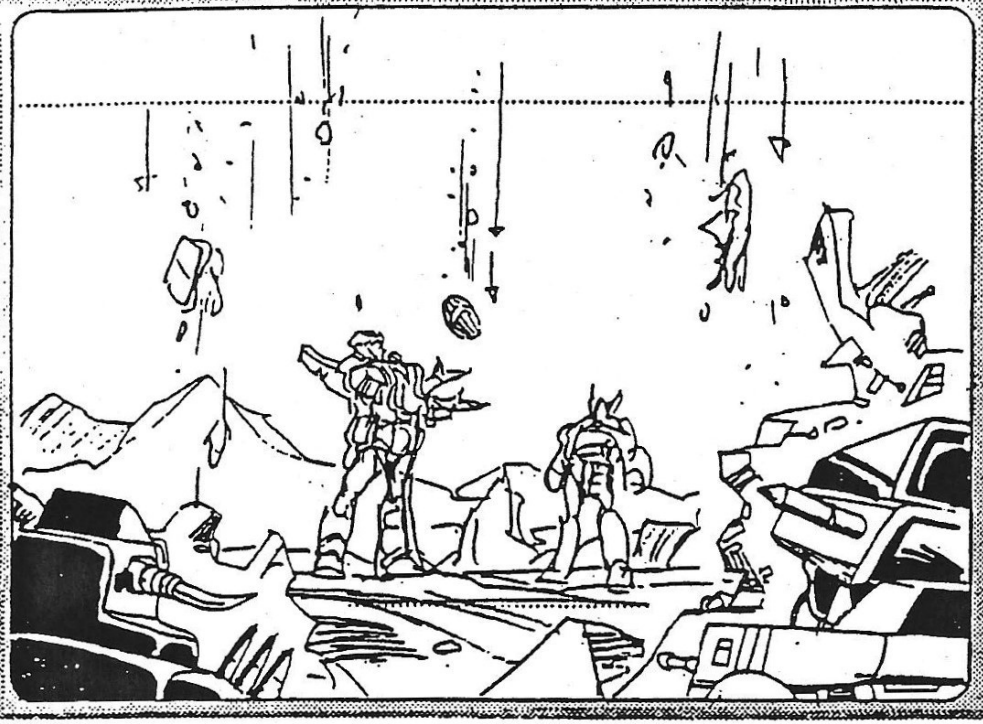
ACTION M.S. VARIOUS SECTIONS OF ULTRA MAGNUS AND THE MATRIX FALL TOWARD THE GROUND.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

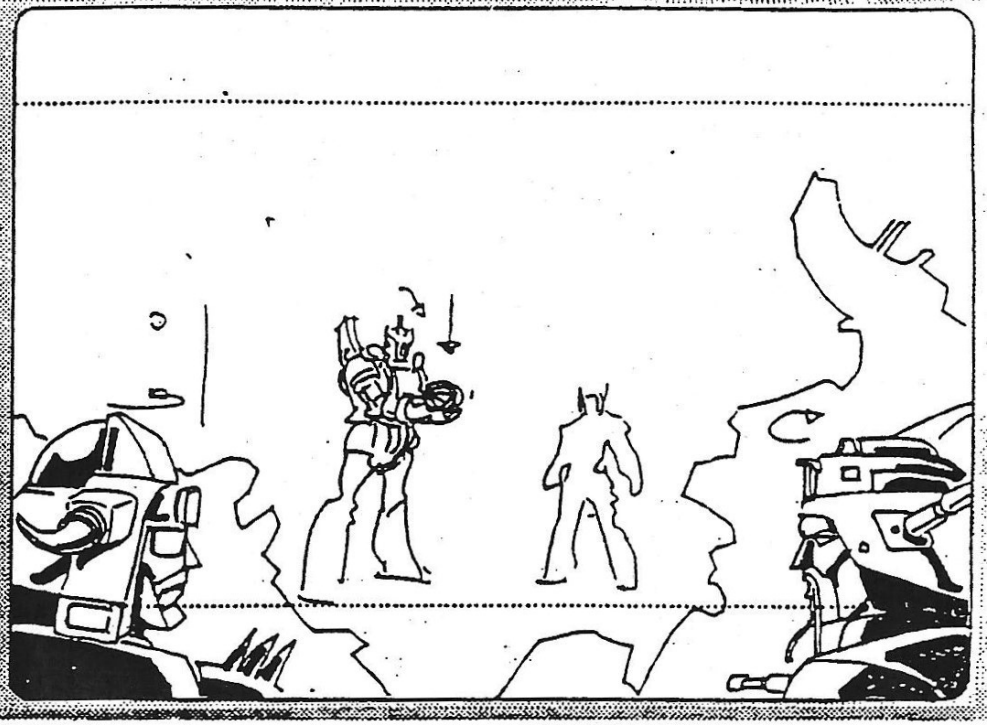


ACTION L.S. GALVATRON AND CYCLONUS STANDING BELOW THE FALLING FRAGMENTS. GALVATRON HOLDS HIS HAND OUT TO CATCH THE MATRIX. IN THE FOREGROUND WRECK GAR AND ANOTHER JUNKION WATCH.

DIAL

MUSIC/SFX

CAMERA



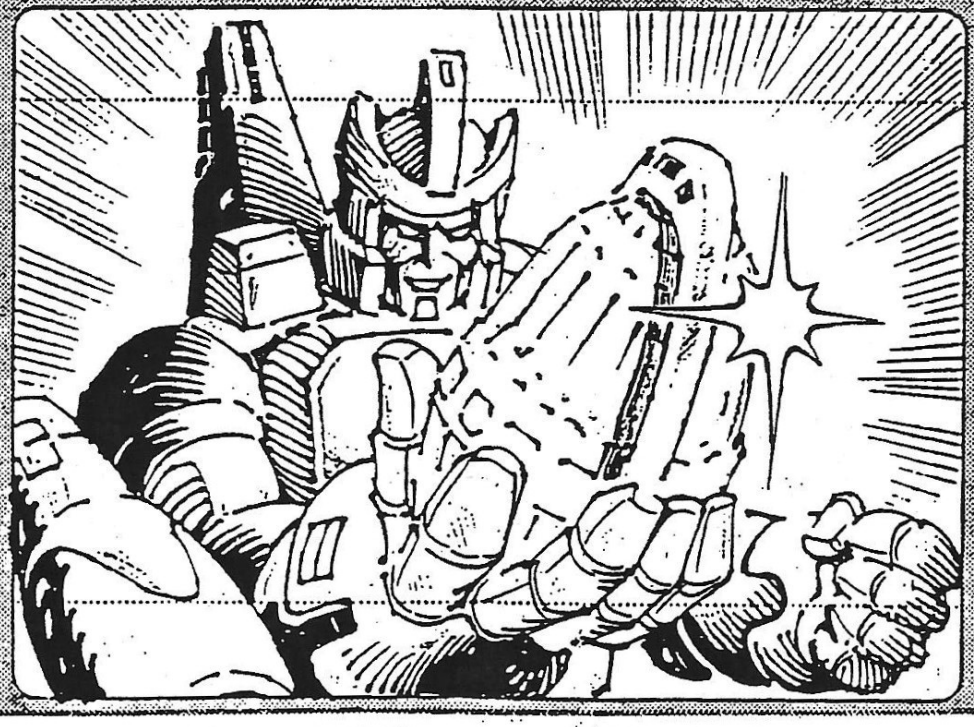
ACTION GALVATRON CATCHES THE MATRIX. THE TWO JUNKIONS LOOK AT ONE ANOTHER.

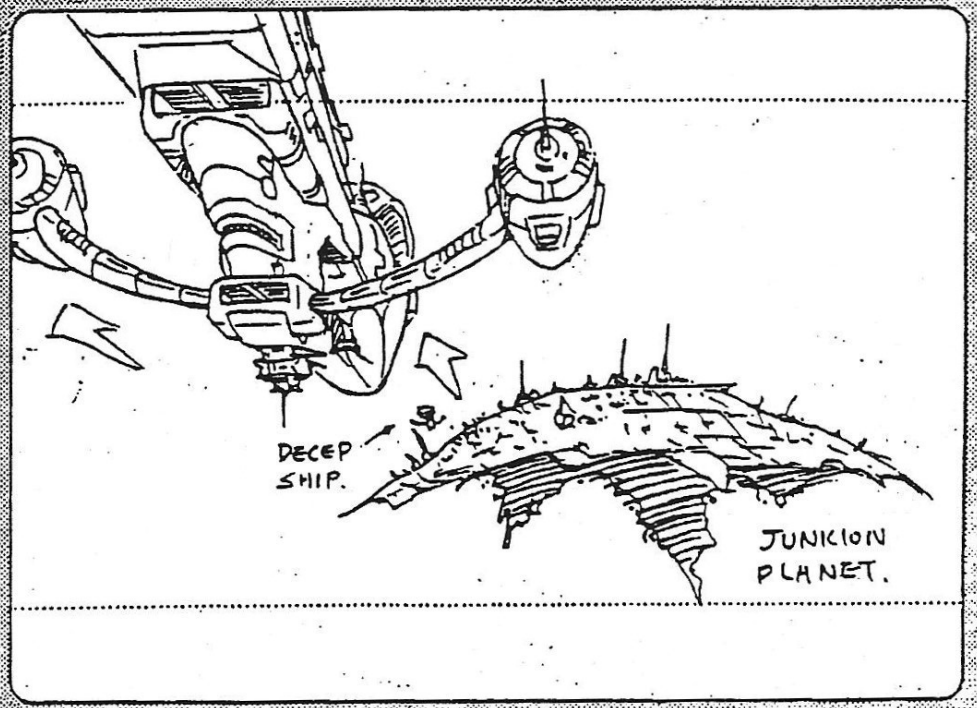
DIAL

MUSIC/SFX

CAMERA

TF RAW Transformation 1 to Beast Hunters and Beyond!!!!





CTION M.C.U. GALVATRON. HE HOLDS THE MATRIX TOWARDS CAMERA.

AL GALVATRON

Unicron, "my master", with this, I shall make you my slave!

JSIC/SFX

AMERA

ACTION

DIAL

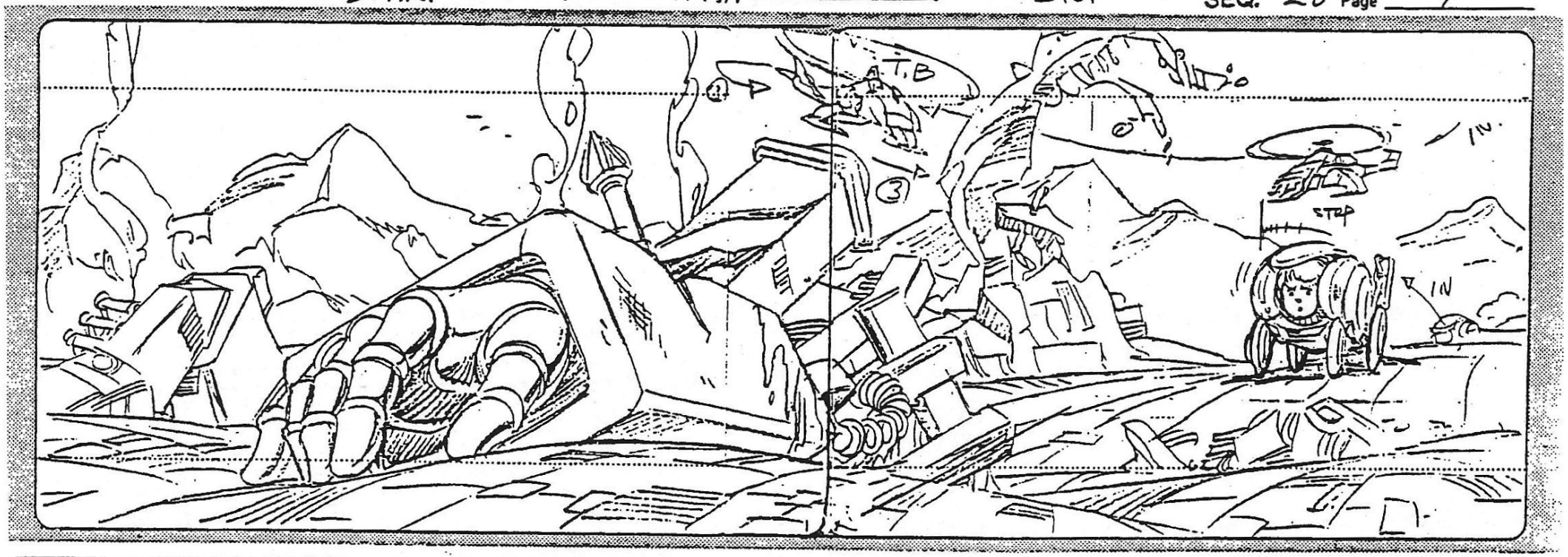
MUSIC/SFX

CAMERA

D/5

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-1 START PAN ——→ STOP SEQ. 26 Page 1



ACTION M.C.U. ULTRA MAGNUS' PARTS ARE SCATTERED ABOUT THE SURFACE OF JUNKION, IN THE FOREGROUND IS ULTRA MANGNUS' HAND. WE PAN OVER TO SEE...

DIAL

MUSIC/SFX

CAMERA

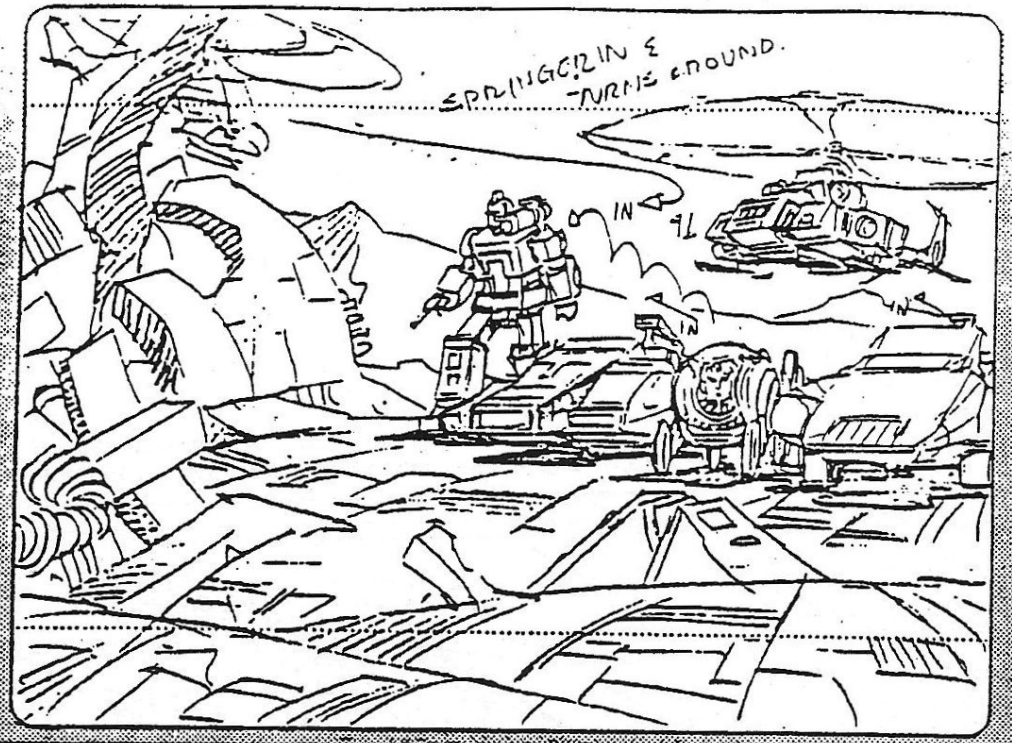
ACTION DANIEL, IN HIS TRANSFORMED EXO-SUIT, DRIVE INTO SCENE AND COME TO A STOP. BEHIND HIM SPRINGER FLIES INTO THE SCENE BANKS AND TURNS.

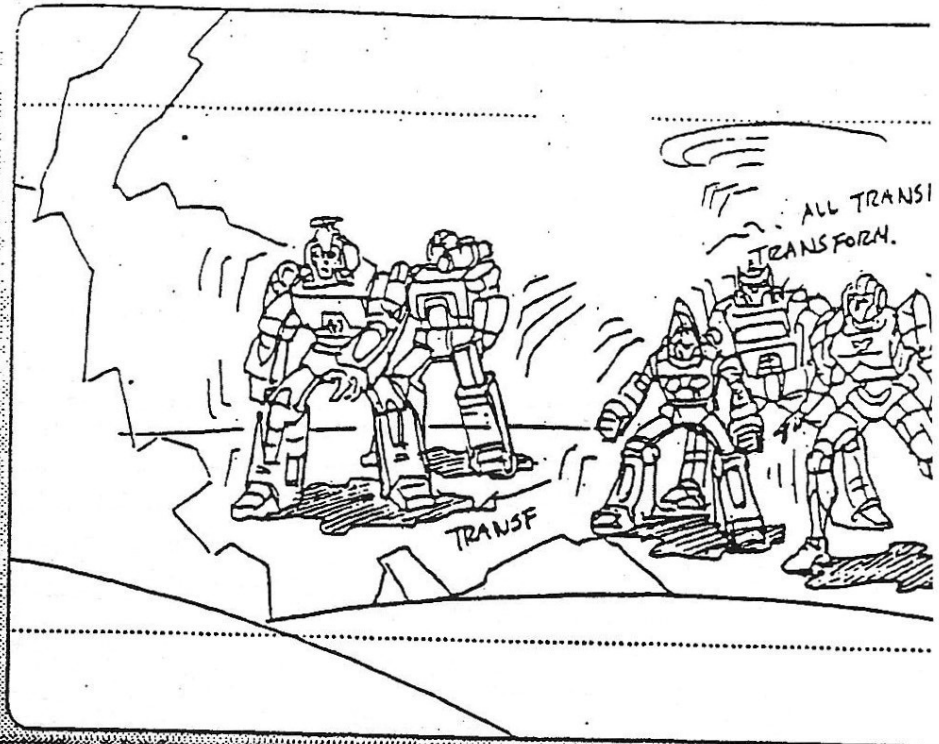
DIAL DANIEL (TEARFUL) Ultra Magnus!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L .S. DANIEL AND SPRINGER MOVING IN AND HOVERING OVER HEAD AS FIRST BLURR THEN ARCEE AND STOP NEAR DANIEL.

DIAL

MUSIC/SFX

CAMERA

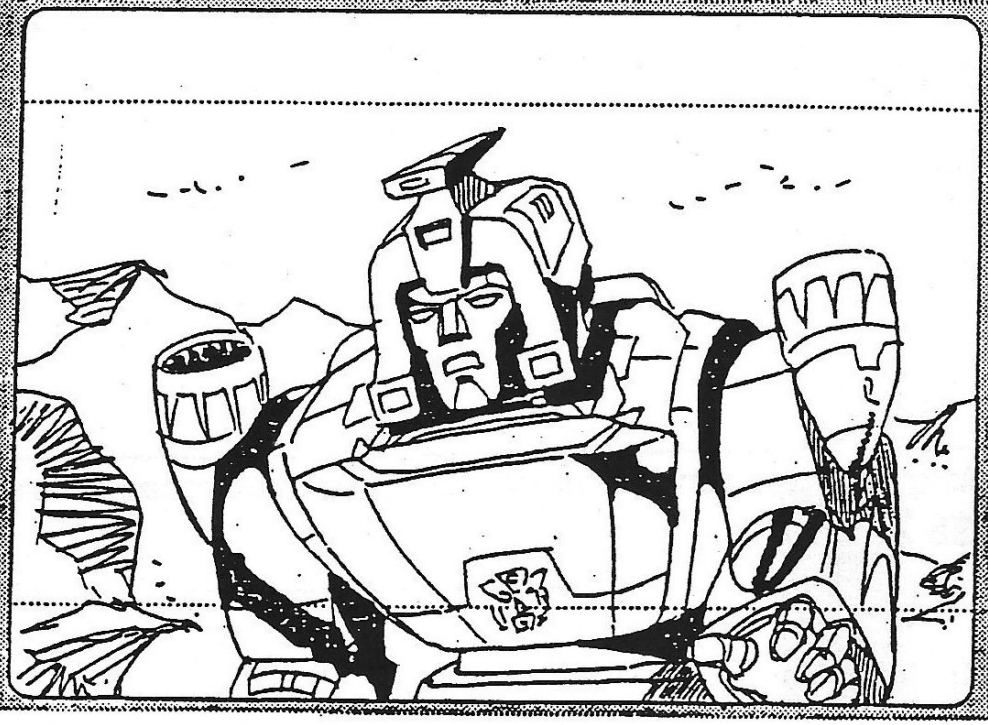
ACTION ALL OF THEM TRANSFORM INTO ROBOT FORM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-3



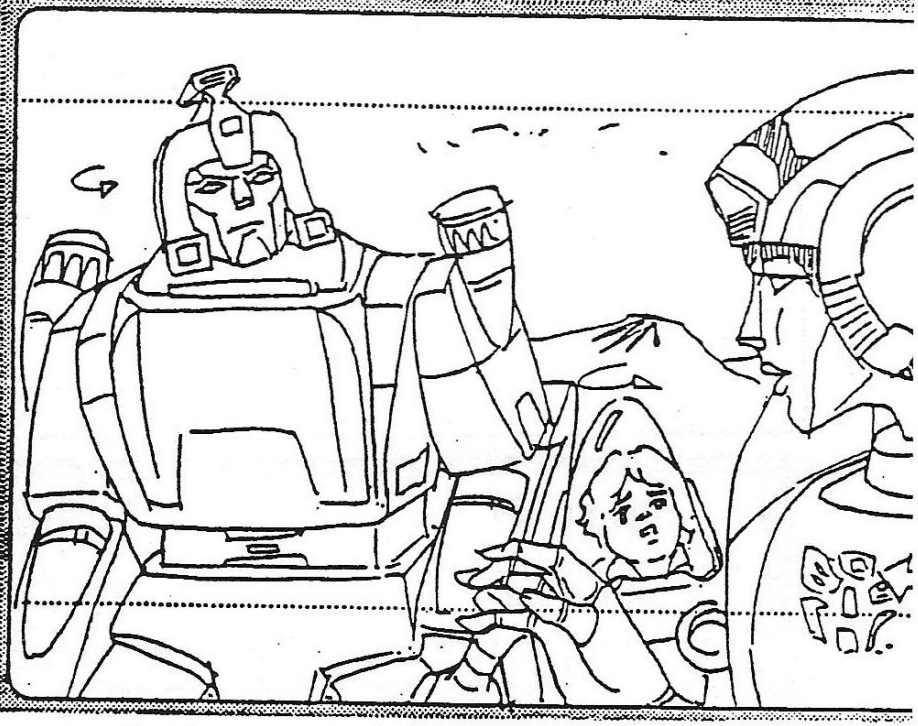
ACTION M.S. OF BLURR. HE IS DISTRESSED BY THE DEATH OF ULTRA MAGNUS.

DIAL BLURR Without the Matrix there is no hope. No hope. No hope at all!

MUSIC/SFX

CAMERA

SC. 26-3A



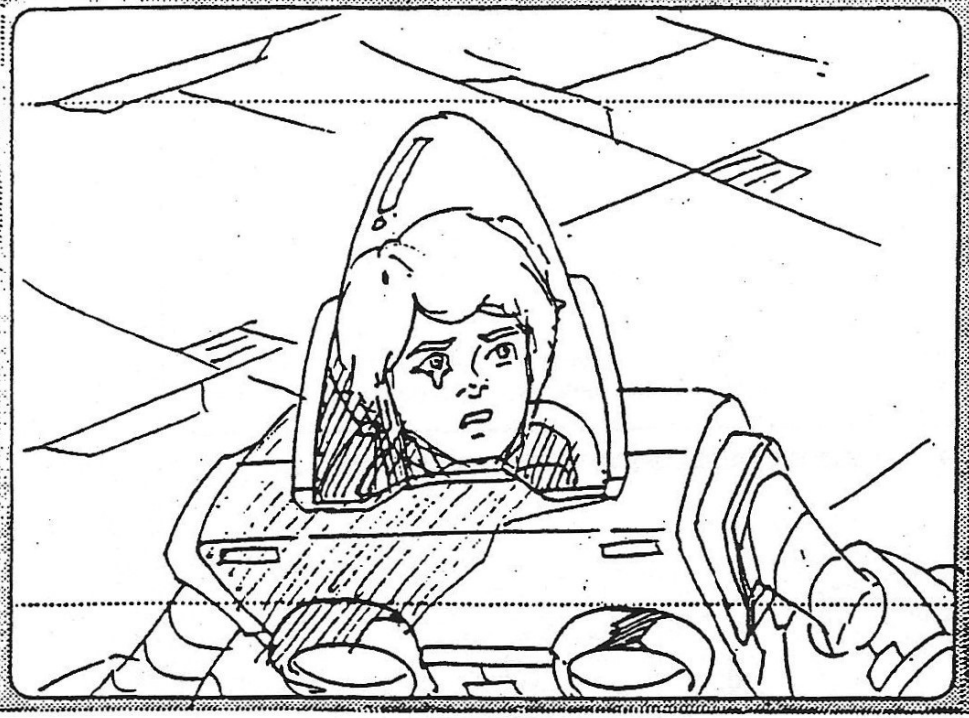
ACTION M.S. BLURR, DANIEL. THEY TURN TO LOOK AT ARCEE, WHO MOVES INTO SCENE.

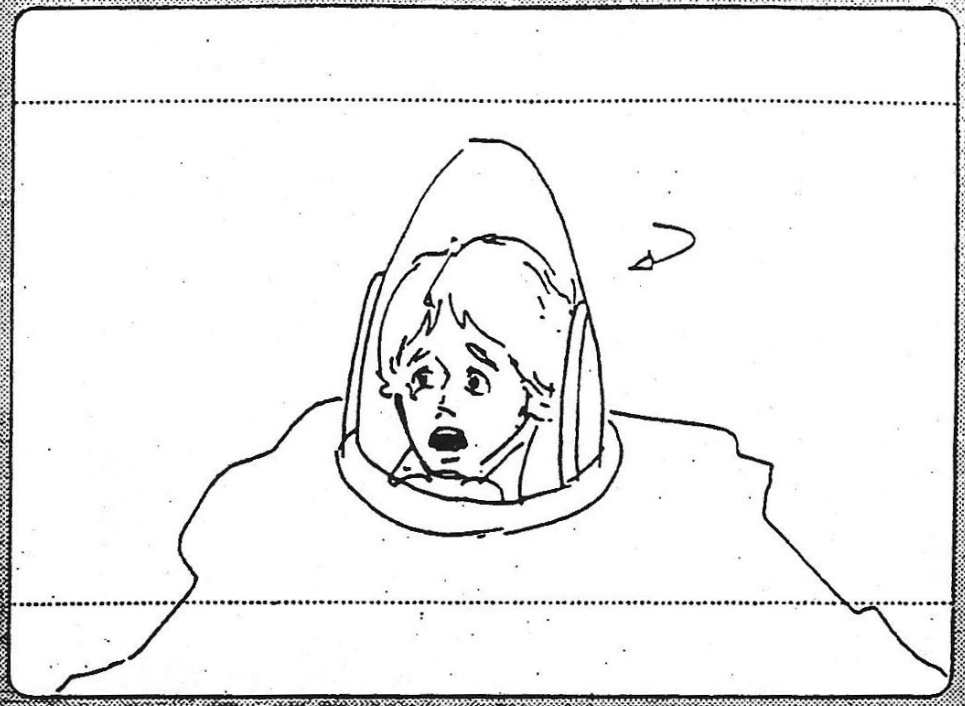
DIAL ARCEE First Hot Rod, now Ultra Magnus. What'll we do? (PICK UP LINE)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 4A.

ACTION M.S. DANIEL. HE LOOKS UP AT ARCEE. TEARS FILL HIS EYES.

DIAL

MUSIC/SFX

CAMERA

ACTION THEN HIS ATTENTION IS ATTRACTED TO SOMETHING O.S. HE IS SURPRISED BY WHAT HE SEES.

DIAL DANIEL Look!

(PICK UP LINE)

MUSIC/SFX

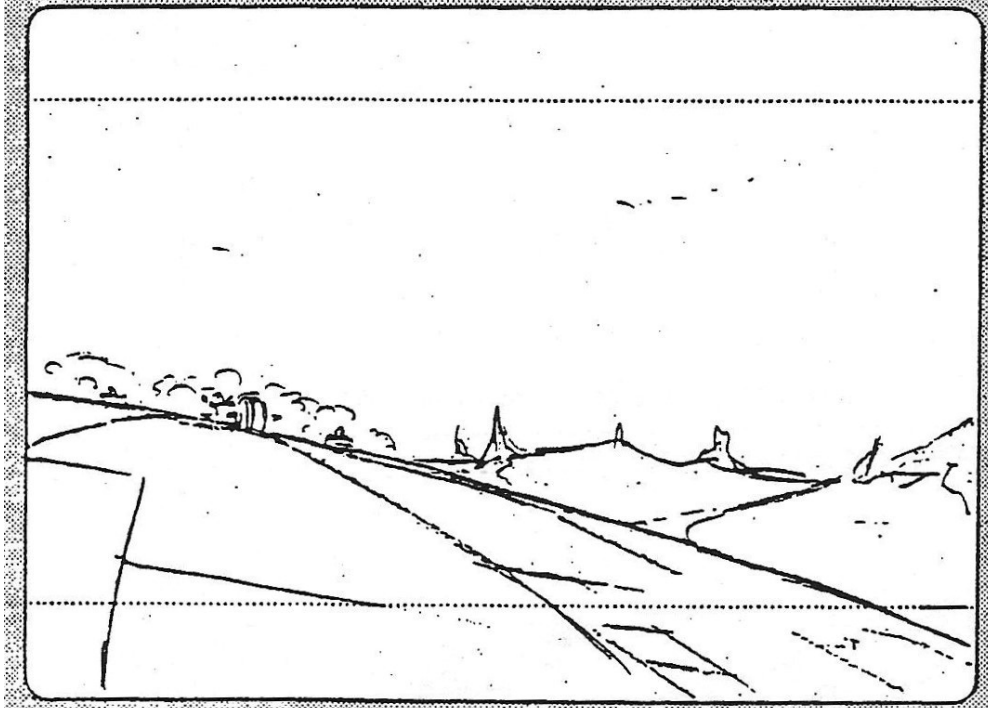
CAMERA

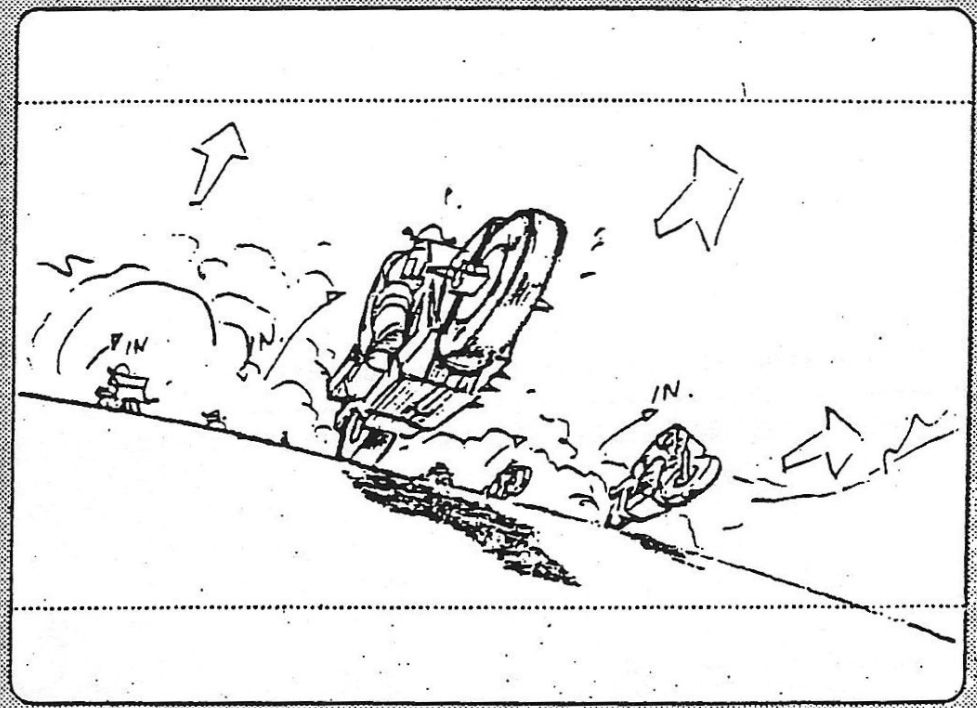
TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-3C

SC. CONT

SEQ. 26 Page 5





NEXT PAGE 4B

CTION X.L.S. THE JUNKION LANDSCAPE. IN THE DISTANCE COMING OVER THE CREST OF A HILL AND CLOAKED IN A CLOUD OF DUST ARE THE JUNKIONS...

IAL

USIC/SFX

AMERA

ACTION ...RIDING THEIR BIKES. THEY RACE TOWARD US, JUMPING DOWN FROM THE HILL.

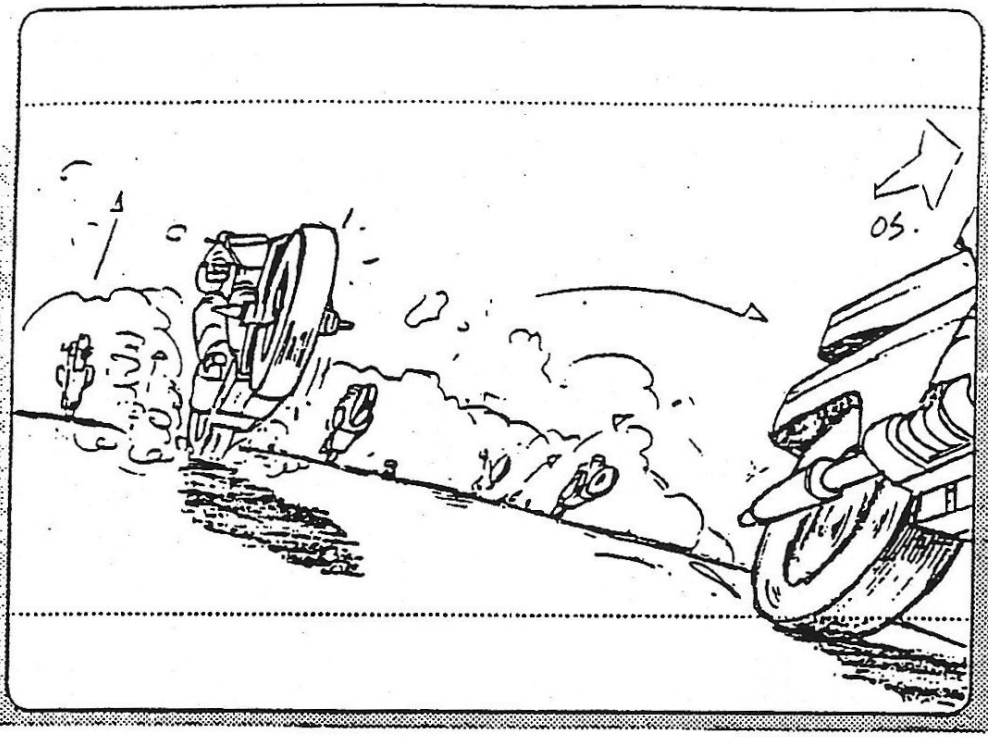
DIAL

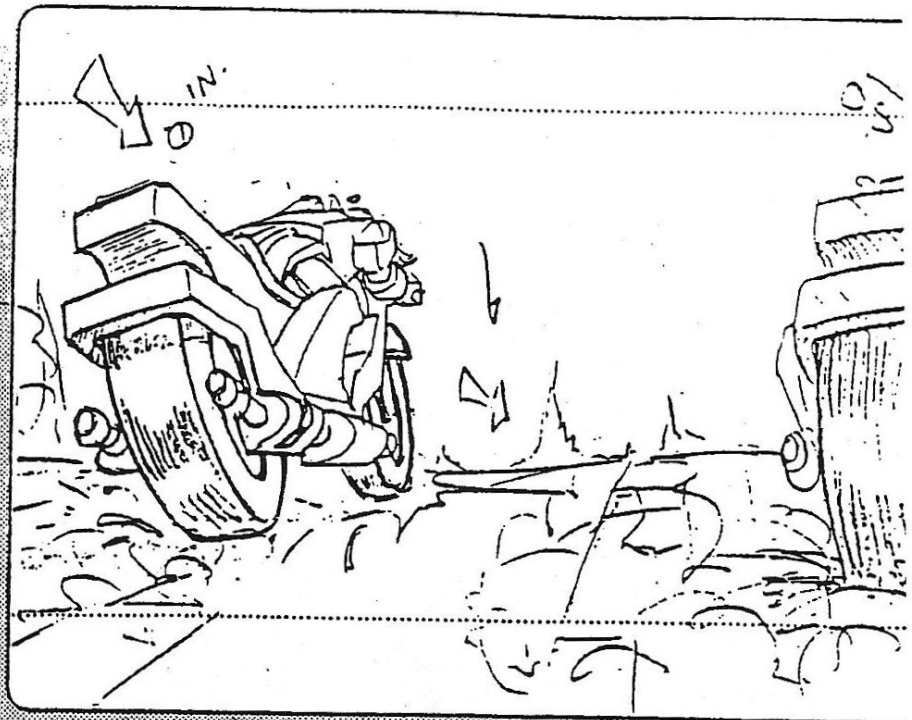
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-3B SEQ.





ACTION ...AND DO WHEELIES AS THEY ROAR PAST.

DIAL

MUSIC/SFX

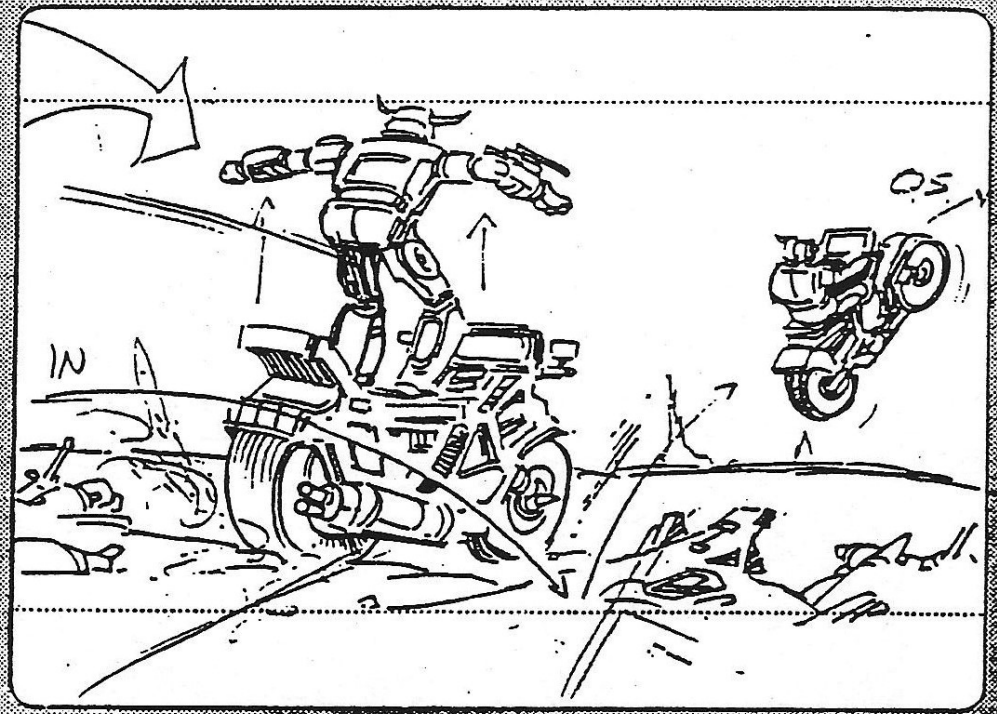
ACTION L.S. THE JUNKIONS RACE ALONG ON THEIR BIKES.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-3D



ACTION ONE JUNKION GETS UP AND STANDS ON THE SEAT OF HIS BIKE AS ANOTHER JUNKION BOUNCES THROUGH THE SCENE ALONG SIDE OF HIM.

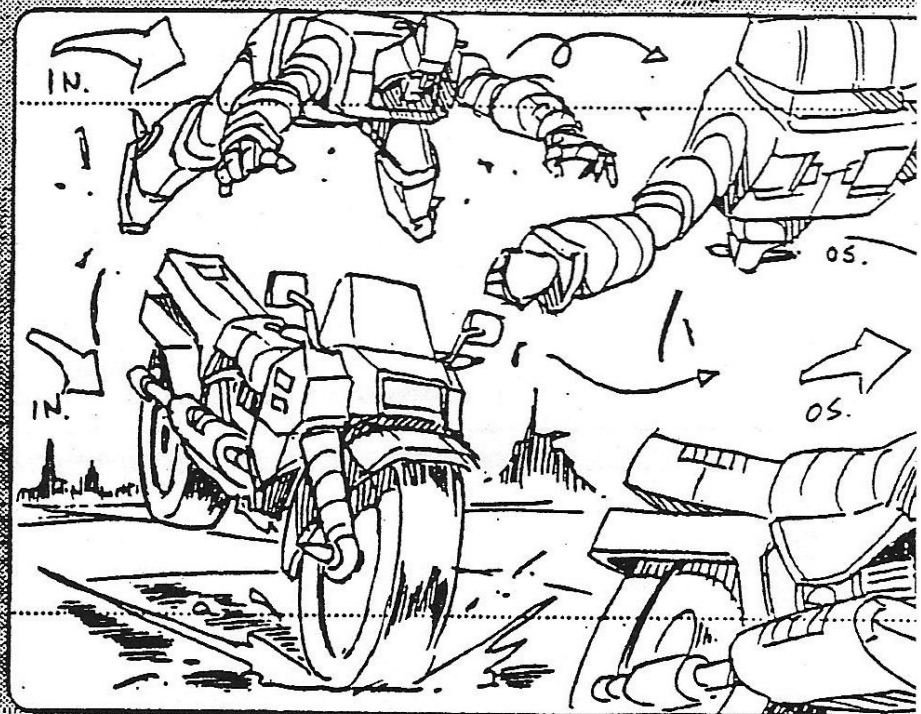
DIAL

MUSIC/SFX

CAMERA

SC. 26-3E

SEQ. 26 Page 7



ACTION L.S. THE JUNKION RIDER SEPARATES FROM HIS BIKE AS IT BOUNC DOWN. HE SUMMERSAULTS THROUGH THE AIR...

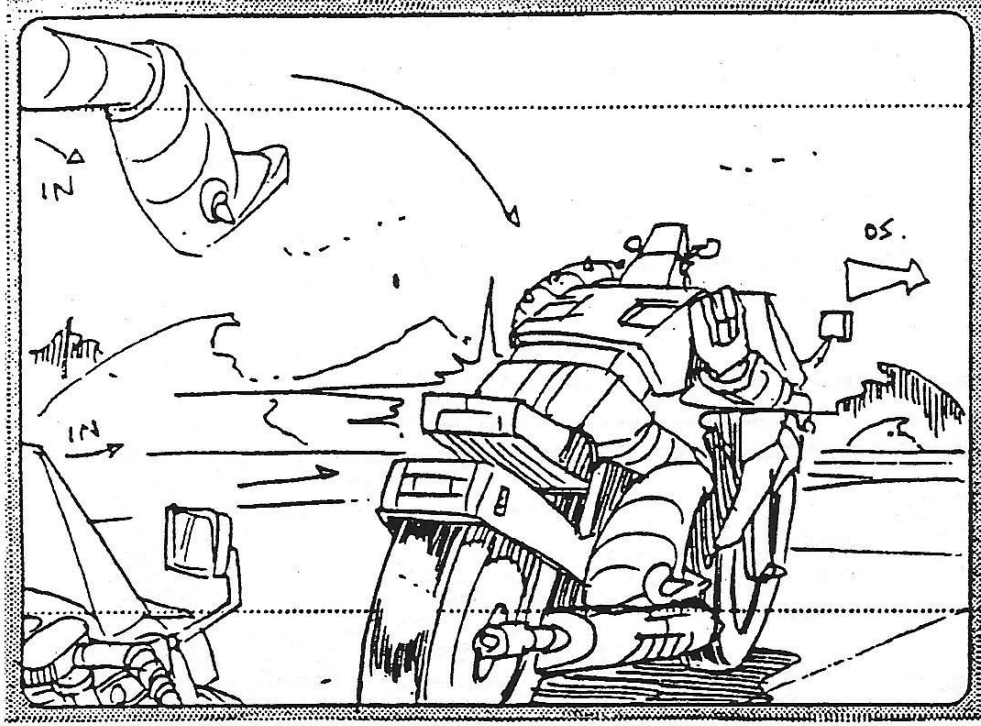
DIAL

MUSIC/SFX

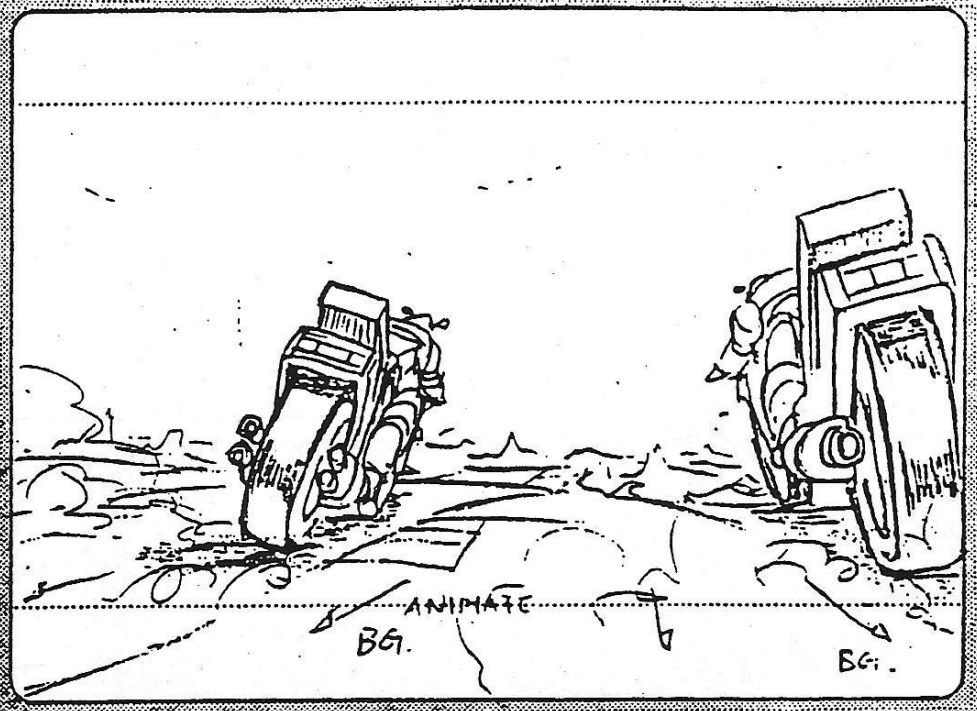
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-3F



SC. 26-3G ANIMATE-3G SEQ. 26 Page 8



NEXT PAGE 8A

ACTION ...AND LANDS BACK ON HIS BIKE, THEN SPEEDS ON.

DIAL

MUSIC/SFX

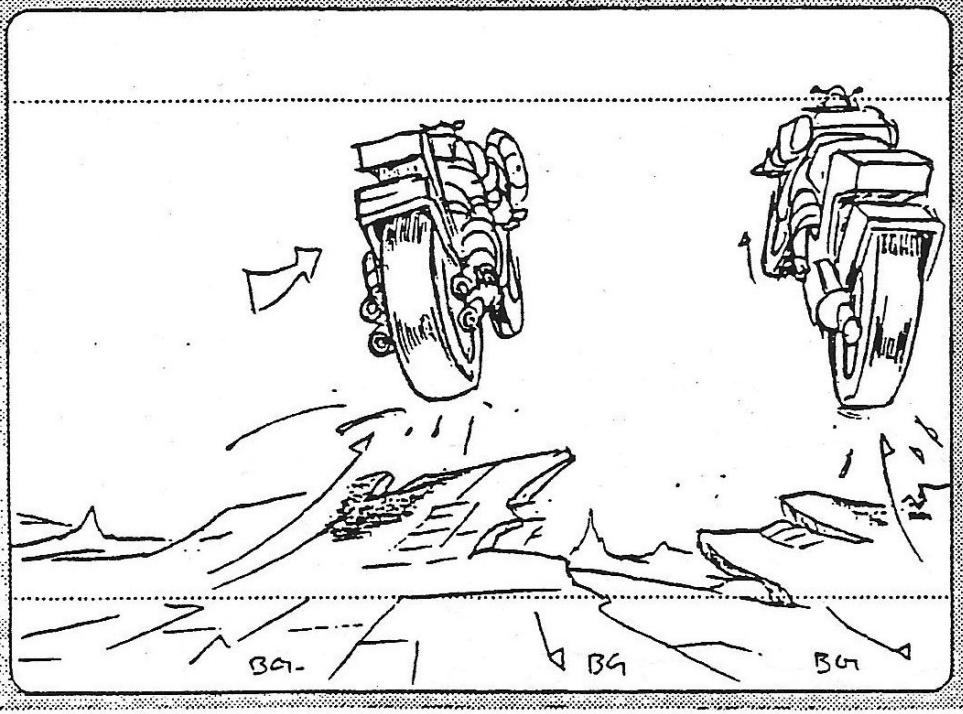
ACTION L.S. TWO JUNKIONS RACE TOWARD A CLIFF JUST IN FRONT OF THEM. WE FOLLOW ALONG WITH THEM AS...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-3G ANIMATE BG



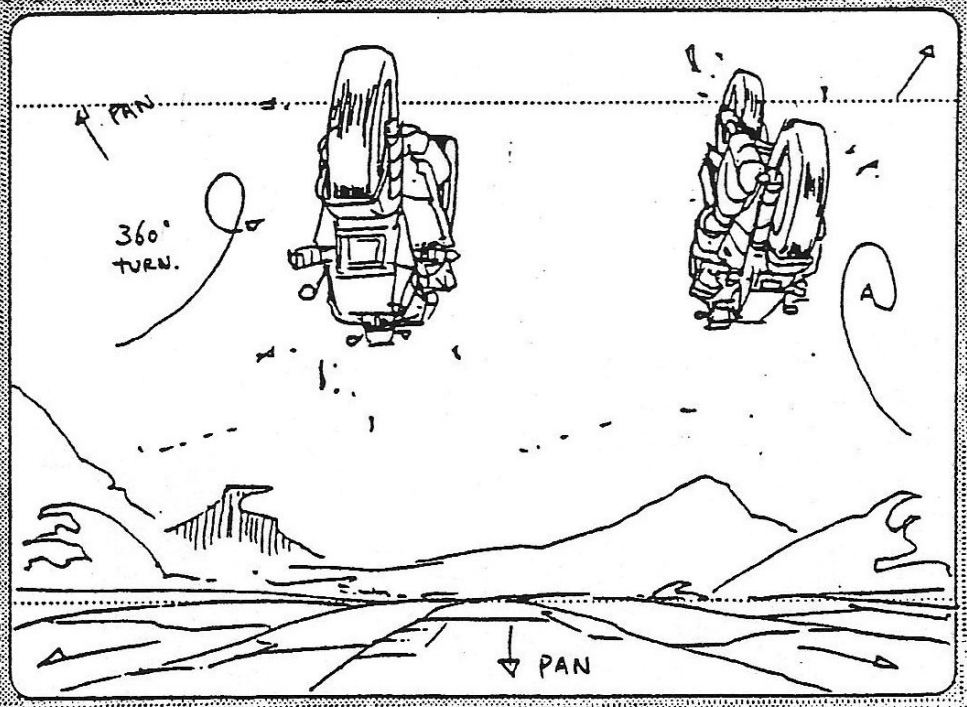
ACTION ...THEY HIT THE EDGE OF THE CLIFF AND SHOOT UP AND OUT...

DIAL

MUSIC/SFX

CAMERA

SC. CONT ANIMATE BG. SEQ. 26 Page 8A



NEXT PAGE 9

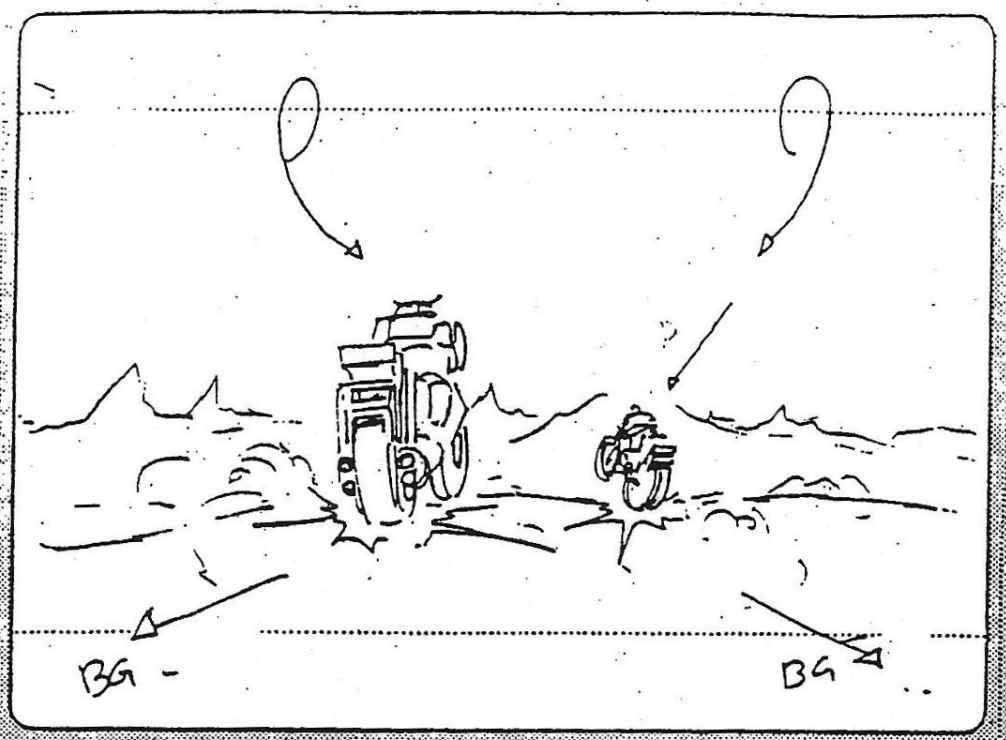
ACTION ...INTO THE AIR AND ARC DOWN TOWARD THE GROUND.

DIAL

MUSIC/SFX

CAMERA

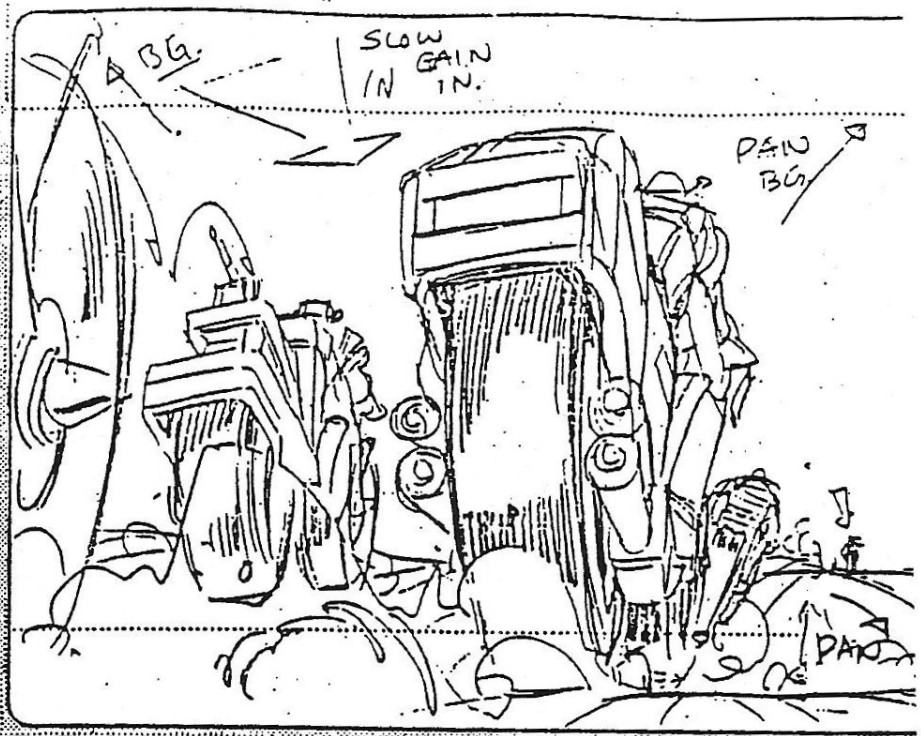
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...THEY LAND SAFELY AND ZOOM AWAY.

DIAL

MUSIC/SFX

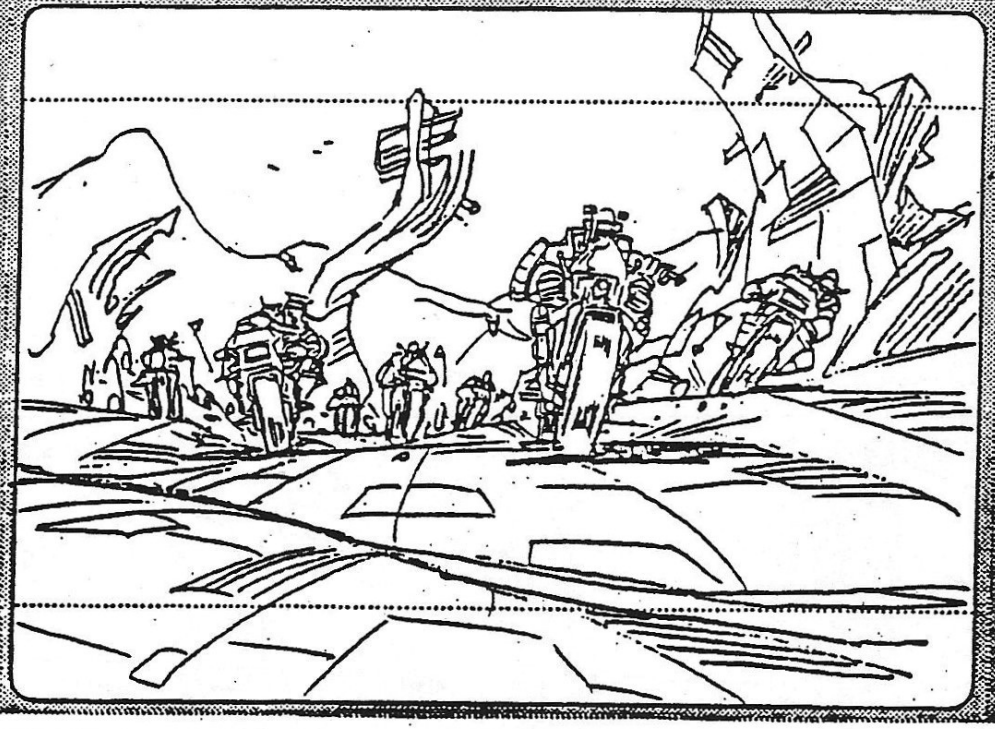


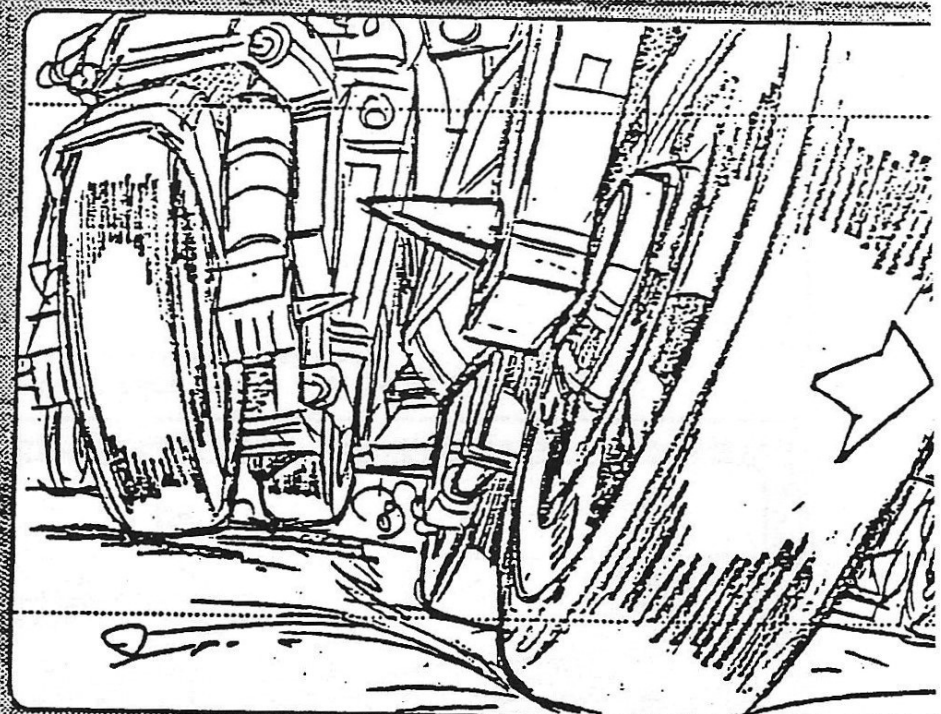
ACTION THE GROUP OF JUNKIONS ROARS IN BEHIND THEM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. WRECK GAR LEADING A GANG OF JUNKIONS. THEY COME RACING ON THEIR CYCLES...

DIAL WRECK-GAR Don't look behind door number two, Monty. It's time

MUSIC/SFX

CAMERA

ACTION DIRECTLY TOWARD US FILLING THE SCREEN AND KICKING UP DIRT.

DIAL WRECK-GAR (CONT) ...to play End-of the-line-my-valentine! . . .

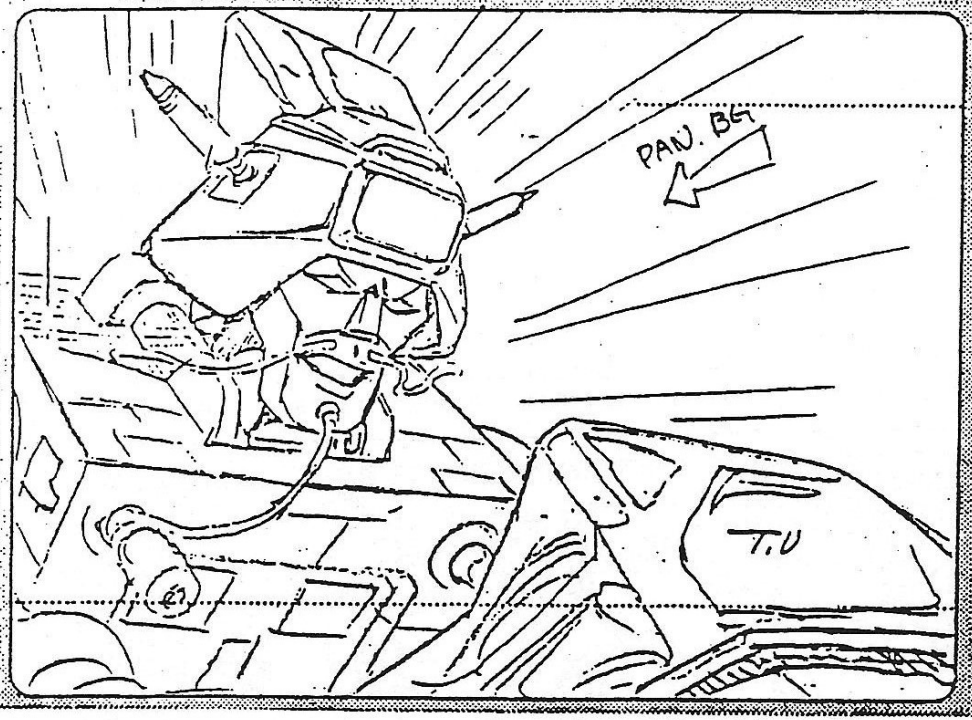
MUSIC/SFX

CAMERA

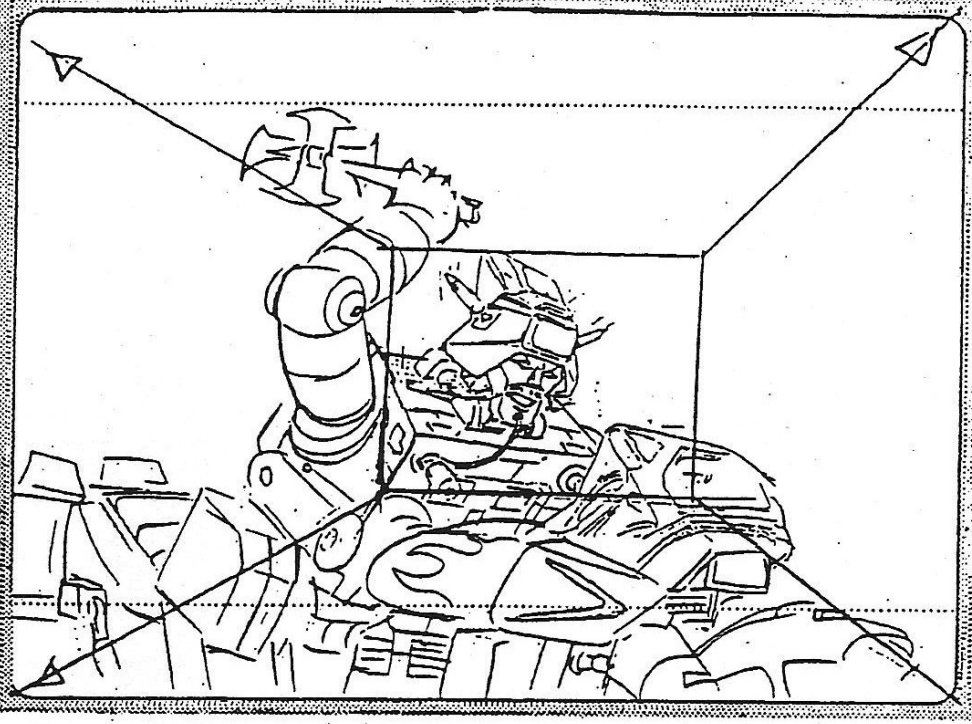
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-5

SC. CONT TRUCK BACK SEQ. 26 Page 11



NO SCENE 26-6



NO SCENE 26-5

ACTION M.S. WRECK GAR. WE MOVE ALONG WITH HIM AS HE CLOSES IN ON THE O.S. AUTOBOTS.

DIAL WRECK-GAR (CONT) ... Geroni- roni-doo-ron-

MUSIC/SFX

CAMERA

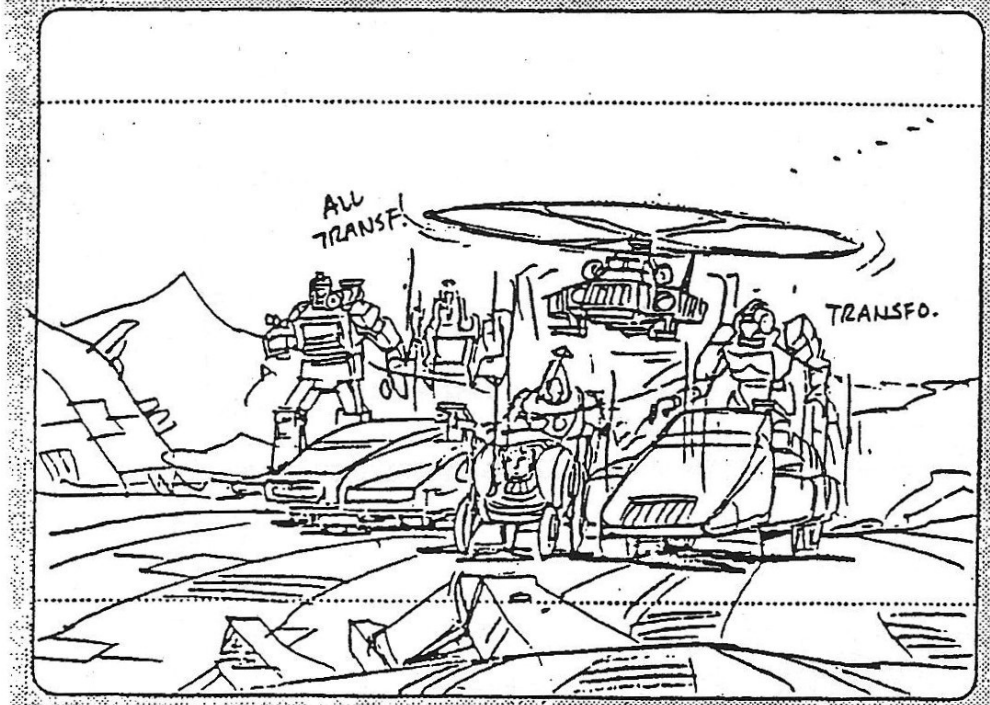
ACTION WE TRUCK BACK TO SEE WRECK GAR SWINGS A BATTLE AX OVER HIS HEAD.

DIAL WRECK GAR (CONT) ...roni-i-mo!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.L.S. THE AUTOBOT PARTY. THEY ALL TRANSFORM INTO AUTO MODE.

DIAL SPRINGER Get gone!

MUSIC/SFX

CAMERA

ACTION

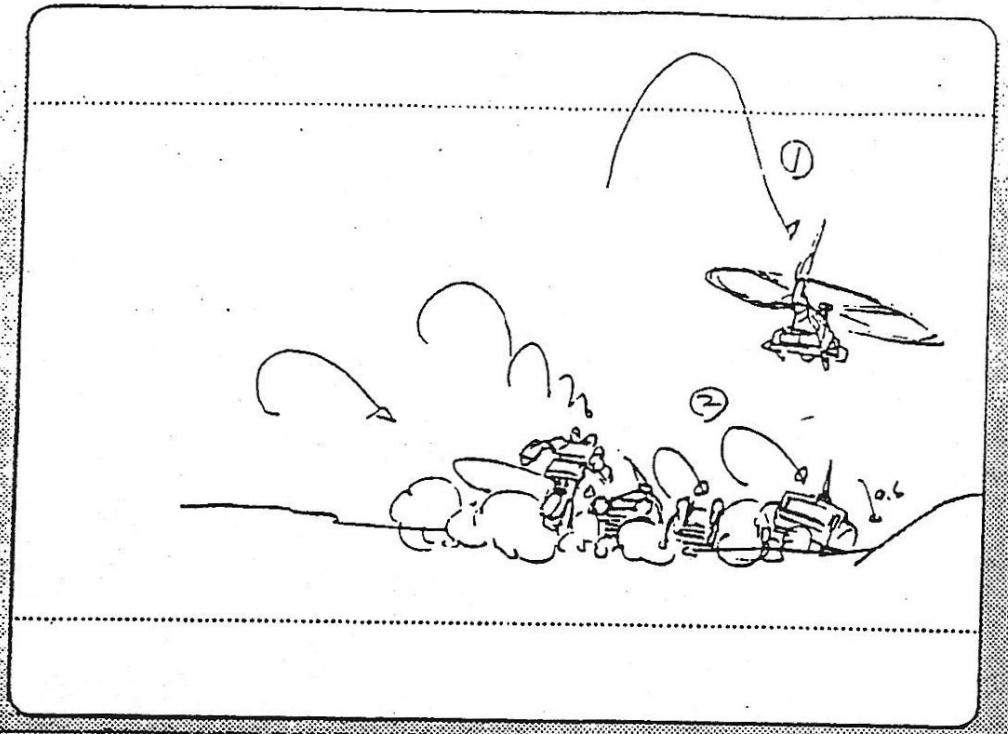
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 20-1



ACTION ...TURN TAIL AND RUN FOR IT.

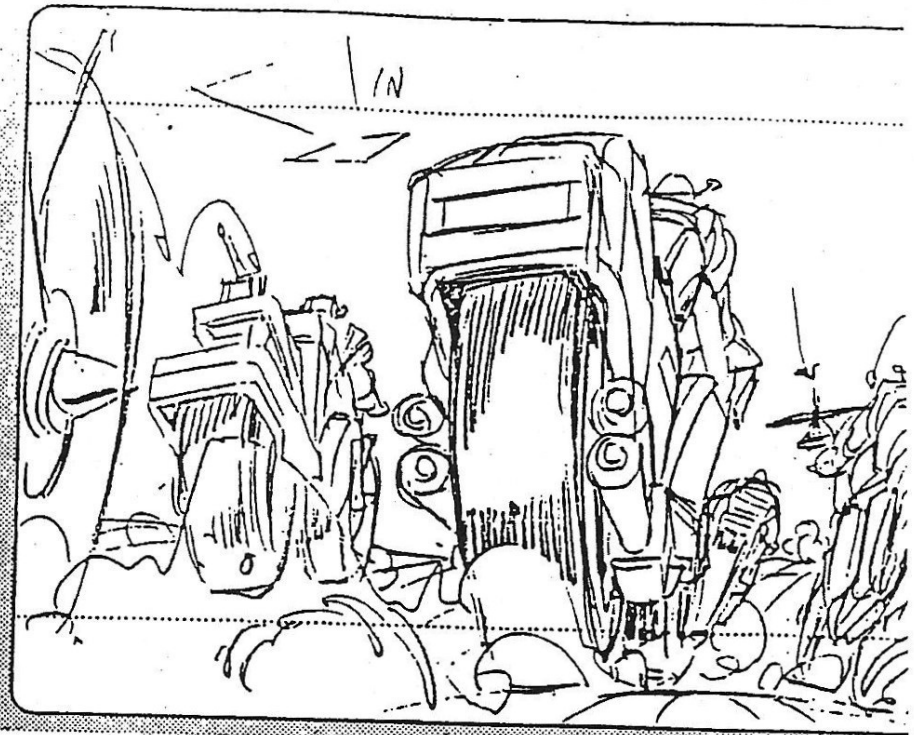
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ.



ACTION ...THE JUNKIONS RUMBLE INTO SCENE IN HOT PURSUIT OF THE AUTOBOTS.

DIAL

MUSIC/SFX

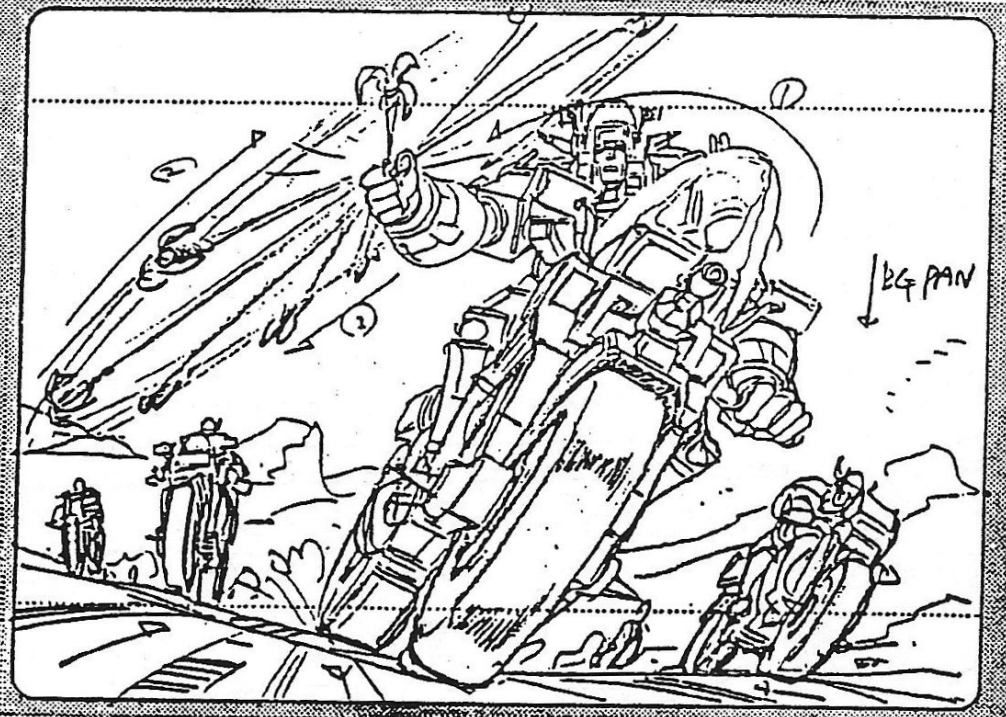
CAMERA

TF RAW
From Generation 1 to Beast Wars and Beyond!!!!

SC. 26-7A

SC.

SEQ 26 Page 14



ACTION M.S. THE GANG OF JUNKIONS. ANOTHER JUNKION SPINS AN ANCHOR AROUND AND AROUND...

DIAL

MUSIC/SFX

CAMERA

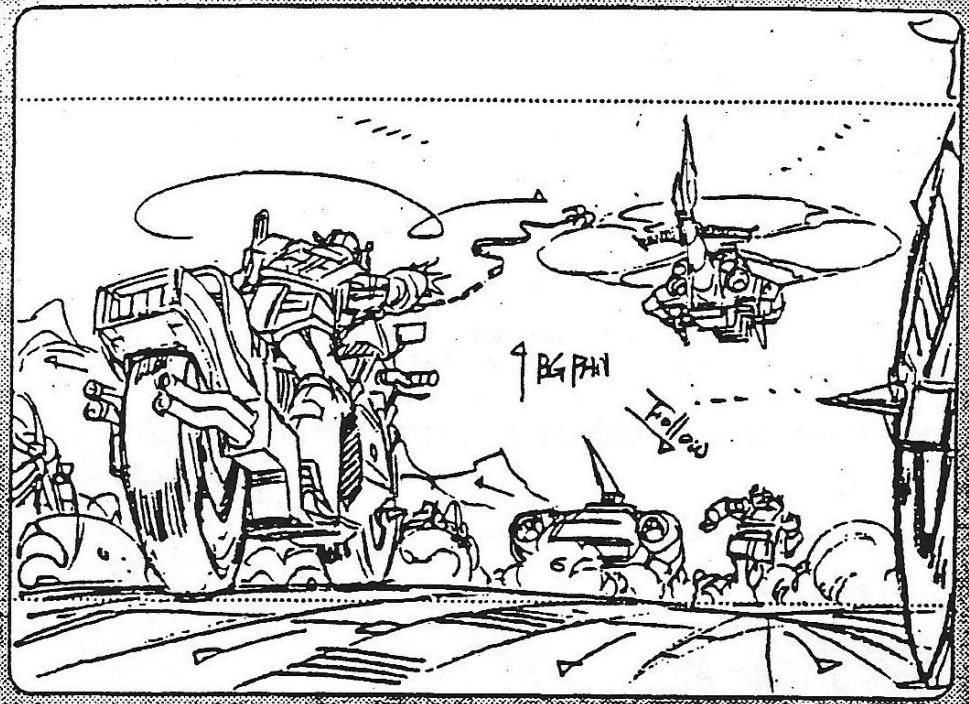
ACTION

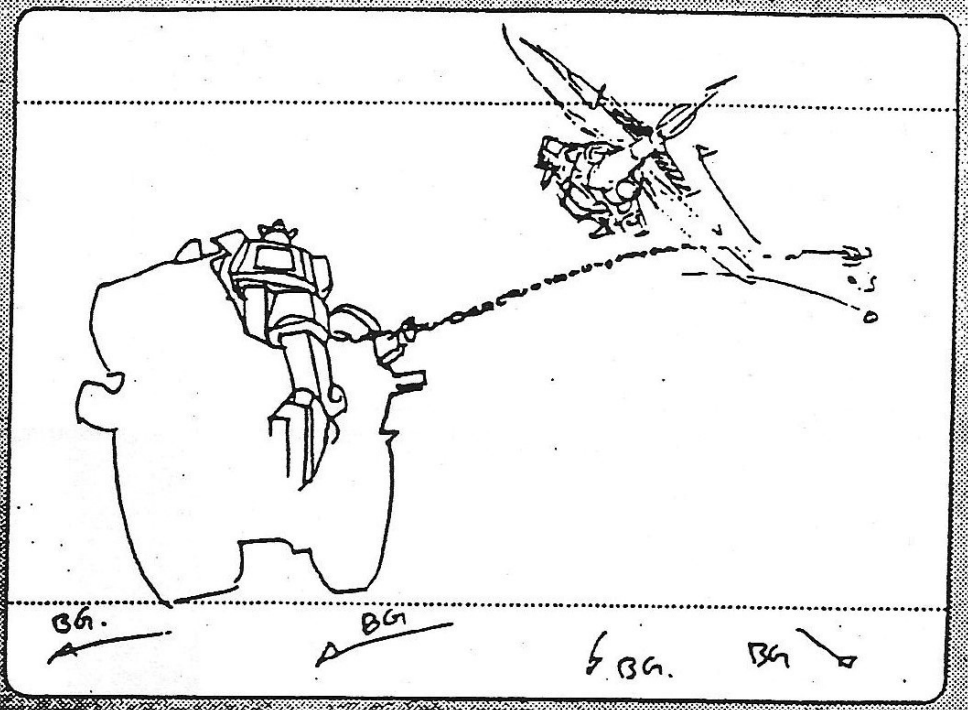
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THE AUTOBOTS (BLURR, PERCEPTOR, AND SPRINGER) AND THE GANG OF JUNKIONS. WE FOLLOW ALONG AS THE AUTOBOTS RUN TO GET AWAY FROM THE GANG OF JUNKIONS. ONE OF THE JUNKIONS THROWS AN ANCHOR AT SPRINGER.

DIAL

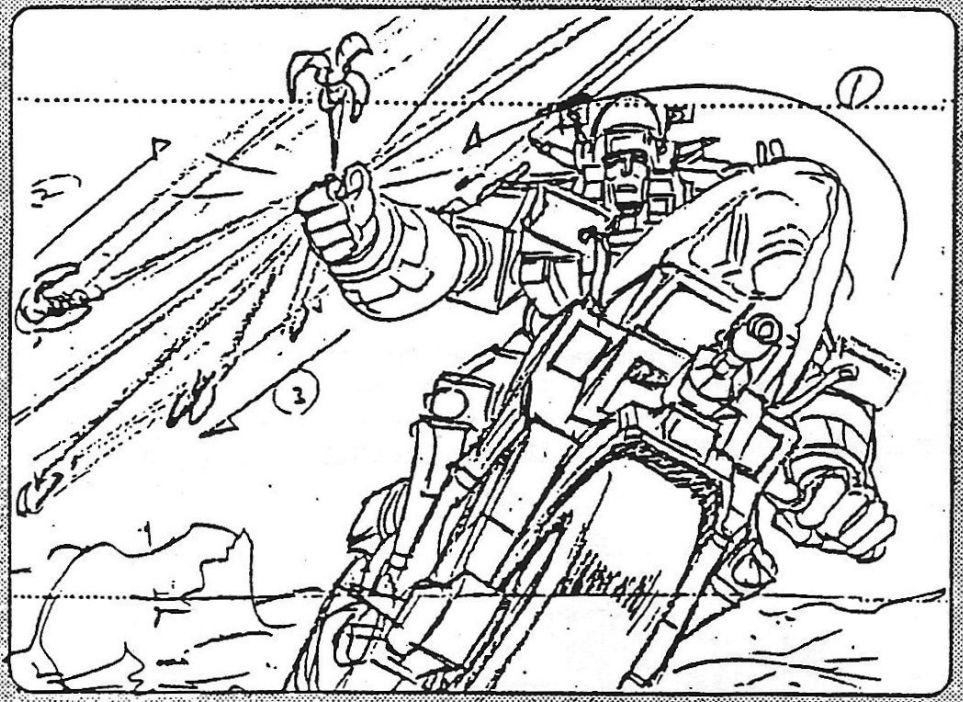
MUSIC/SFX

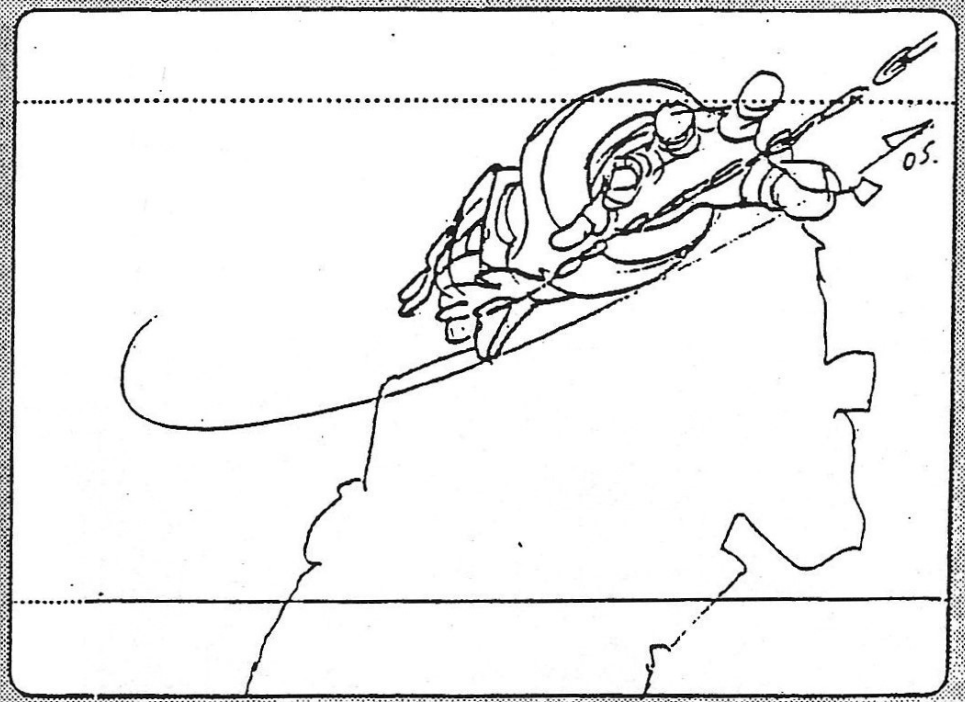
ACTION SPRINGER BANKS UP AND THE ANCHOR MISSES HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. THE GANG OF JUNKIONS. ANOTHER JUNKION SPINS AN ANCHOR AROUND AND AROUND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN LETS IT FLY!

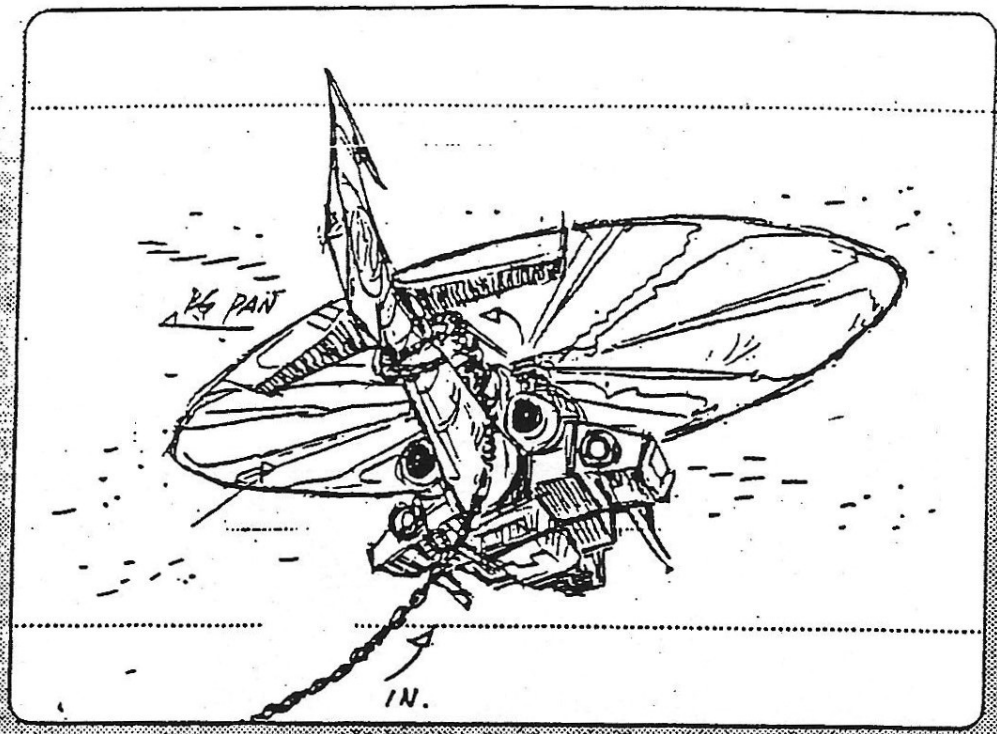
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-10



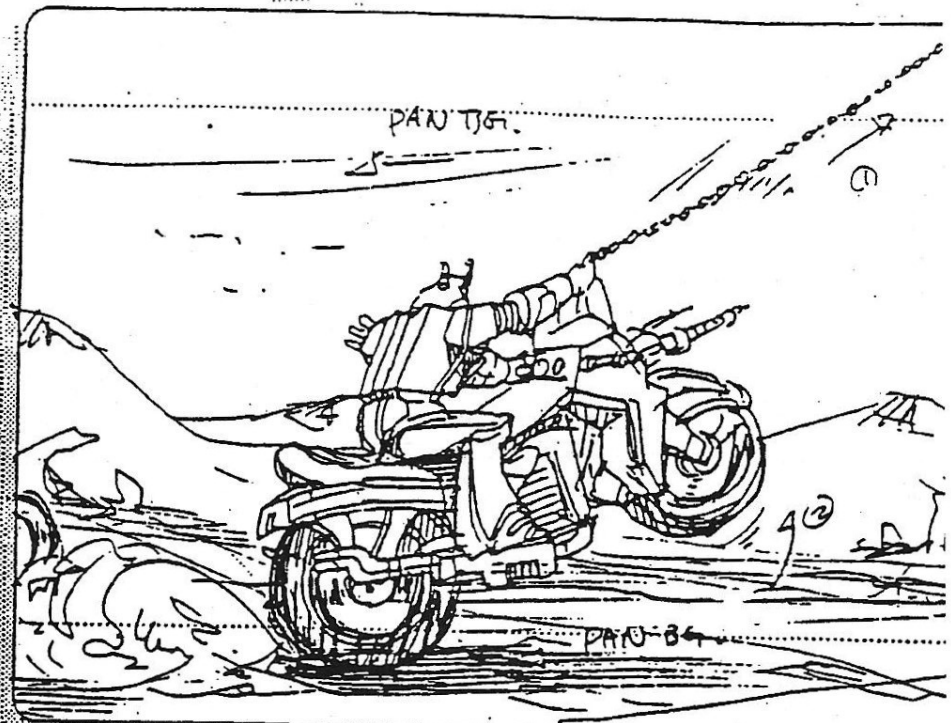
ACTION M.L.S. SPRINGER. THE ANCHOR ATTACHED TO A LONG CHAIN WRAPS ITSELF AROUND SPRINGER'S TAIL.

DIAL

MUSIC/SFX

SC. 20-11

SEQ. 20

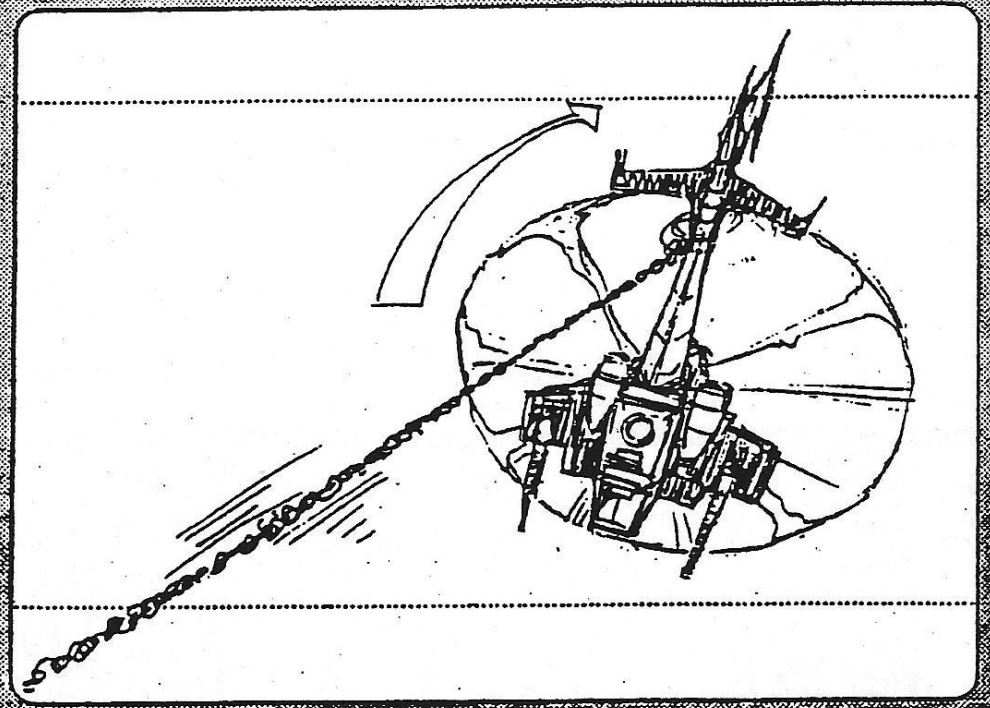


ACTION M.L.S. THE JUNKION ON HIS BIKE DOES A WHEELIE, PULLING BACK ON THE CHAIN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. SPRINGER. THE CHAIN TIGHTENS UP. SPRINGER SWIVELS HIS TAIL AWAY FROM THE JUNKION.

DIAL

MUSIC/SFX

CAMERA

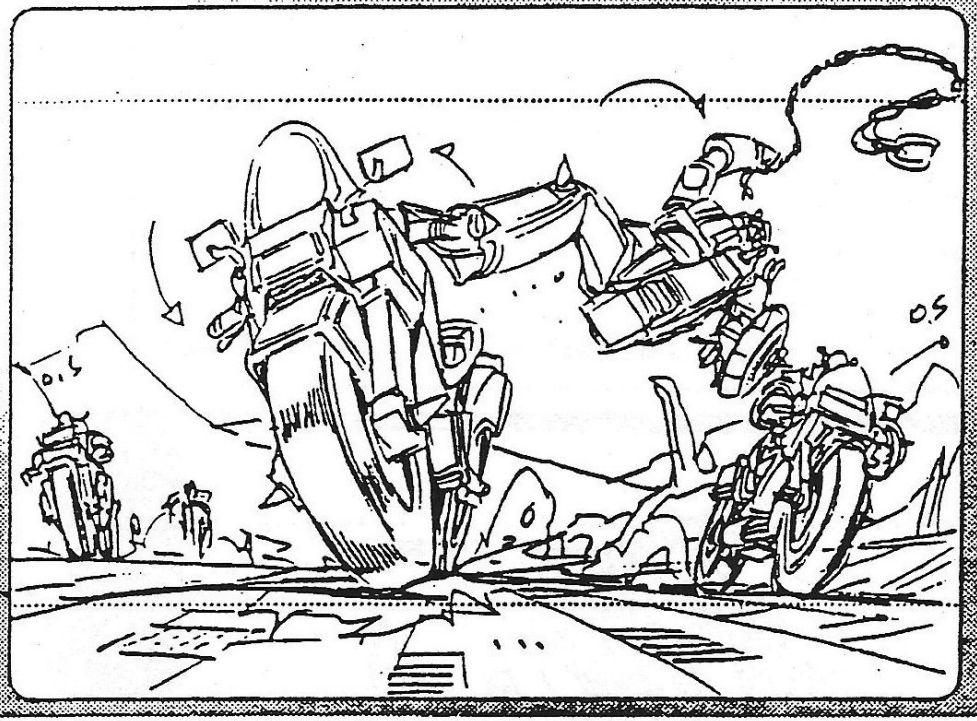
ACTION

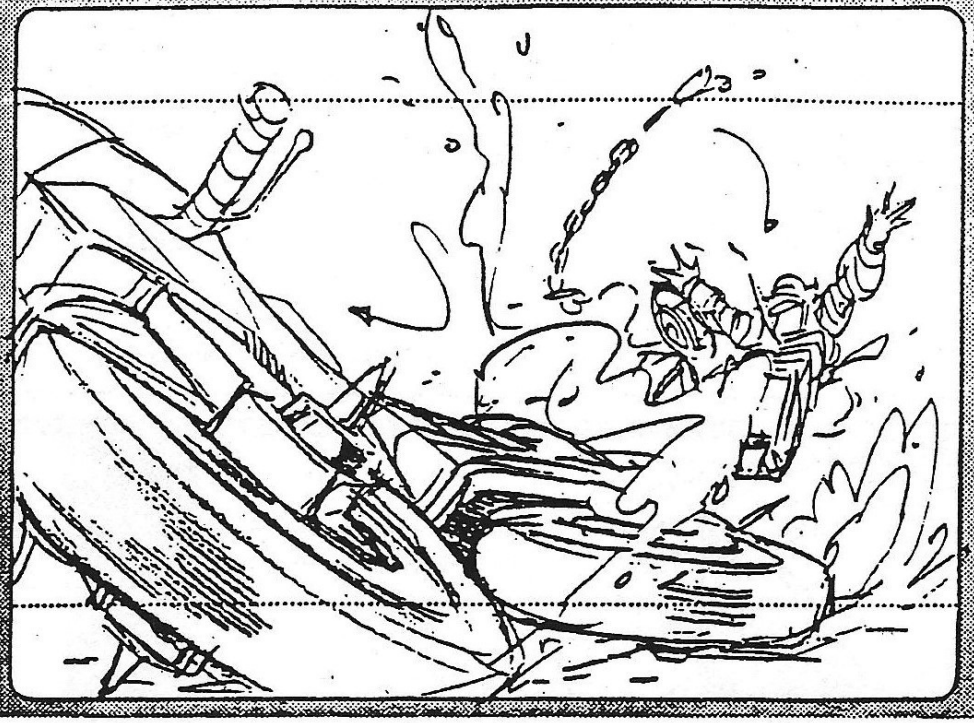
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.L.S. THE JUNKIONS. WE FOLLOW ALONG AS THE JUNKION IS YANKED OFF OF HIS CYCLE...

DIAL

MUSIC/SFX

CAMERA

ACTION ...WHICH SKIDS WILDLY AROUND AS THE JUNKION CRASHES TO THE GROUND.

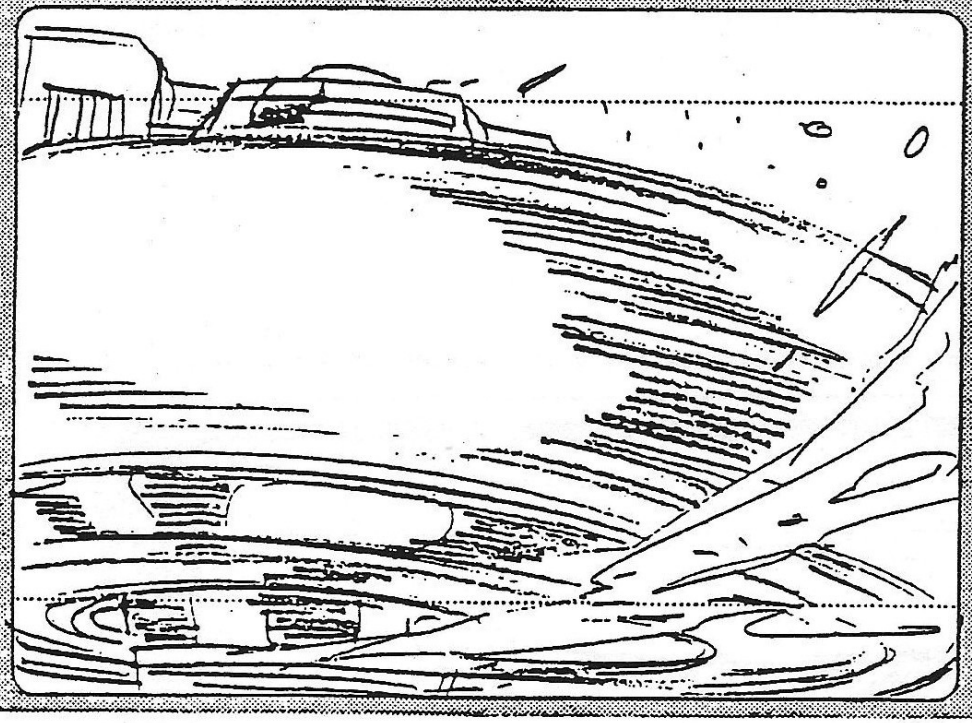
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-13



ACTION THE CYCLE SKIDS TO A STOP WITH ITS TIRE SPINNING AND FILLING THE SCENE.

DIAL

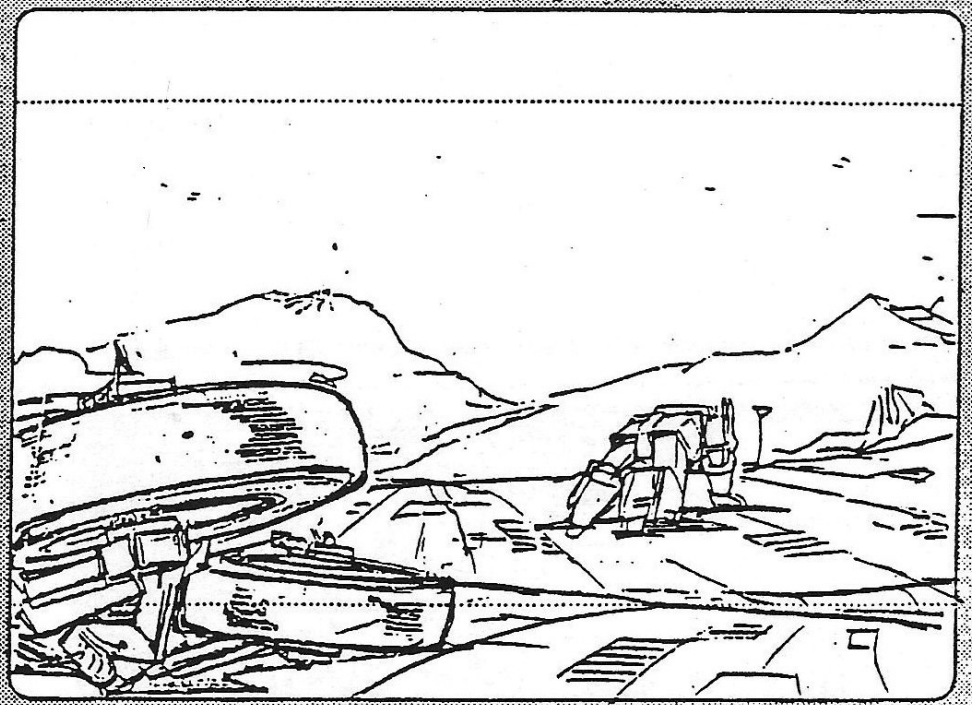
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-14

SEQ. 26 Page 20



ACTION L.S. THE JUNKION PULLS HIMSELF TOGETHER AND SLOWLY GETS UP. HIS CYCLE LIES IN FRONT OF HIM ALL MESSED UP.

DIAL

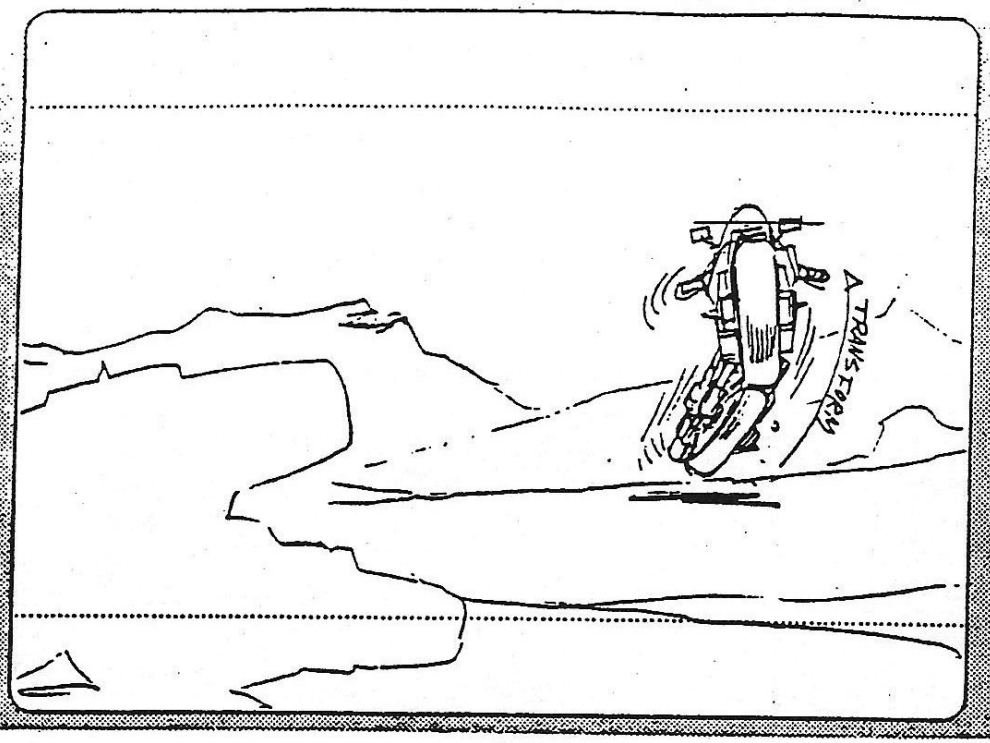
MUSIC/SFX

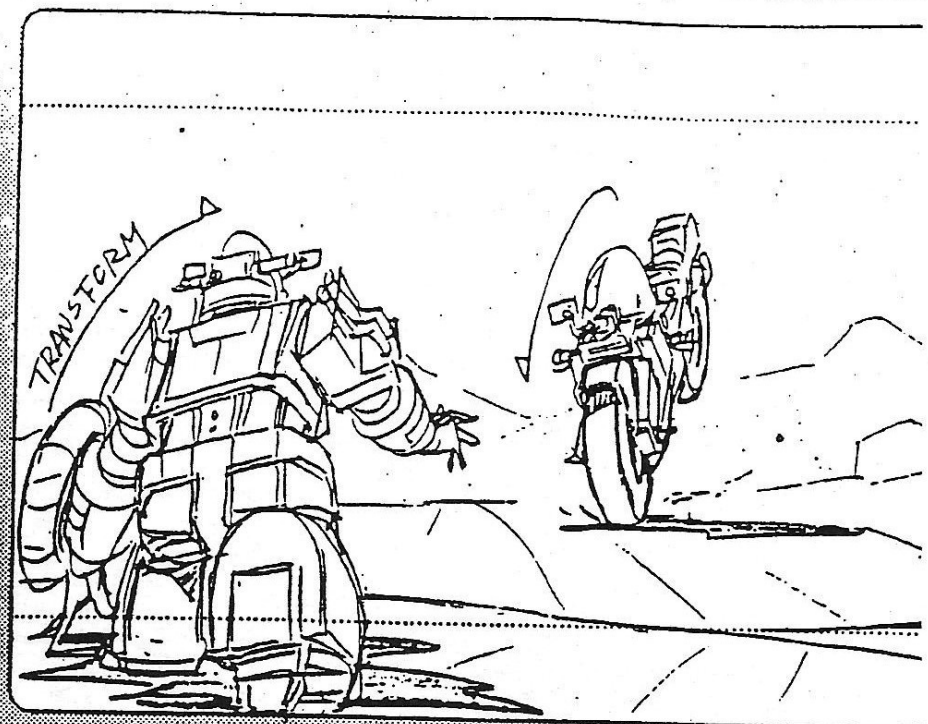
CAMERA

SC. CONT.

SC. CONT.

SEQ. 5 PAGE 7





ACTION SUDDENLY, THE JUNKION ROBOT TRANSFORMS INTO A NEW MOTORCYCLE AS...

DIAL

MUSIC/SFX

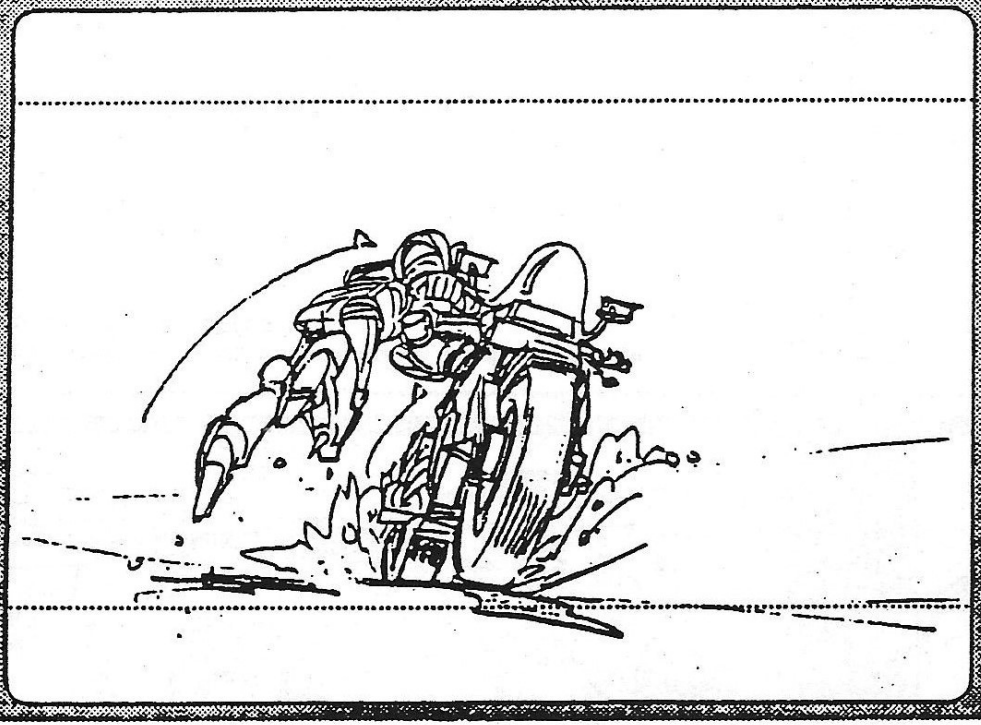
CAMERA

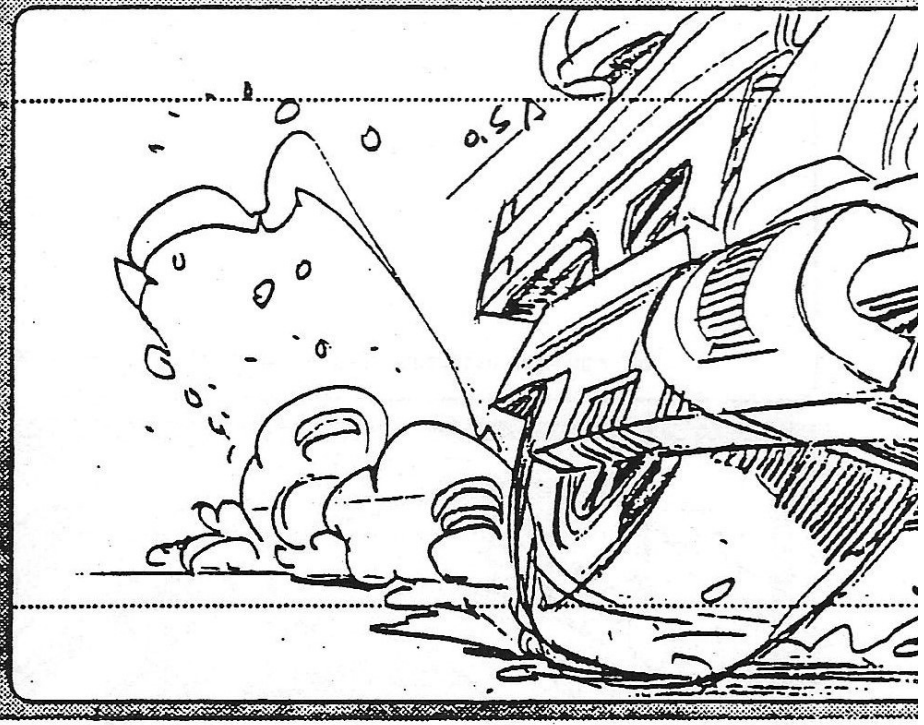
ACTION ...THE BANGED UP MOTOR CYCLE TRANSFORMS INTO A NEW JUNKION!

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THE JUNKION JUMPS ON THE MOTORCYCLE...

DIAL

MUSIC/SFX

CAMERA

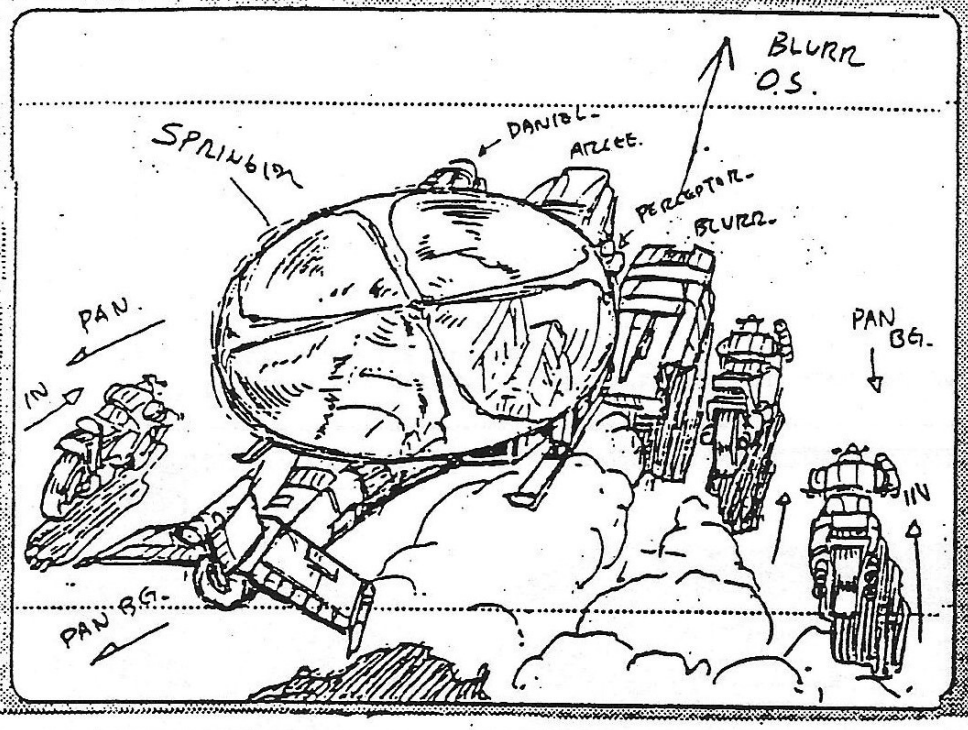
ACTION ...AND THEY DRIVE OFF O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L. DOWN SHOT SPRINGER FLYING HIGH ABOVE DANIEL, ARCEE, PERCEPTOR, BLURR AND THE JUNKIONS. WE FOLLOW ALONG WITH THEM.

DIAL

SPRINGER It's not hard to knock 'em down. It's getting them to stay down that's the trick.

MUSIC/SFX

CAMERA

ACTION

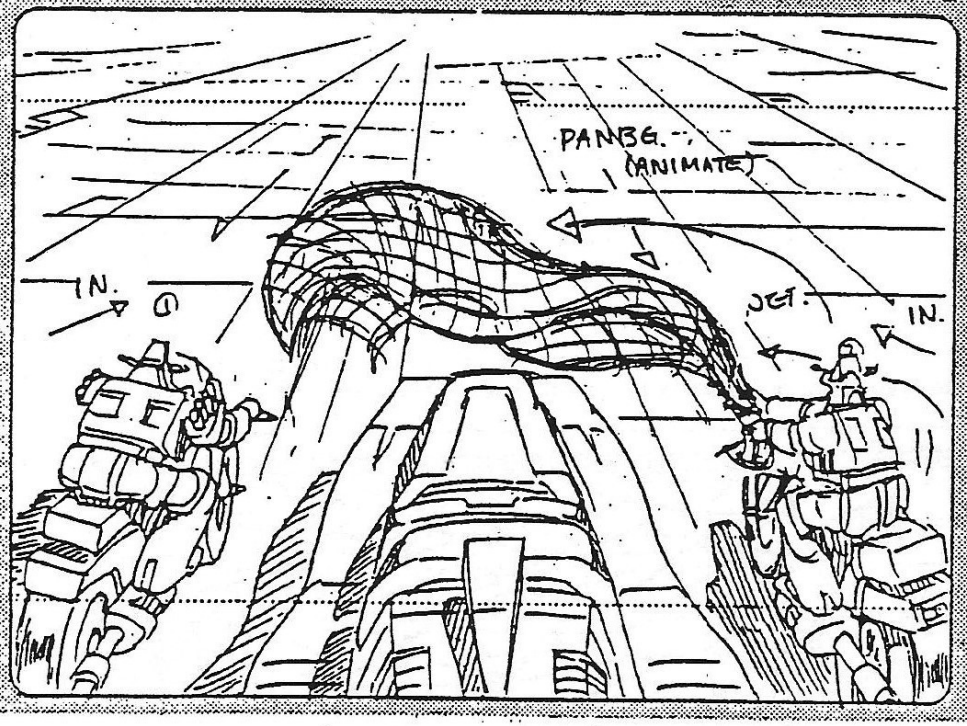
DIAL

MUSIC/SFX

CAMERA

TF RAW
Fan Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-14B



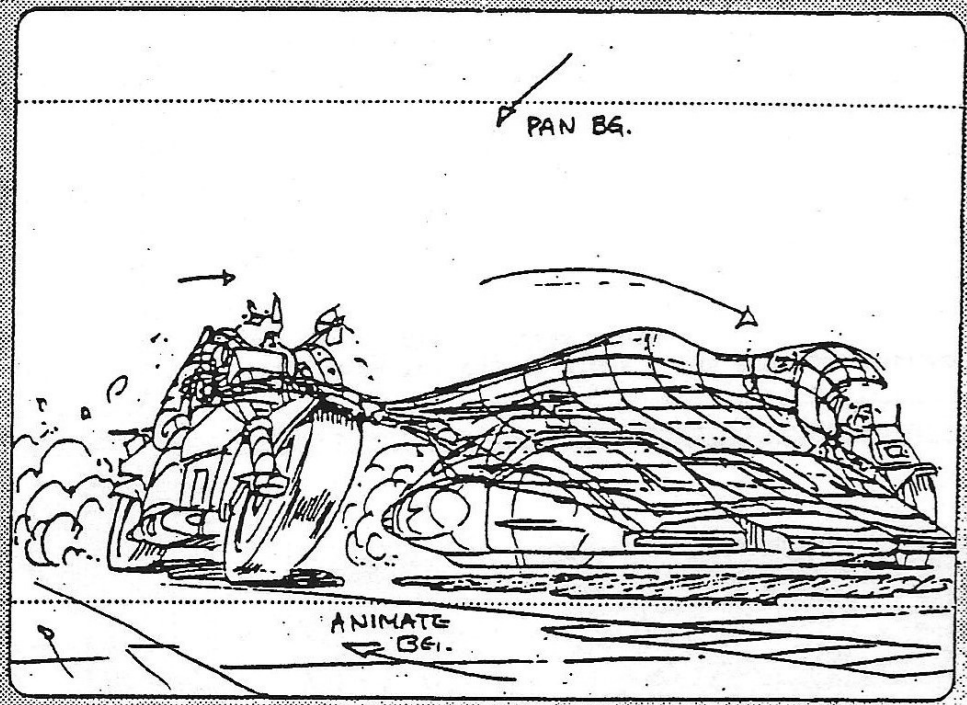
ACTION M.L.S. BLURR RACES ACROSS THE JUNKION LANDSCAPE AS TWO JUNKIONS MOVE INTO SCENE ON EITHER SIDE OF HIM. ONE JUNKION THROWS A METALLIC NET OVER BLURR.

DIAL

MUSIC/SFX

CAMERA

SC. 26-14C



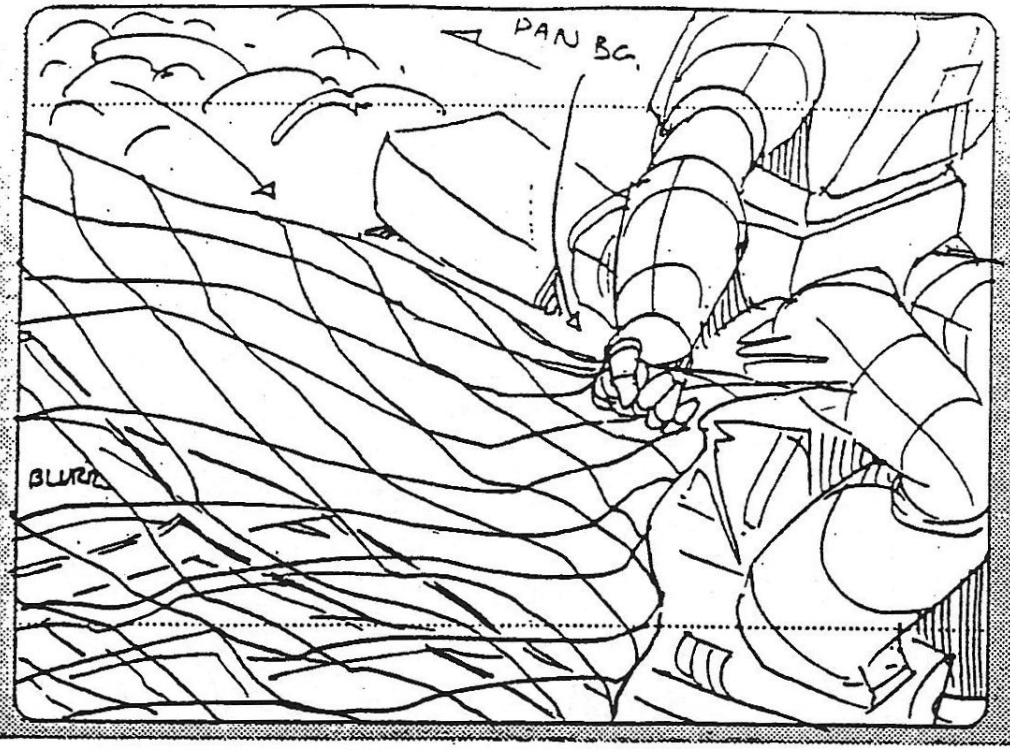
ACTION L.S. - THE JUNKIONS AND BLURR. THE NET FALLS ACROSS THE FRONT OF BLURR AS HE AND THE JUNKIONS SPEED ON.

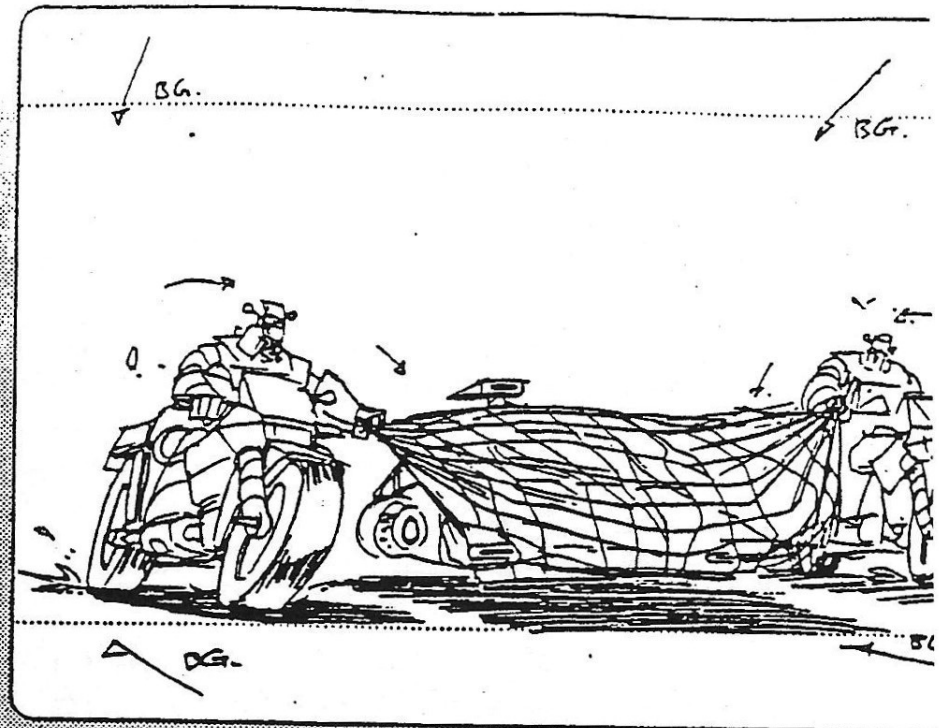
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. ONE OF THE JUNKIONS. HE GRABS A HOLD OF THE END OF THE NET AS IT FALLS INTO THE SCENE.

DIAL

MUSIC/SFX

CAMERA

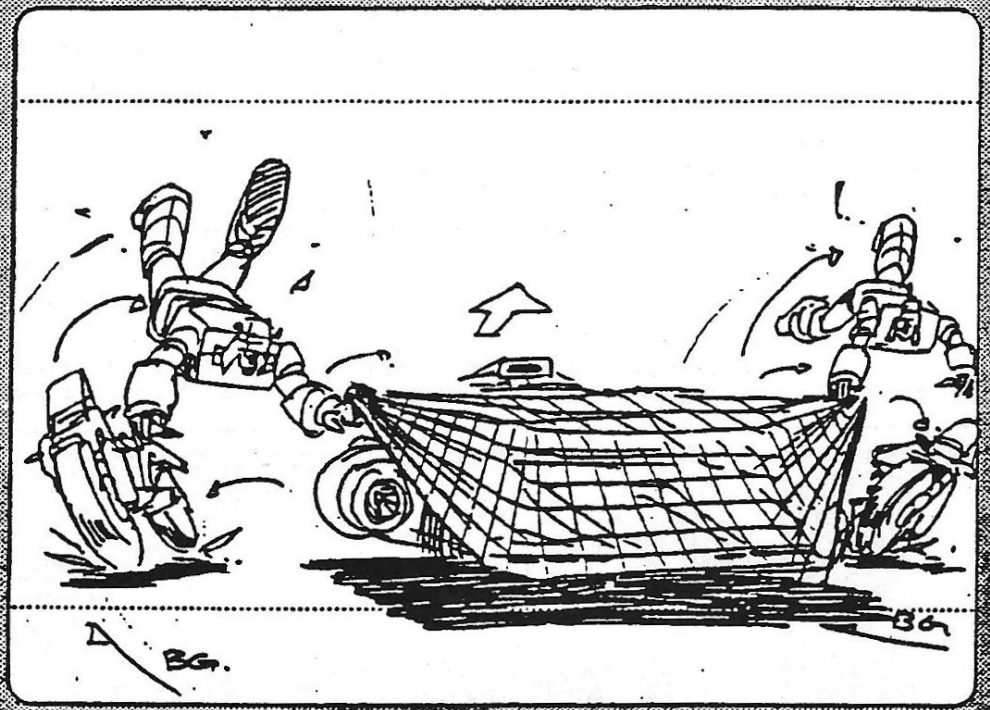
ACTION L.S. BLURR AND THE JUNKIONS. THE JUNKIONS TIGHTEN UP THE NET AROUND THE FRONT OF BLURR.

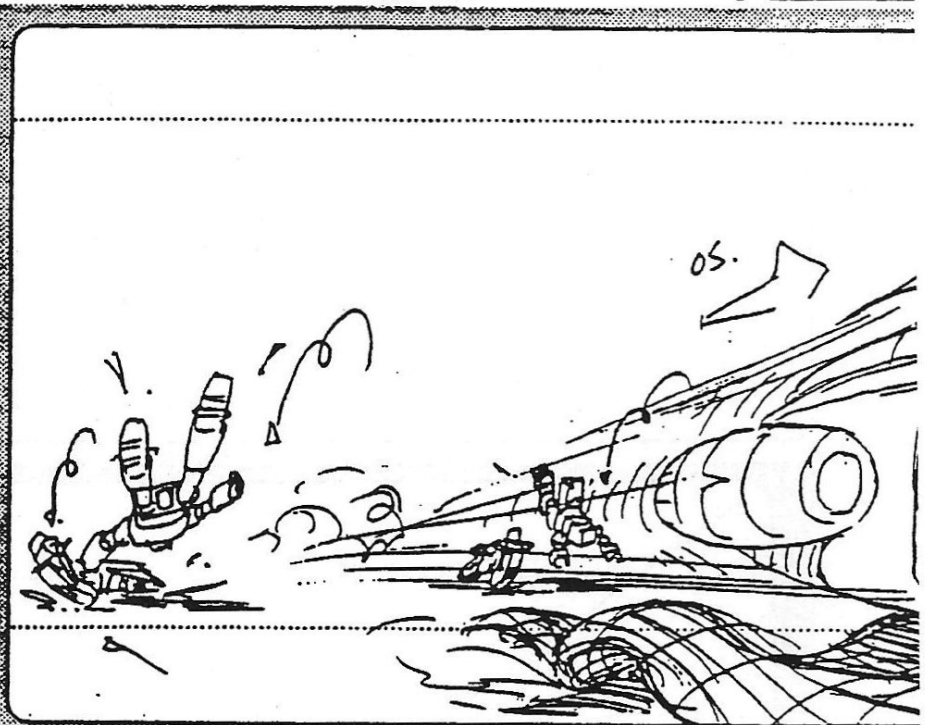
DIAL

MUSIC/SFX

CAMERA

TF RAW
Go Back to Page 1 to Reach Hunters and Beyond!!!!





ACTION BUT BLURR SPEEDS UP AND MOVES OUT, PULLING THE TWO JUNKIONS OFF OF THEIR BIKES.

DIAL

MUSIC/SFX

CAMERA

ACTION THEY SPIN OVER AND HIT THE GROUND AS BLURR GAINS AND ZIPS O.S. LEAVING THE JUNKIONS AND THEIR NET BEHIND.

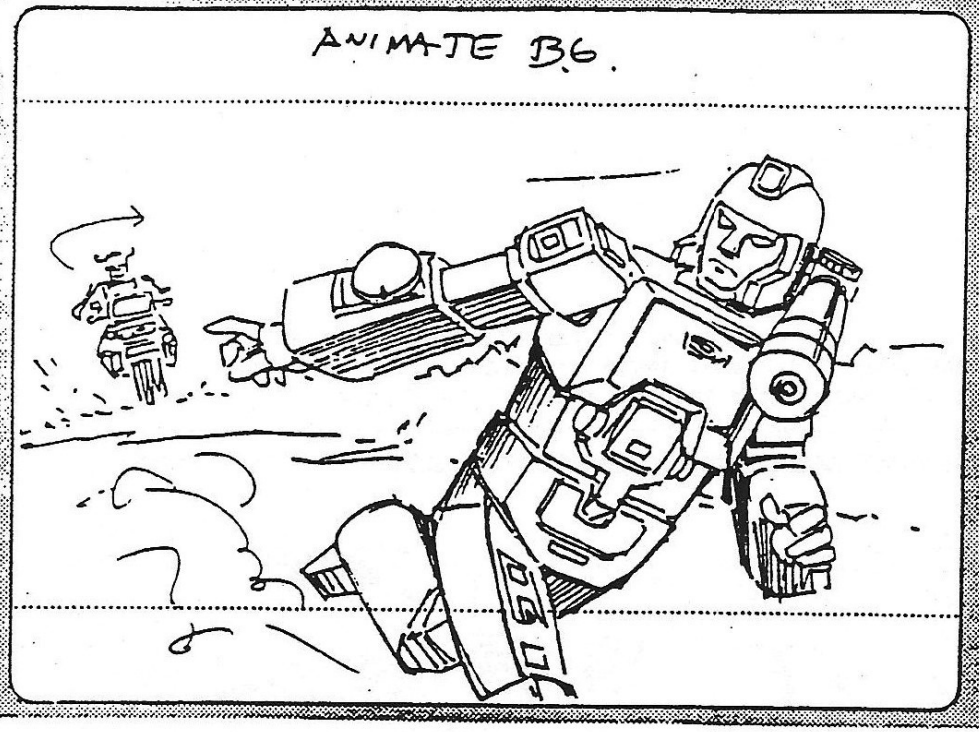
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-15C



ACTION M.L.S. PERCEPTOR. HE IS RUNNING AWAY FROM A JUNKION. HE DODGES AND TURNS BUT THE JUNKION KEEPS FOLLOWING.

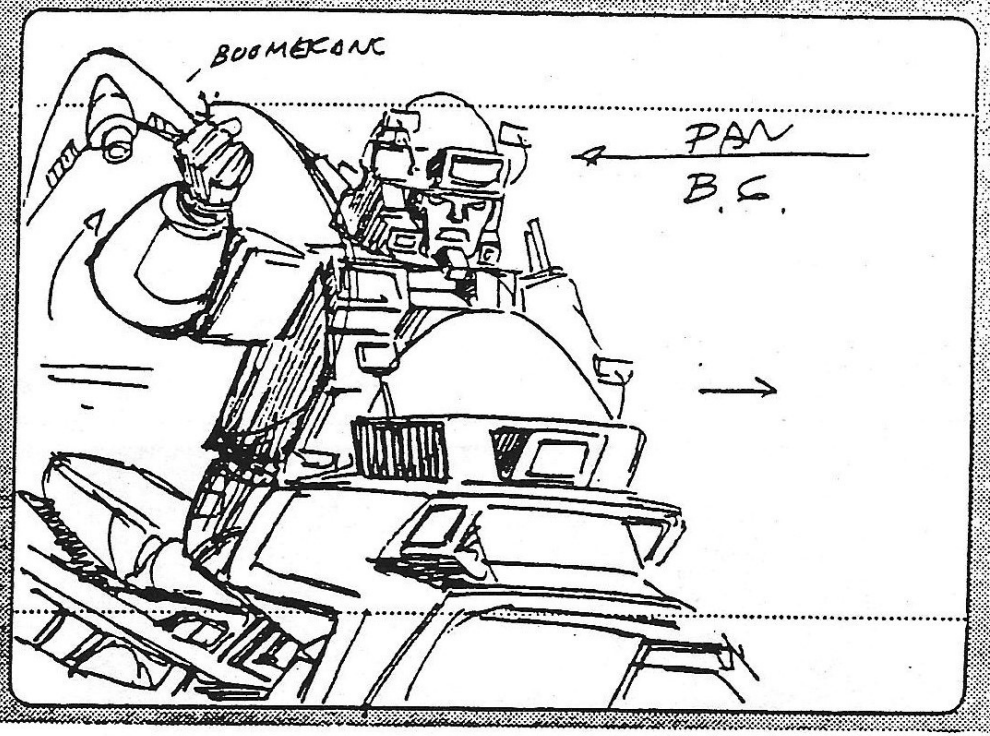
DIAL

MUSIC/SFX

CAMERA

SC. 26-15D

SEQ. 26 Page 26



ACTION M.S. THE JUNKION. WE FOLLOW ALONG WITH HIM AS HE TAKES OUT HIS BOOMERANG...

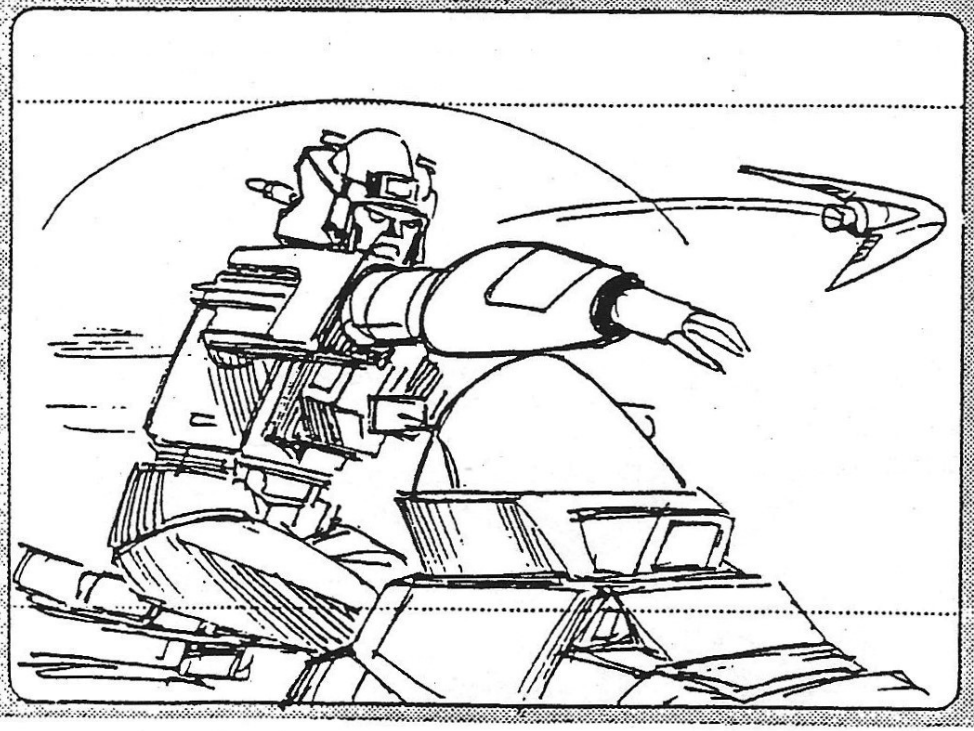
DIAL

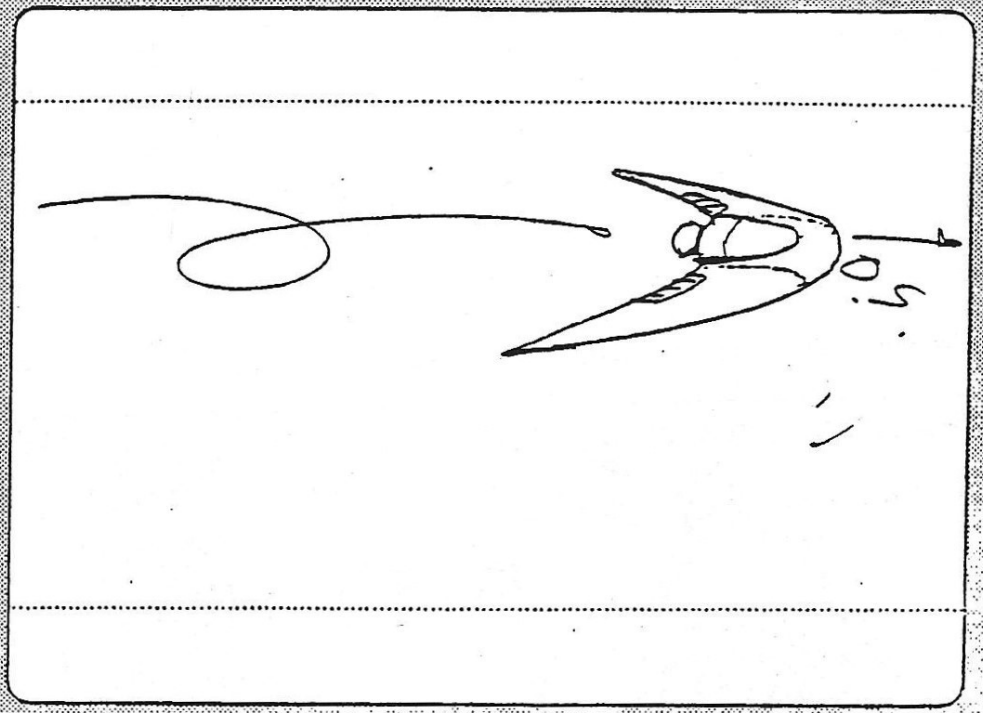
MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-15D START PAN→ STOP SEQ. 26 Page 27





ACTION ...AND THROWS IT. WE PAN WITH THE BOOMERANG AS IT FLIES THROUGH THE AIR.

DIAL

MUSIC/SFX

CAMERA

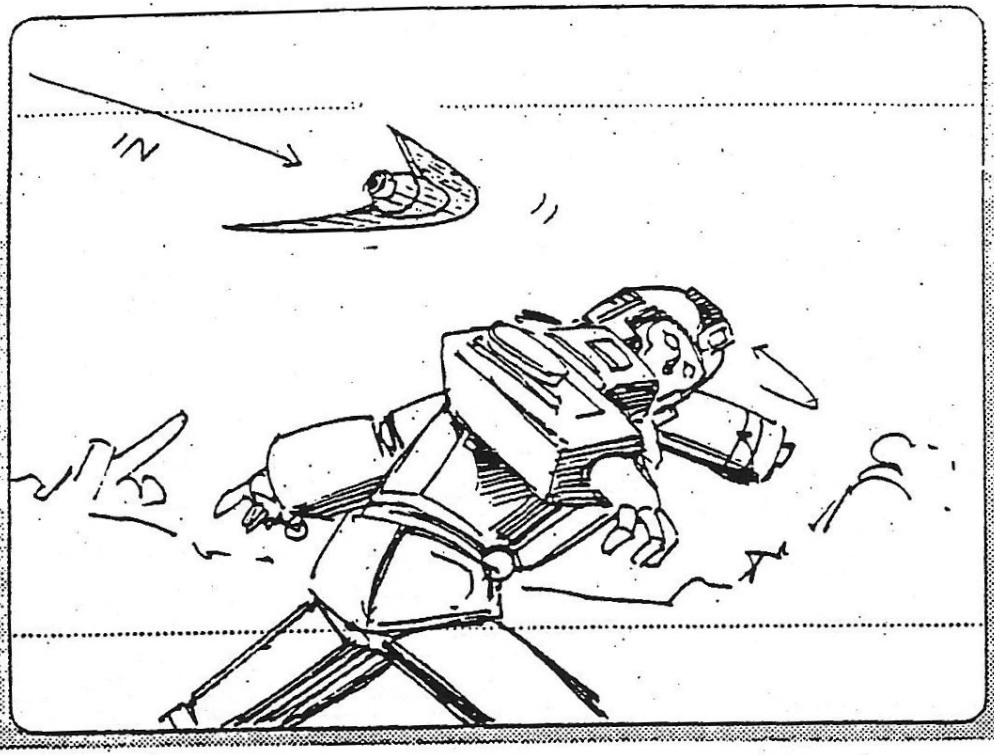
ACTION

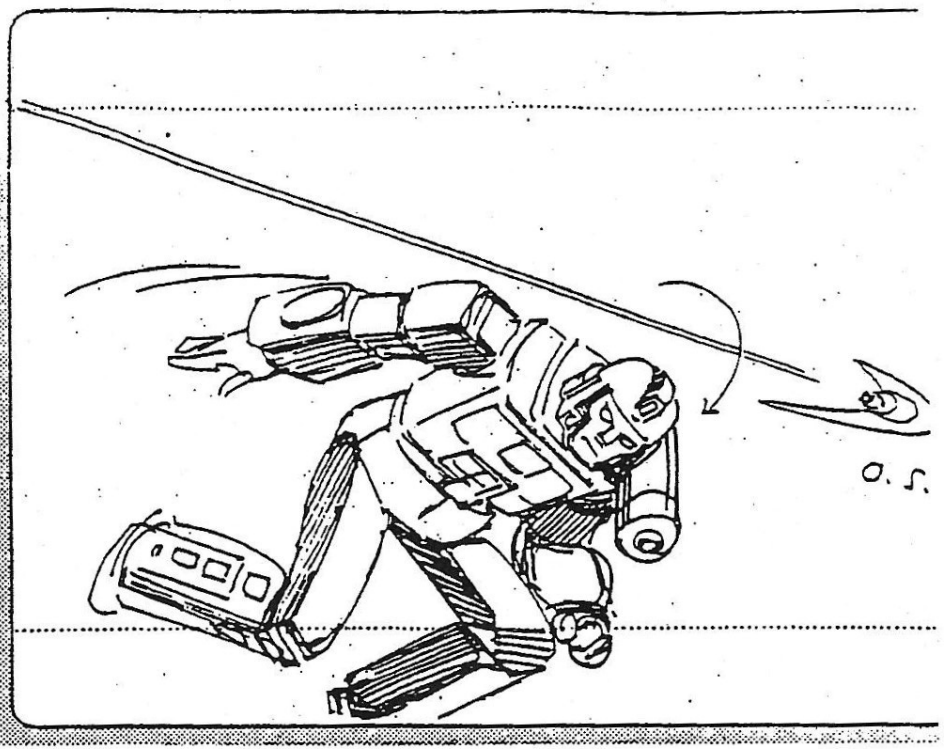
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. PERCEPTOR. HE LOOKS BACK JUST IN TIME TO NOTICE THE BOOMERANG COMING AT HIM...

DIAL

MUSIC/SFX

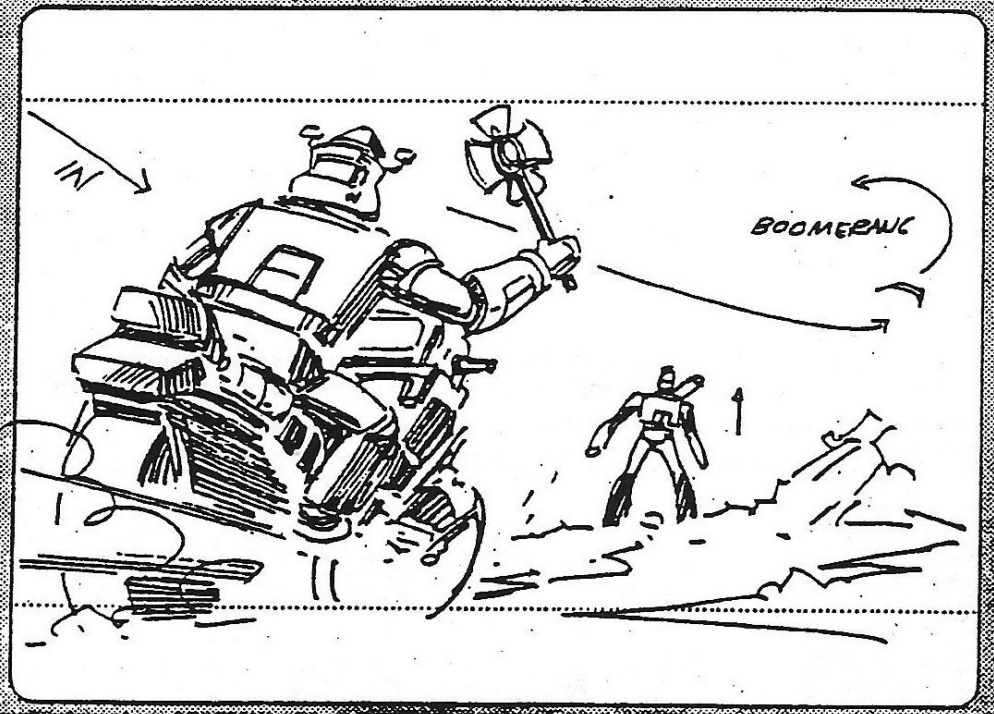
ACTION ...HE DUCKS AND THE BOOMERANG ZINGS PAST HIS HEAD.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-15F



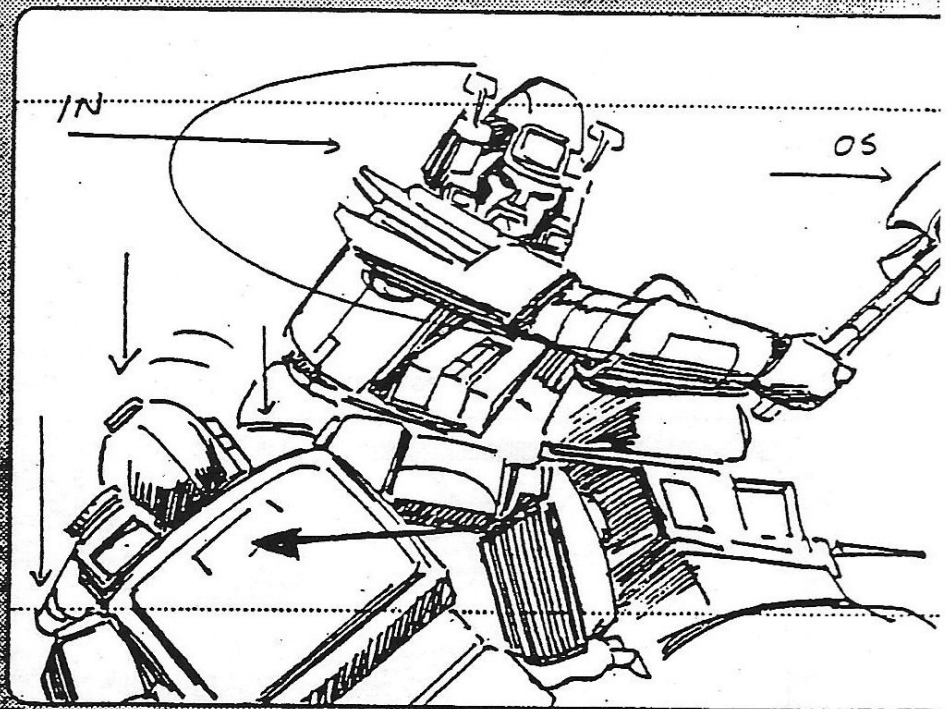
ACTION L.S. PERCEPTOR, ANOTHER JUNKION RACES INTO THE SCENE AFTER HIM WITH HIS BATTLE AX READY TO STRIKE. THE BOOMERANG CURVES THROUGH THE SKY IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

SC. 26-15G SEQ. 26 Page 29



ACTION M.S. PERCEPTOR. HE SPINS AND DUCKS AS THE JUNKION RACES PAST SWINGING HIS AX AT PERCEPTOR'S HEAD. WE FOLLOW THE JUNKION.

DIAL

MUSIC/SFX

CAMERA

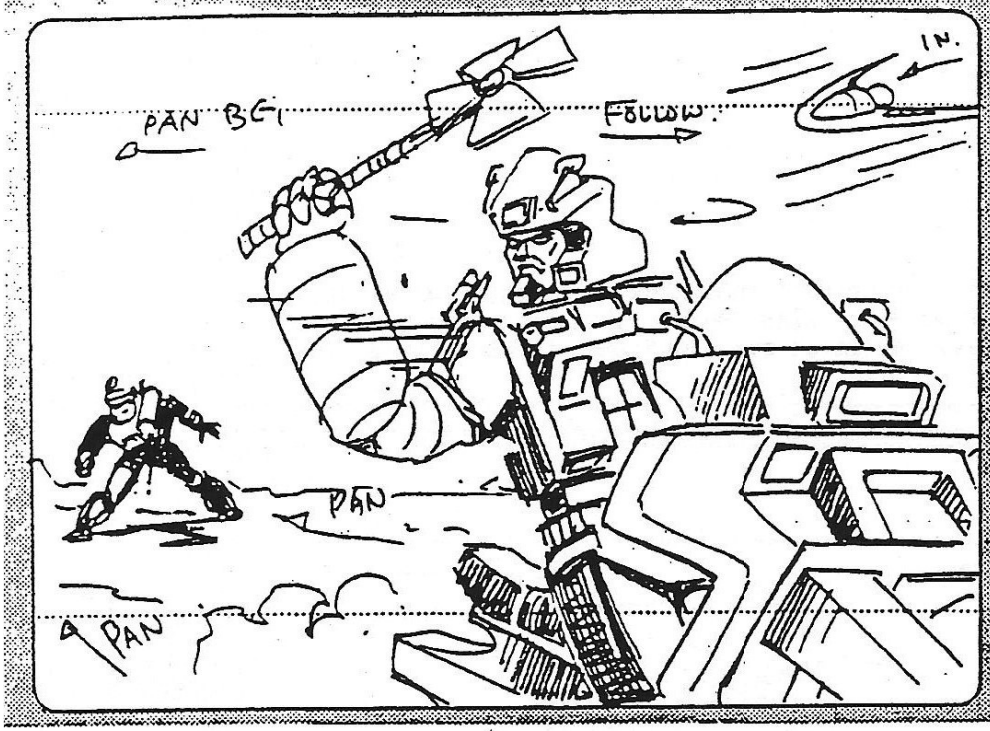
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. CONT 26-15G

SC.

SEQ. 26

Page 30



ACTION HE ZOOMS AWAY, LEAVING PERCEPTOR IN THE DISTANCE. THE JUNKION LOOKS BACK AND STARTS TO MAKE ANOTHER PASS AT PERCEPTOR.

DIAL

MUSIC/SFX

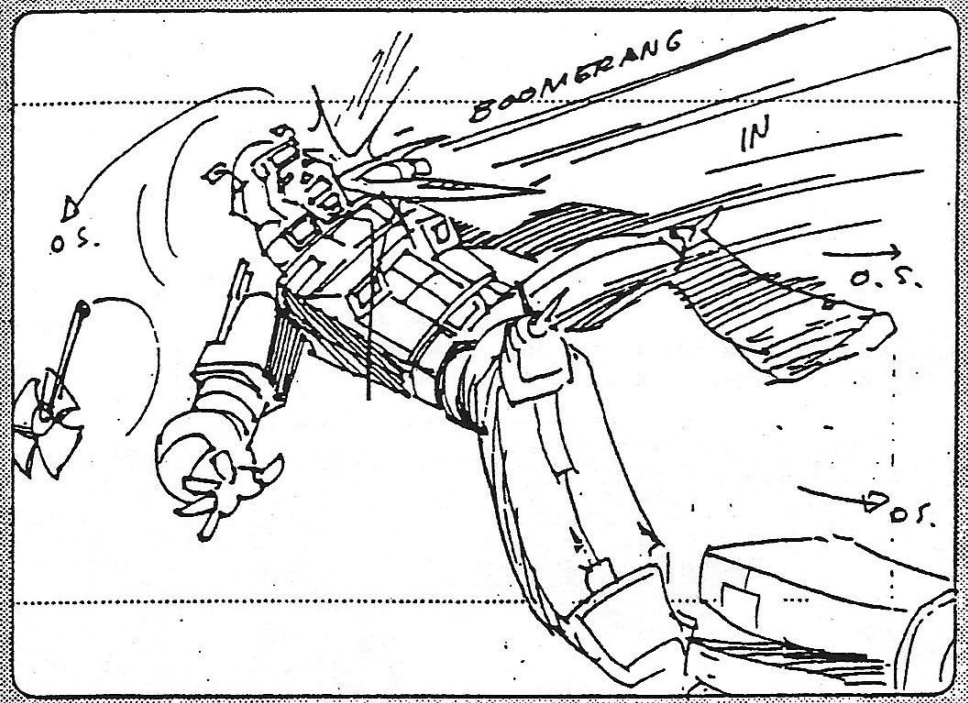
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. CONT 26-15G SEQ. 26 Page 31



ACTION

DIAL

MUSIC/SFX

CAMERA

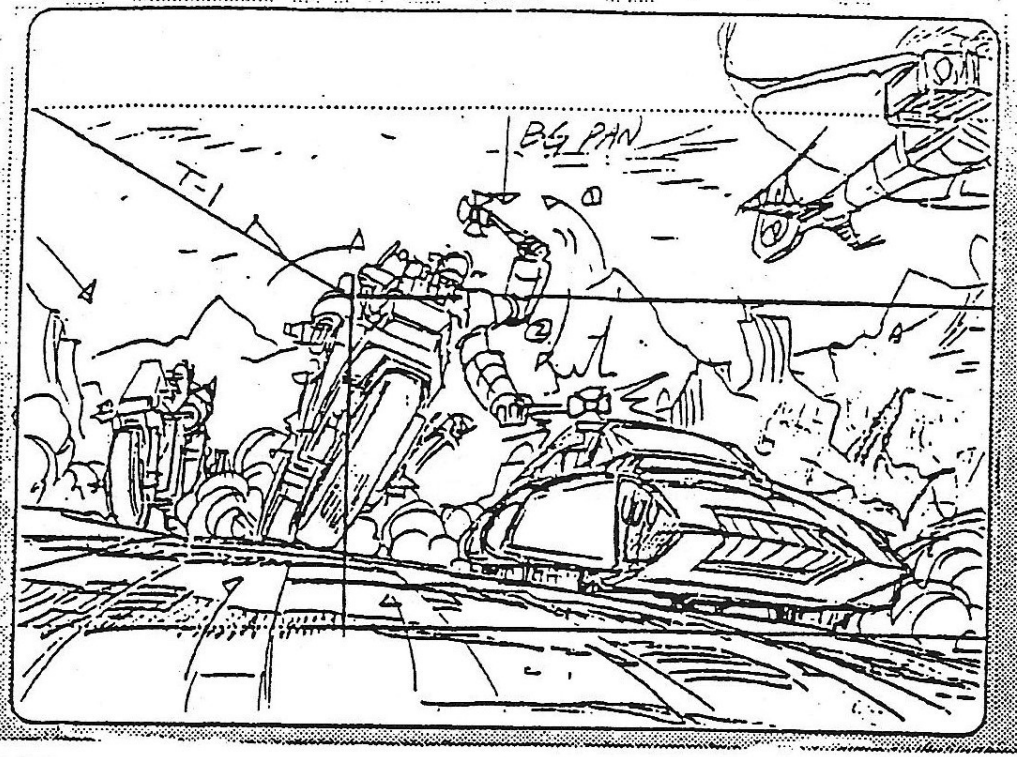
ACTION
WHEN THE BOOMERANG SPINS INTO THE SCENE AND KNOCKS THE JUNKION OFF AT HIS BIKE WHICH CONTINUES O.S.

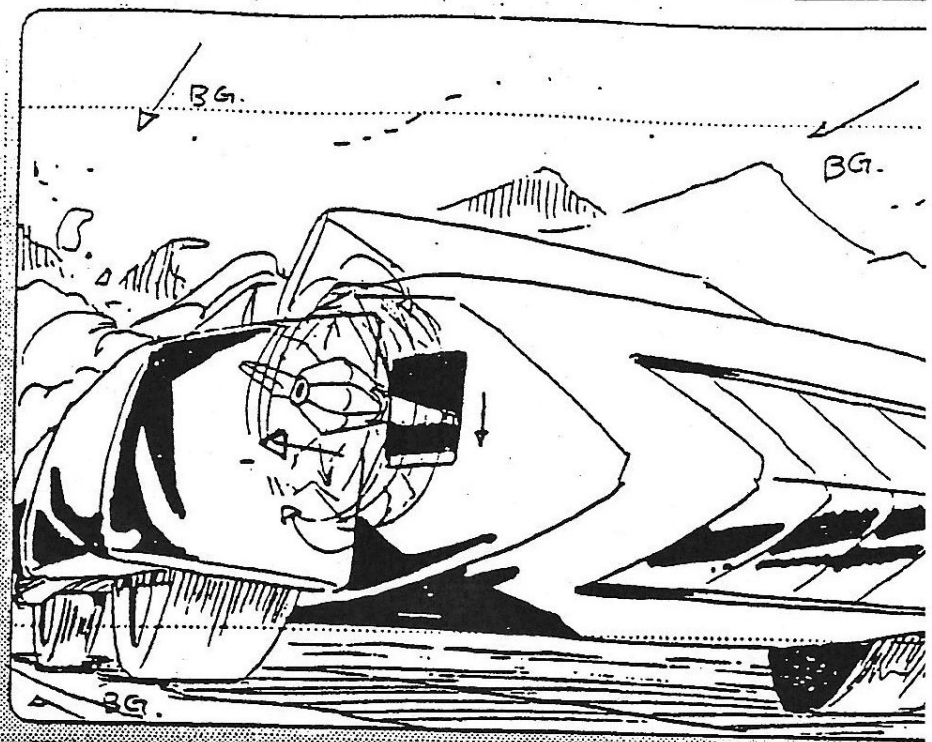
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. ARCEE. SHE IS RACING ACROSS THE JUNKION LANDSCAPE. AS ONE OF THE JUNKIONS HITS THEIR TOP WITH HIS BATTLE AX. WE TRUCK OUT TO SEE OTHER JUNKIONS CHASING HIM AND SPRINGER FLYING ABOVE.

DIAL

MUSIC/SFX

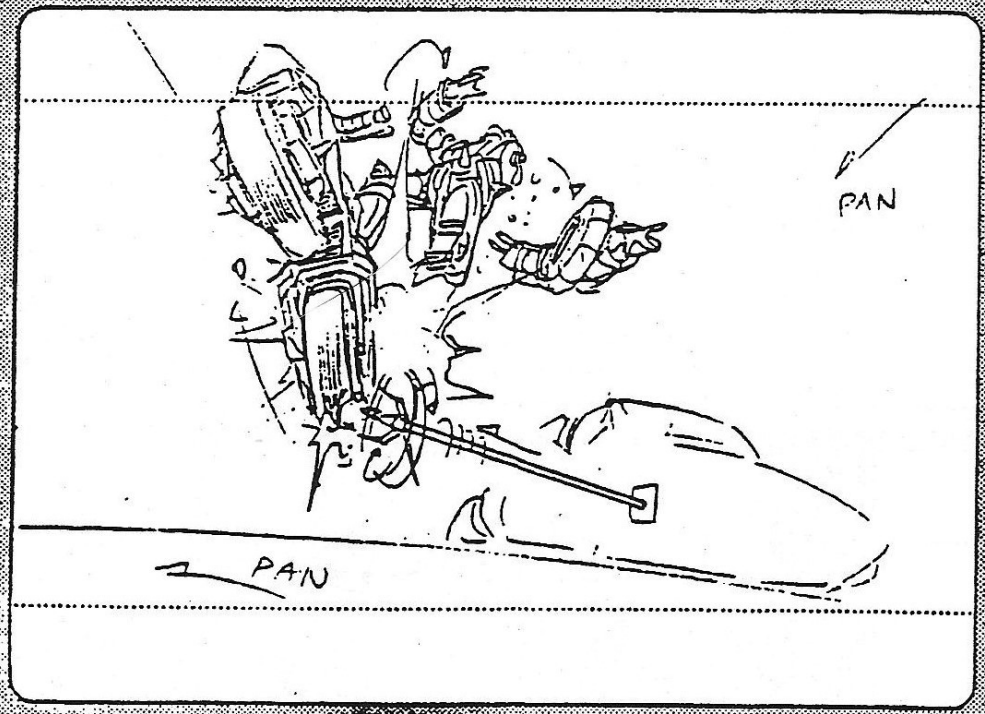
CAMERA

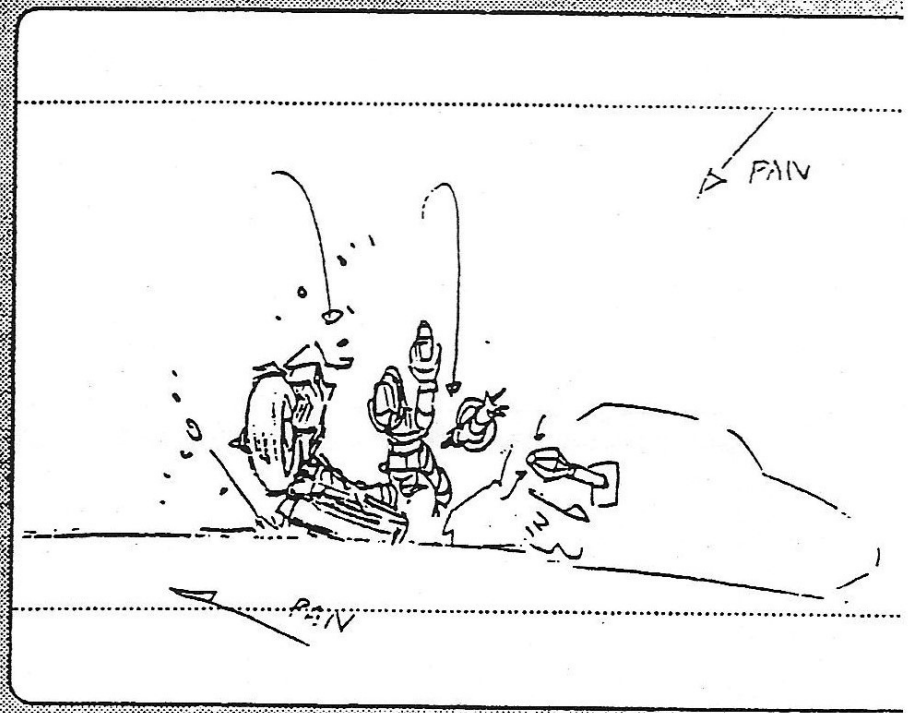
ACTION M.C.U. ARCEE. A DOOR IN HER FENDER SLIDES OPEN AND A SPINN ROD COMES OUT. THE END OF THE ROD OPENS UP INTO A SEREIS OF SHARP BLADES.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ACTION
L.S. ARCEE AND THE JUNKIONS. THE SPINNING WEAPON, WHICH HAS COME OUT OF ARCEE'S FENDER, RIPS INTO THE JUNKION'S TIRE WHICH EXPLODES, SENDING THE JUNKION AND HIS MOTORCYCLE...

DIAL

MUSIC/SFX

CAMERA

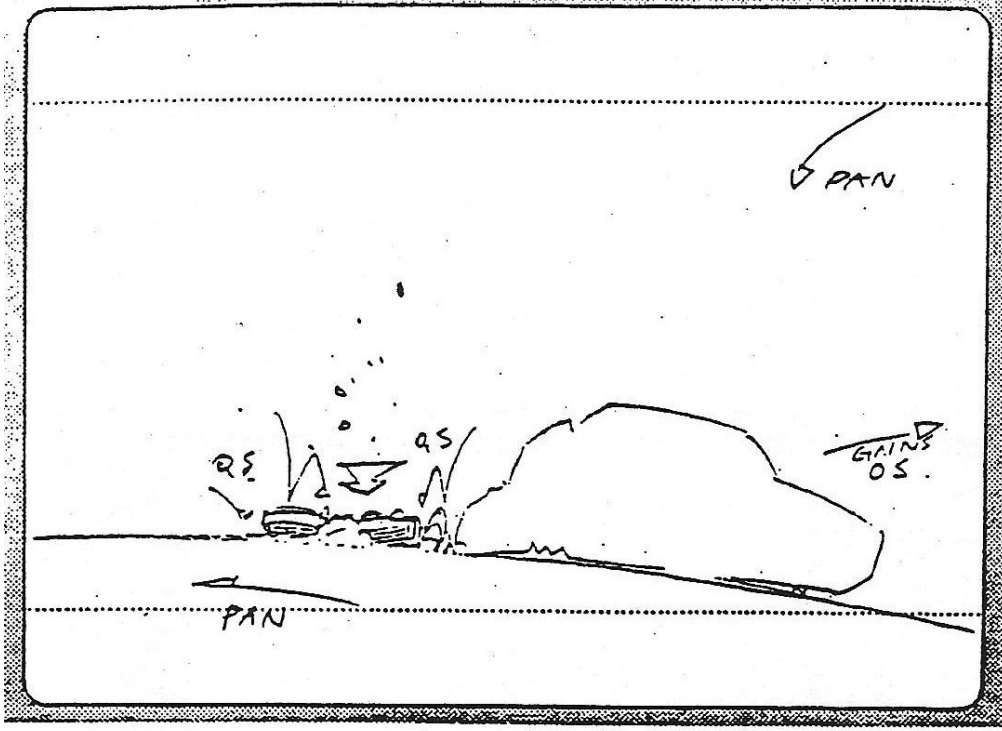
ACTION ...FLYING AND SMASHING TO THE GROUND.

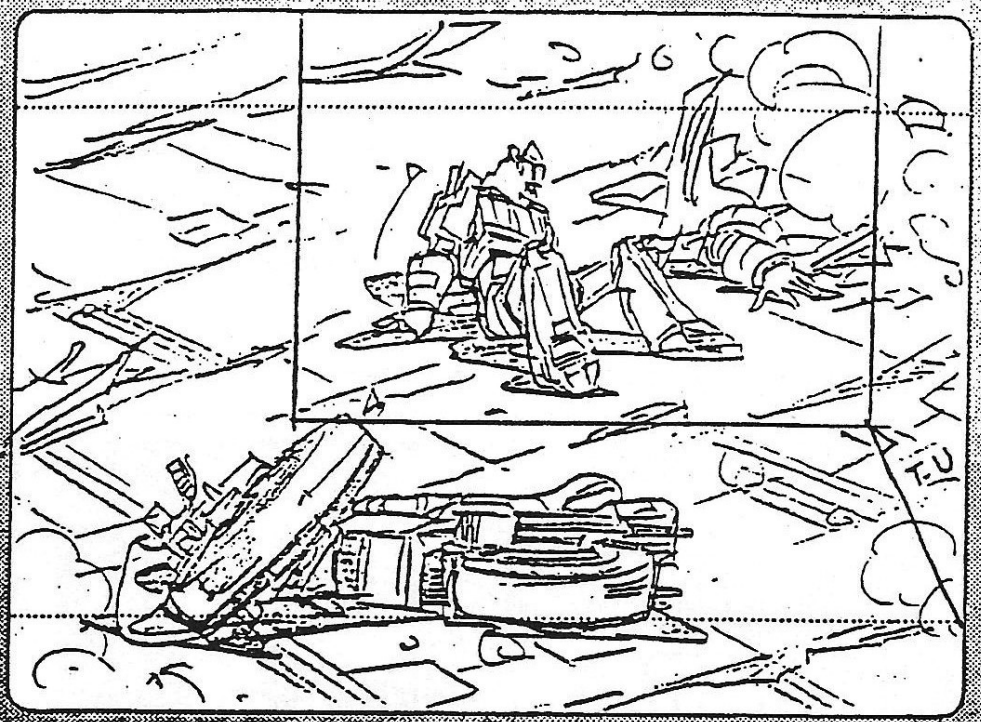
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTION WE TRAVEL ALONG WITH ARCEE LEAVING THE JUNKION AND HIS MOTORCYCLE, NOW A MESS OF JUNK, BEHIND. THEY GO O.S.

IAL

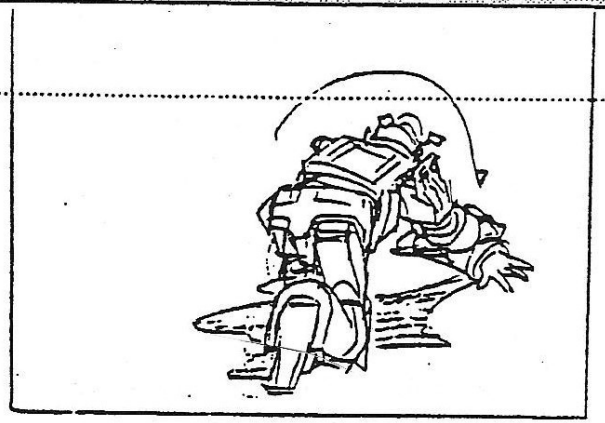
USIC/SFX

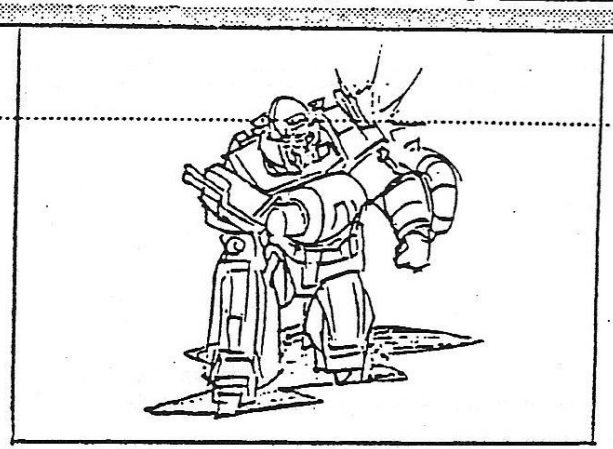
ACTION M.L.S. THE MOTORCYCLE AND THE BANGED UP JUNKION. WE TRUCK IN ON THE JUNKION, HE SITS UP...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





CTIO ...HE PICKS UP HIS ARM...

IAL

USIC/SFX

AMERA

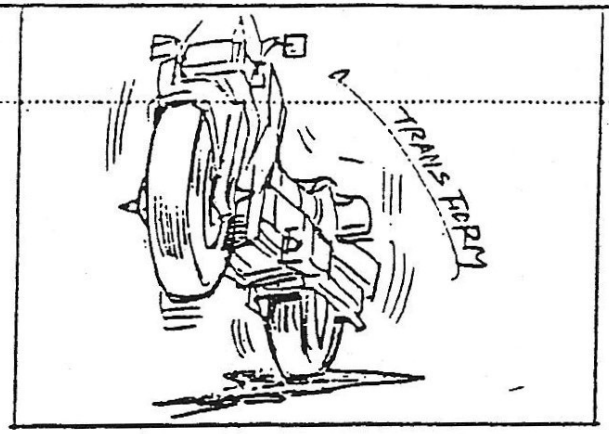
ACTION ...AND SNAPS IT BACK ON...

DIAL

MUSIC/SFX

CAMERA

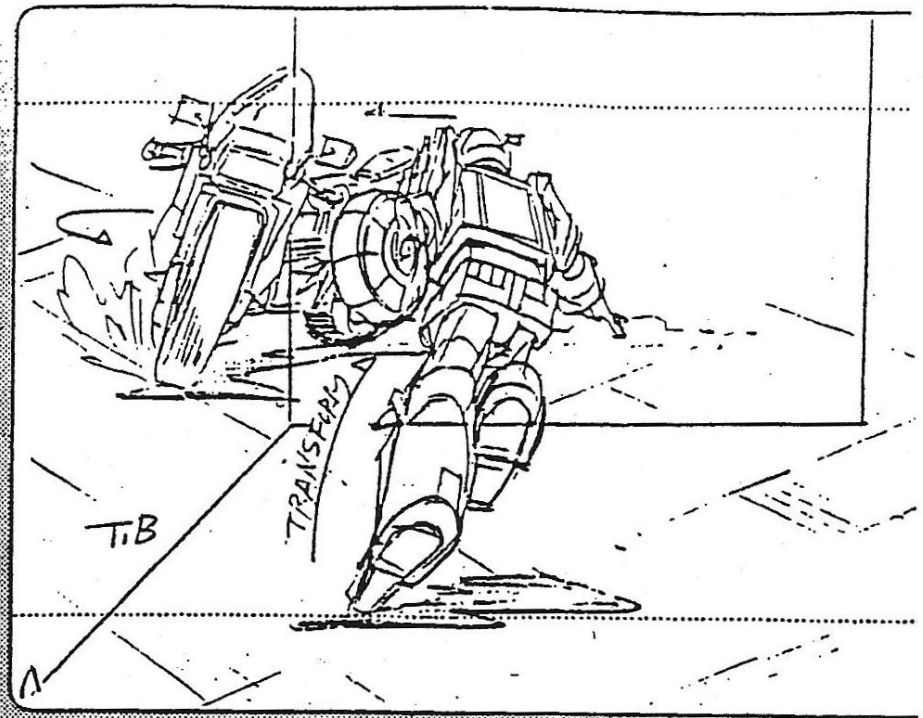
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...HE TRANSFORMS INTO A MOTORCYCLE...

DIAL

MUSIC/SFX

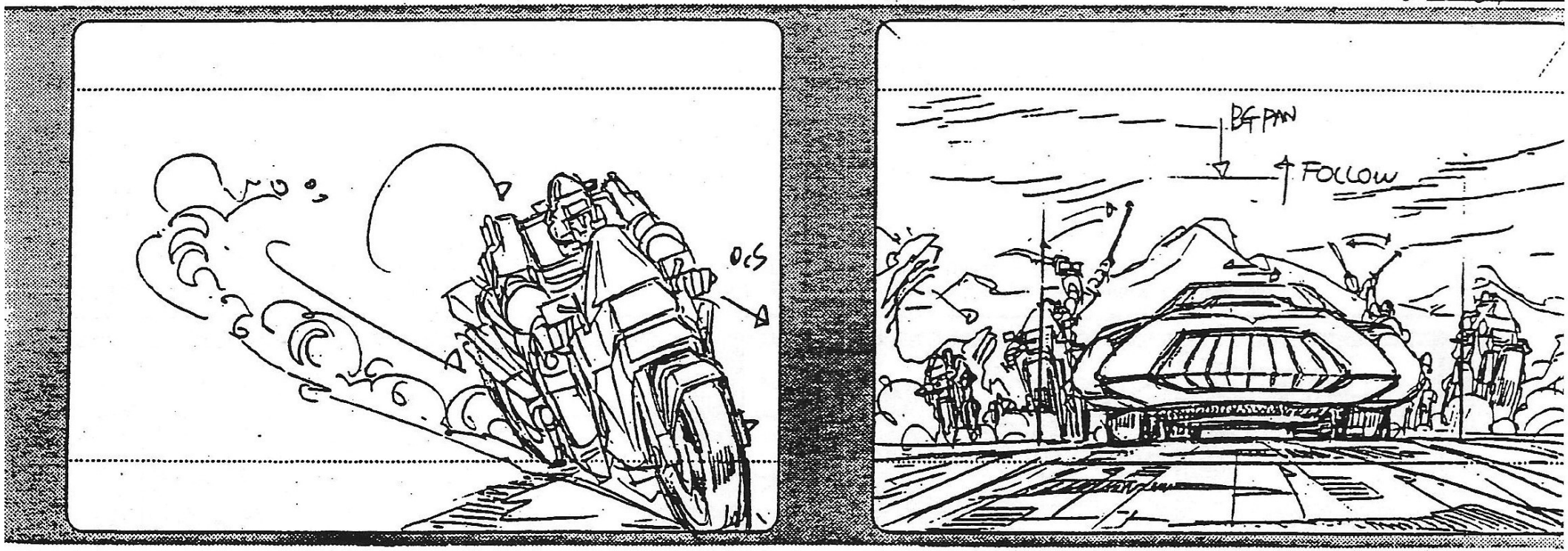


ACTION ...THE MOTORCYCLE TRANSFORMS INTO A NEW JUNKION WHO RUNS TO THE MOTORCYCLE...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...JUMPS ON IT. THEY ZOOM O.S.

DIAL

MUSIC/SFX

CAMERA

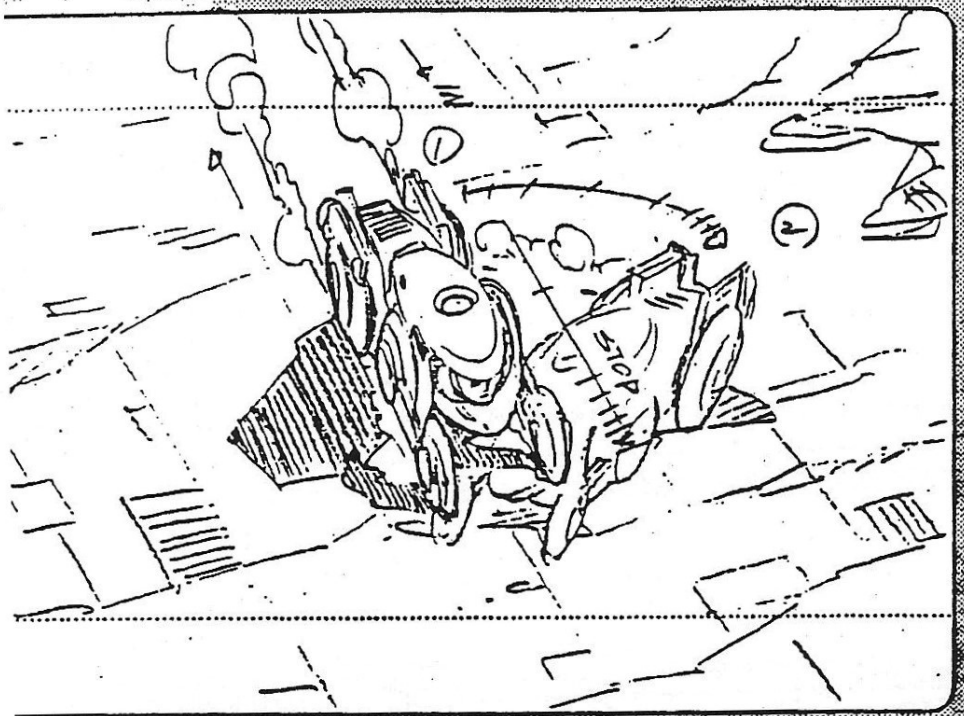
ACTION L.S. ARCEE WITH THE JUNKIONS IN HOT PURSUIT.

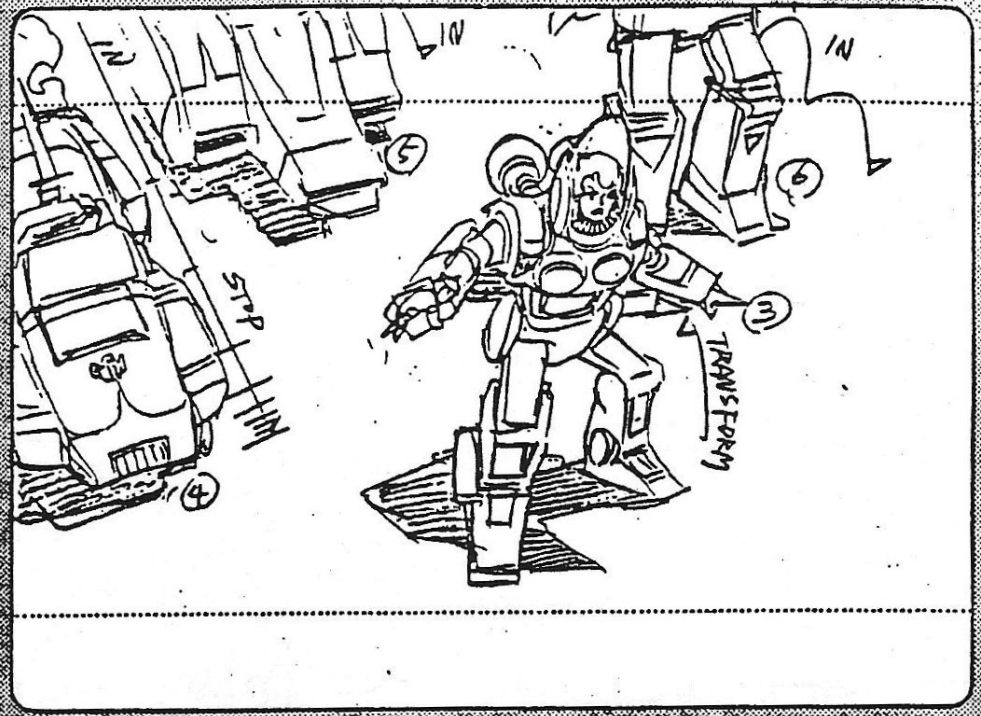
DIAL ARCEE They're indestructable!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





N DANIEL, IN THE TRANSFORMED EXO-SUIT COMES ROLLING IN AND SKIDS TO A STOP.

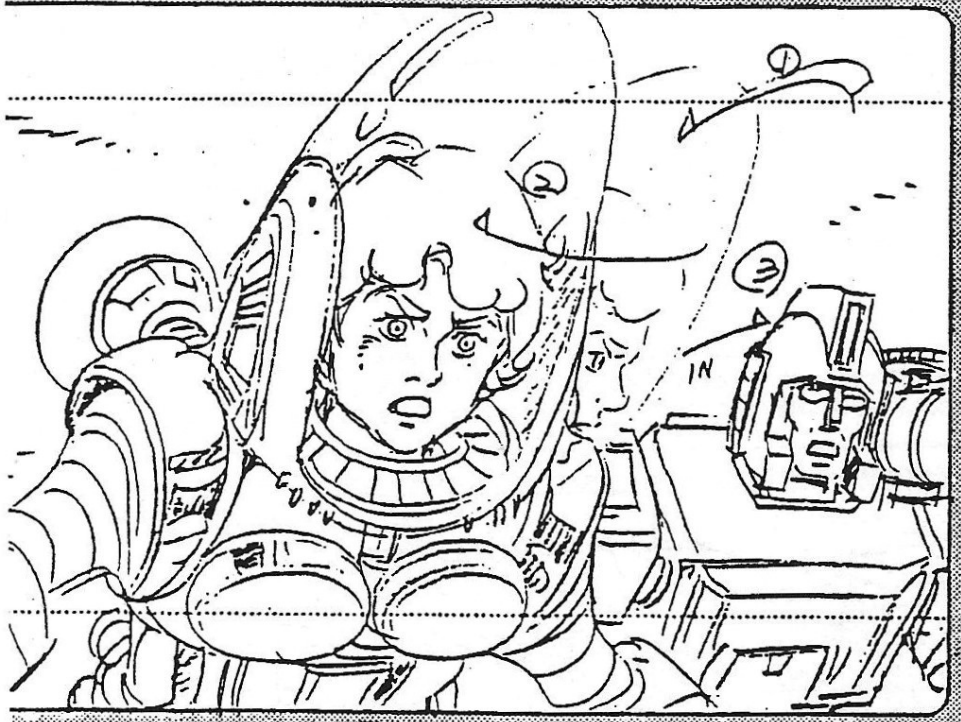
/SFX

ACTION HE THEN TRANSFORMS, AS THE OTHER AUTOBOTS OME SCREECHING IN TO A STOP BEHIND HIM, AND TRANSFORMS INTO ROBOT MODE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



M.C.U. DANIEL. HE LOOKS TO PERCEPTOR, WHO MOVES INTO SCENE TO THE JUNKION IN FRONT OF HIM O.S.

DANIEL And they're everywhere!

SFX

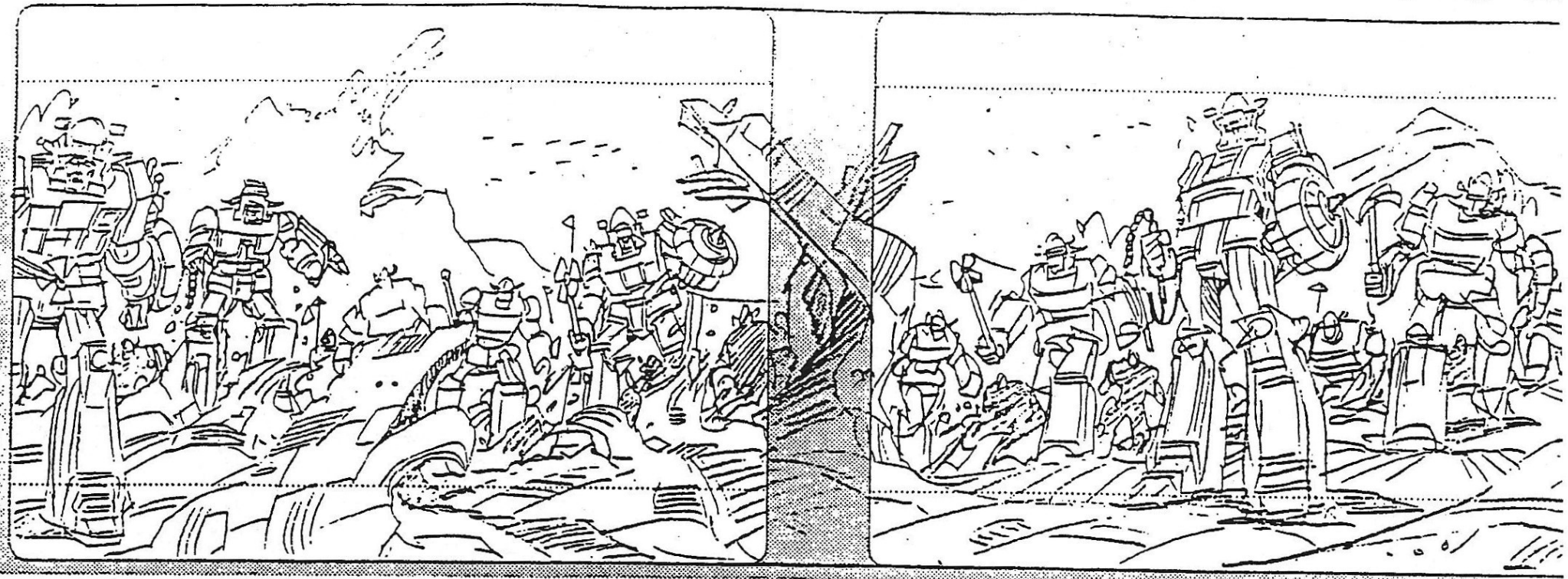
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. A BIG GROUP OF JUNKIONS EMERGES FROM OUT OF THE JUNK LANDSCAPE OF THE PLANET AND CLOSES IN ON THE O.S. AUTOBOTS. WE PAN ACROSS THEM.

DIAL

MUSIC/SFX

CAMERA

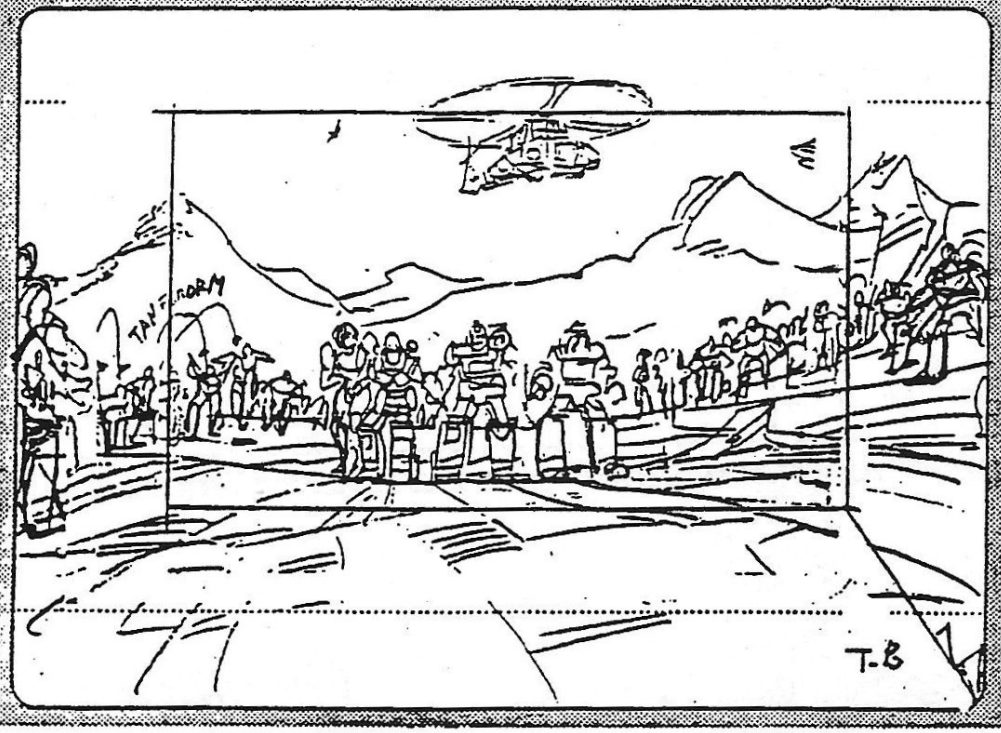
ACTION

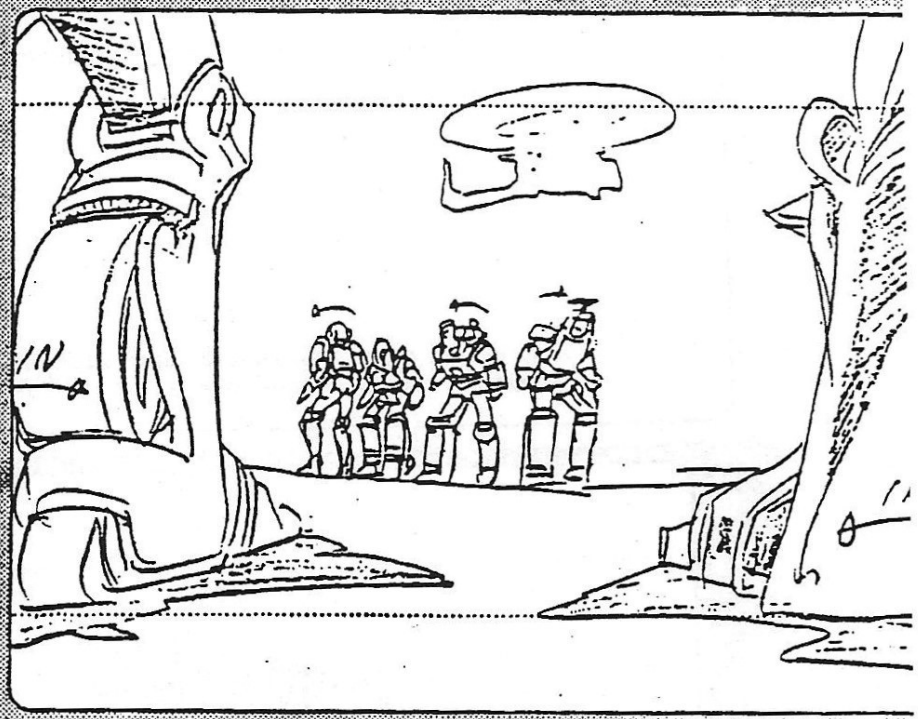
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. THE AUTOBOT PARTY, SURROUNDED BY THE JUNKIONS, WE TRUCKOUT...

DIAL

MUSIC/SFX

CAMERA

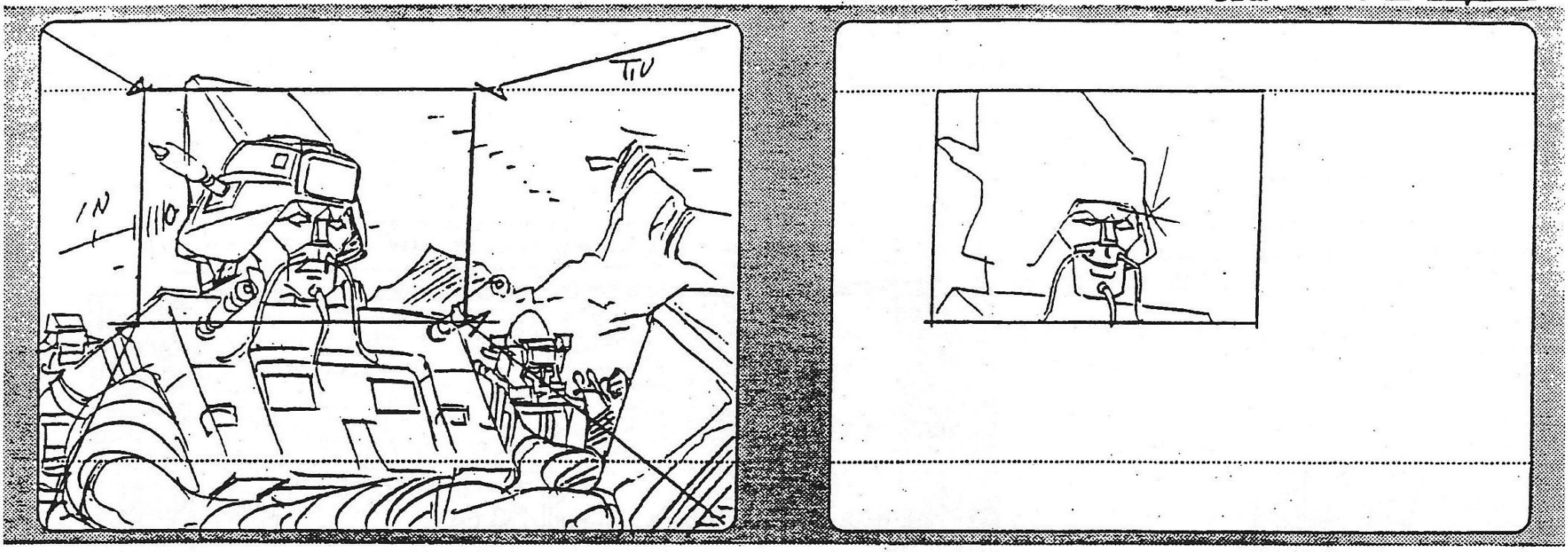
ACTION ...TO SEE THE LEGS OF OTHER JUNKIONS STEP INTO SCENE IN THE FOREGROUND.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. WRECK GAR. HE STEPS INTO THE SCENE.

DIAL WRECKGAR You check in but you don't check out.

MUSIC/SFX

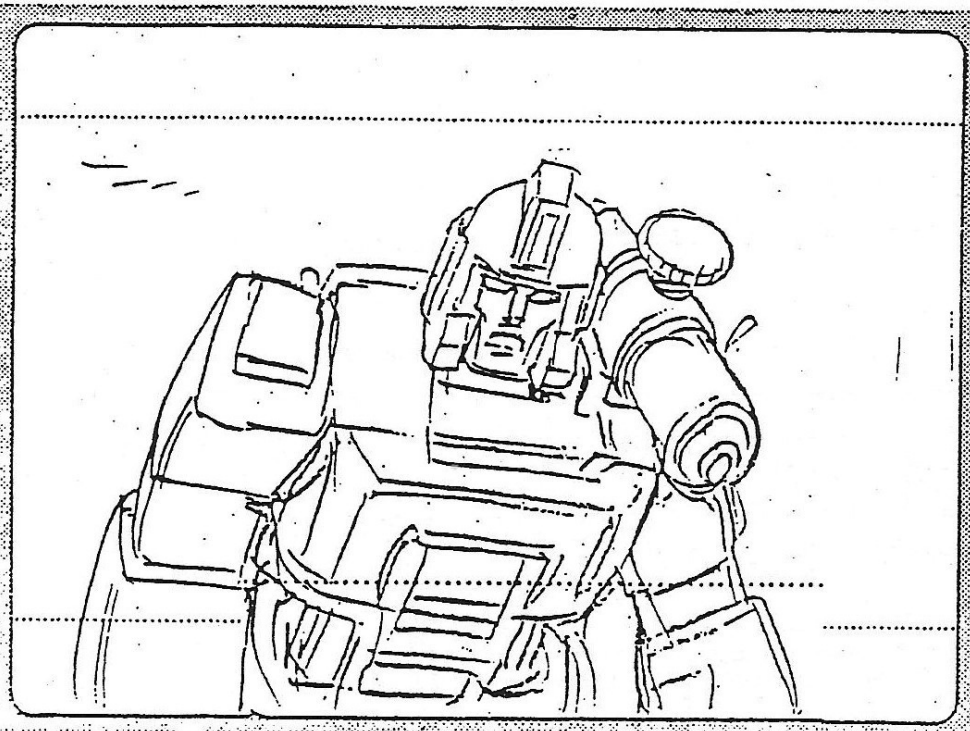
ACTION WE TRUCK IN. HE SMILES AND HIS EYE GLEAMS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26 - 22A



ACTION M.S. PERCEPTOR

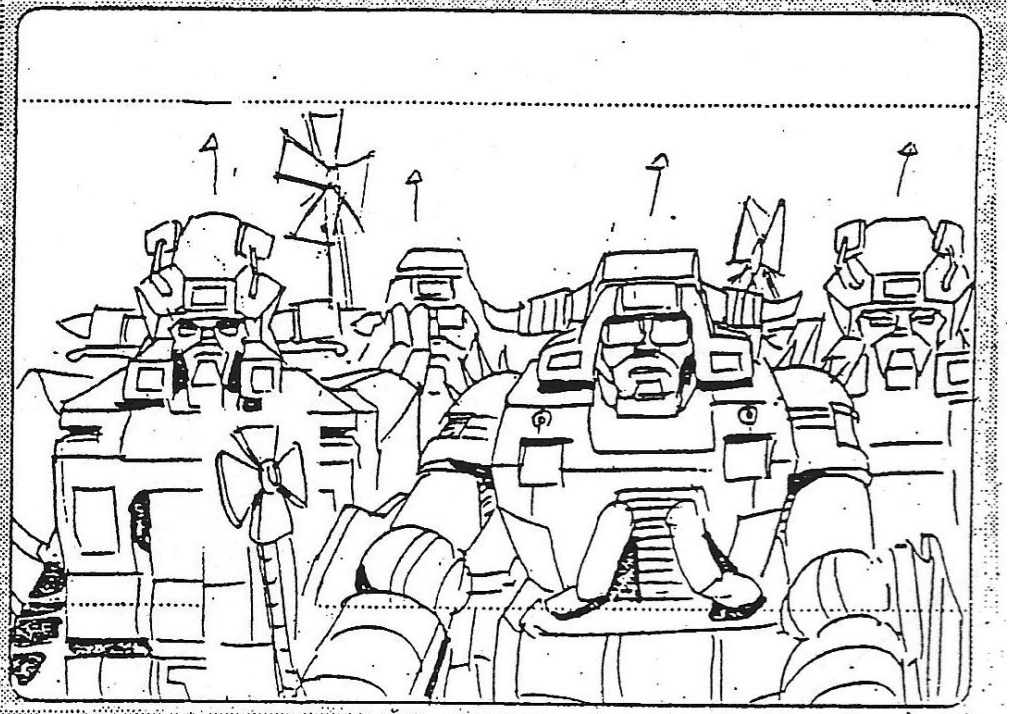
DIAL PERCEPTOR Perhaps they're not as vicious as they appear...

MUSIC/SFX

CAMERA

SC. 26 - 22B

SEQ. 26 Page 45



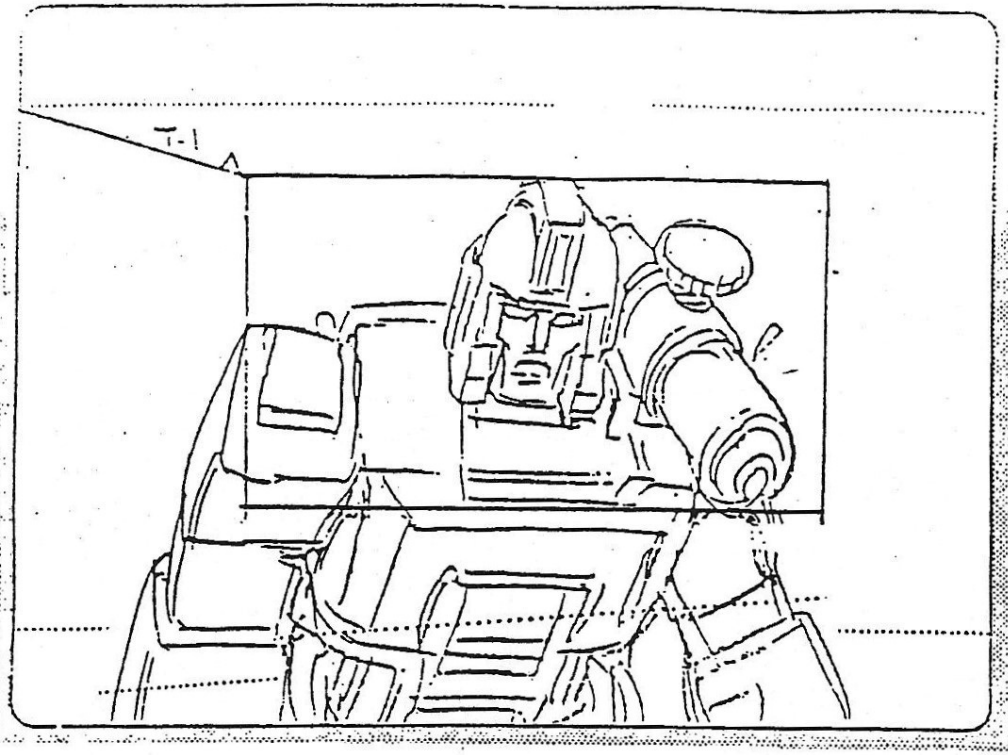
ACTION M.S. JUNKIONS. THEY MOVE FORWARD, CLOSING IN ON THE O.S. AUTOBOTS.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. PERCEPTOR.

DIAL PERCEPTOR (CONT) ... then again perhaps they are! ...

MUSIC/SFX

CAMERA

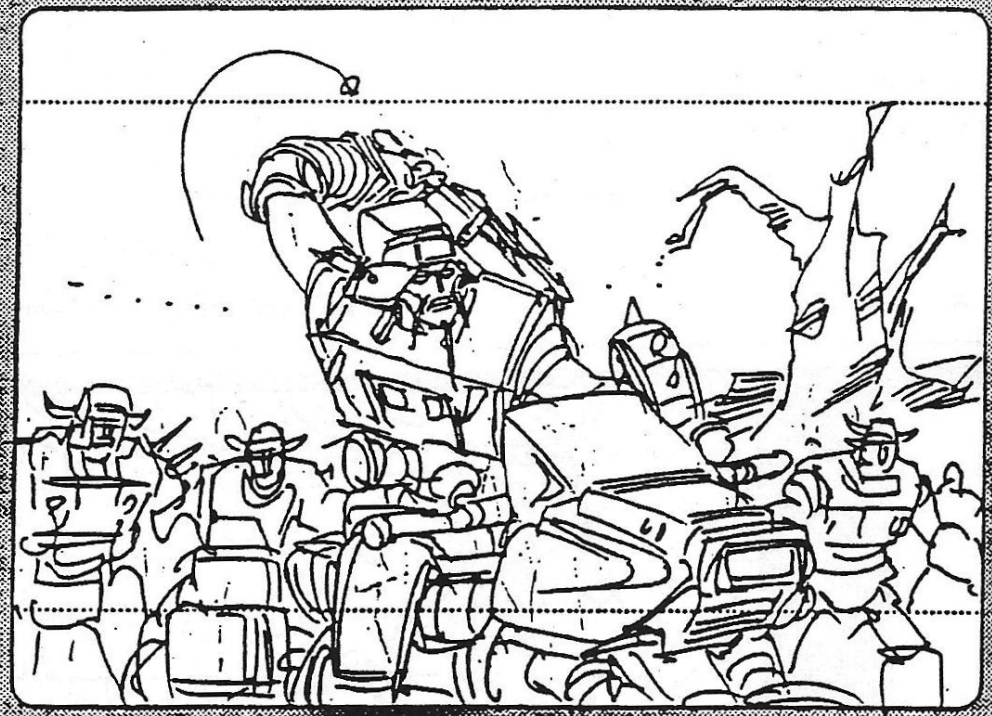
ACTION

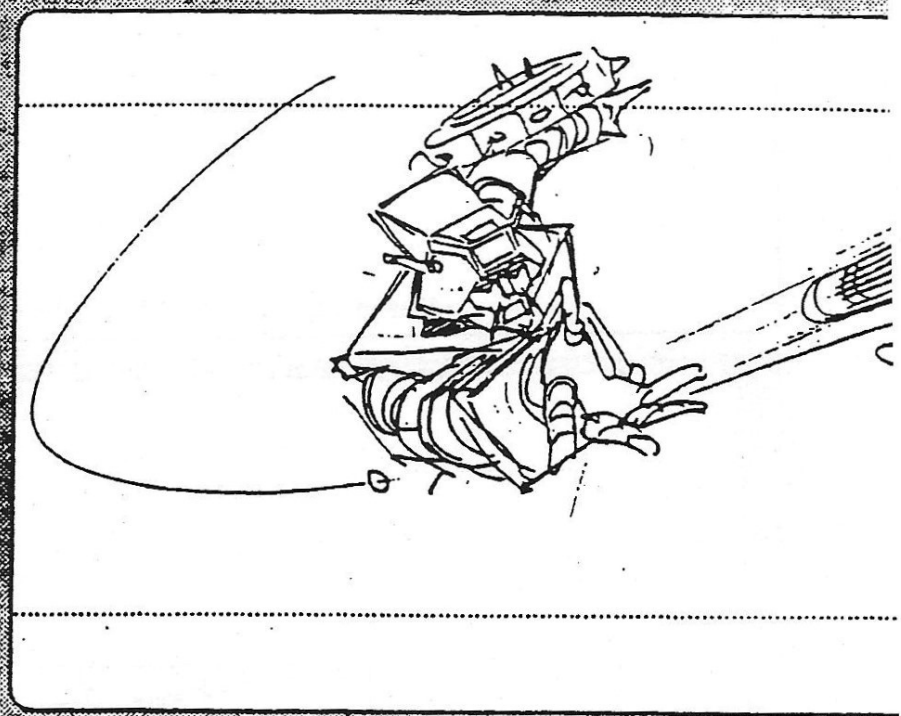
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Transformers Beast Hunters and Beyond!!!!





ACTION M.S. WRECK GAR WITH THE OTHER JUNKIONS BEHIND HIM. HE LIFTS HIS BATTLE AX HIGH OVER HIS HEAD...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN SENDS IT FLYING O.S.

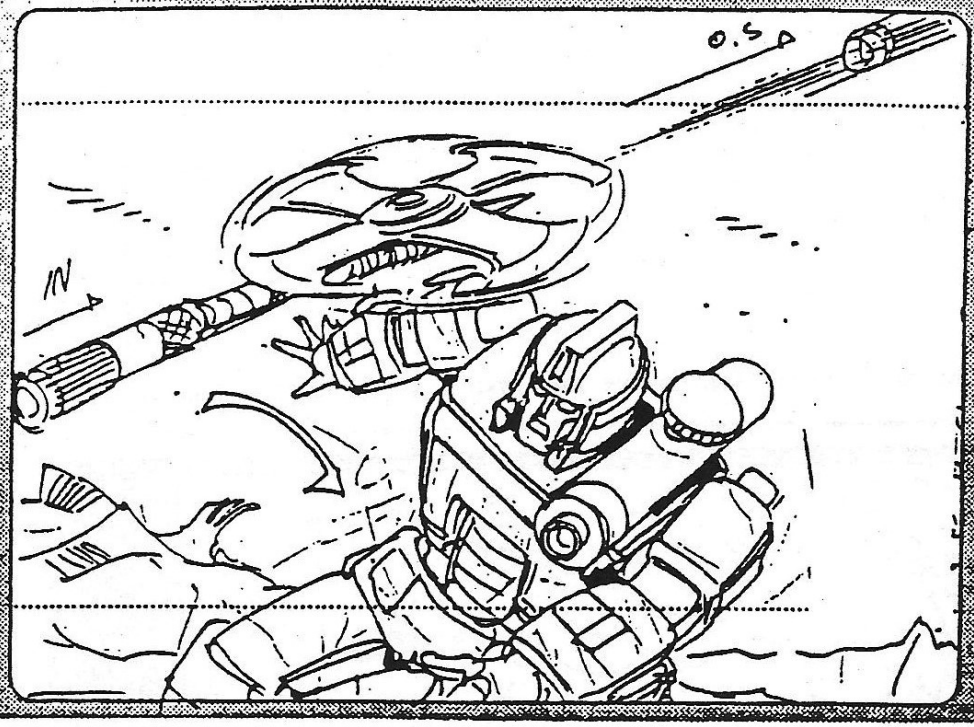
DIAL

MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-23B



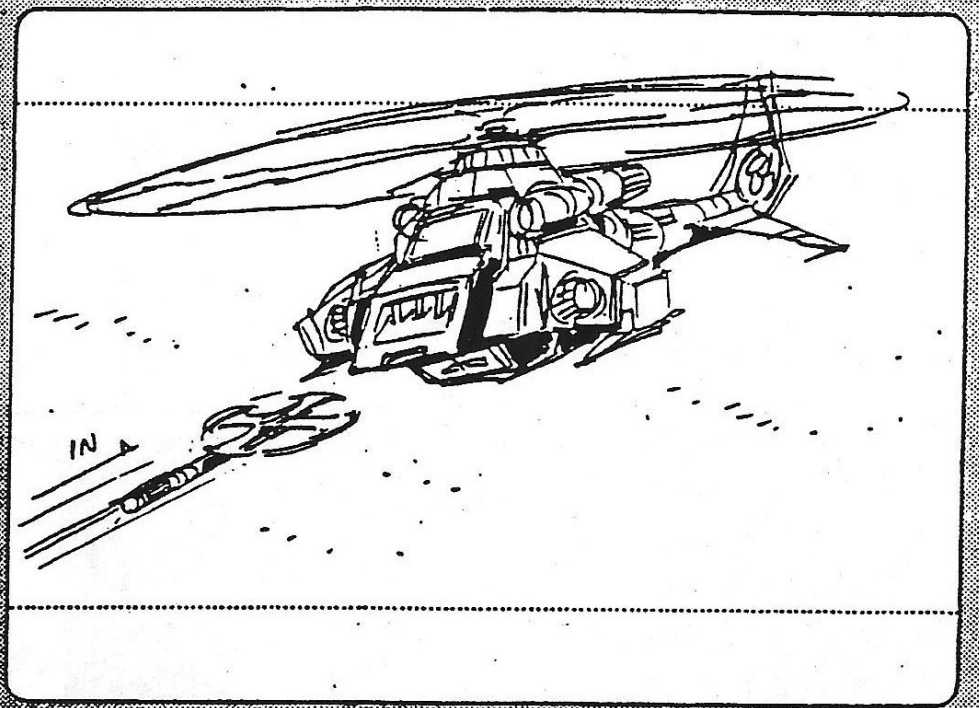
ACTION M.S. PERCEPTOR. HE DUCKS AS THE BATTLE AX ZOOMS PAST HIS HEAD AND O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 26-23C



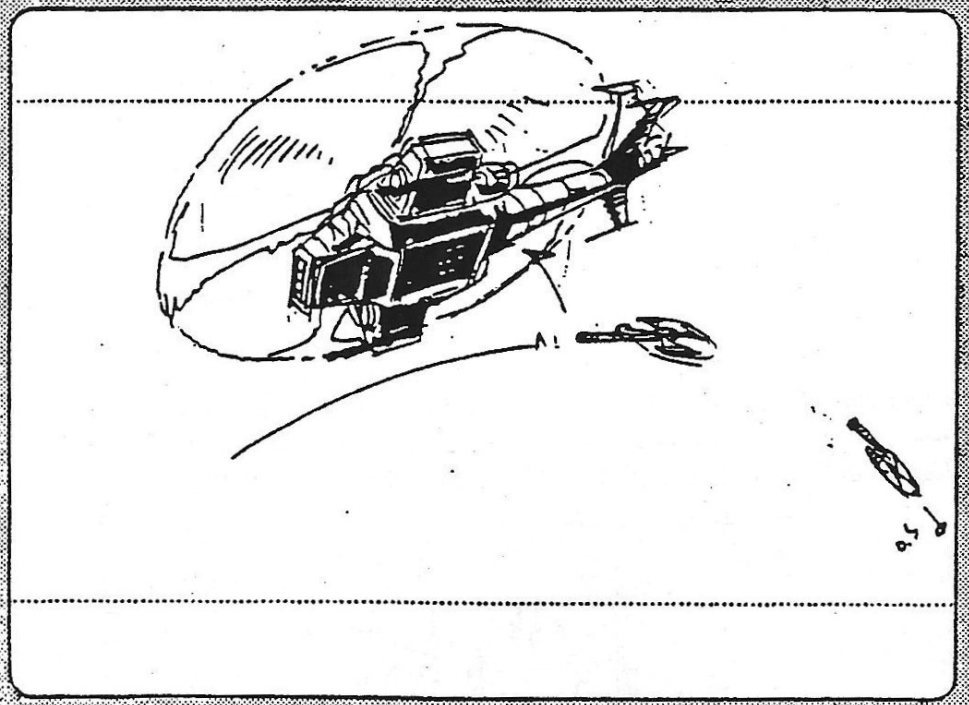
ACTION L.S. SPRINGER. HE IS HOVERING ABOVE JUNKION. THE BATTLE AX FLIES INTO SCENE TOWARD HIM...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

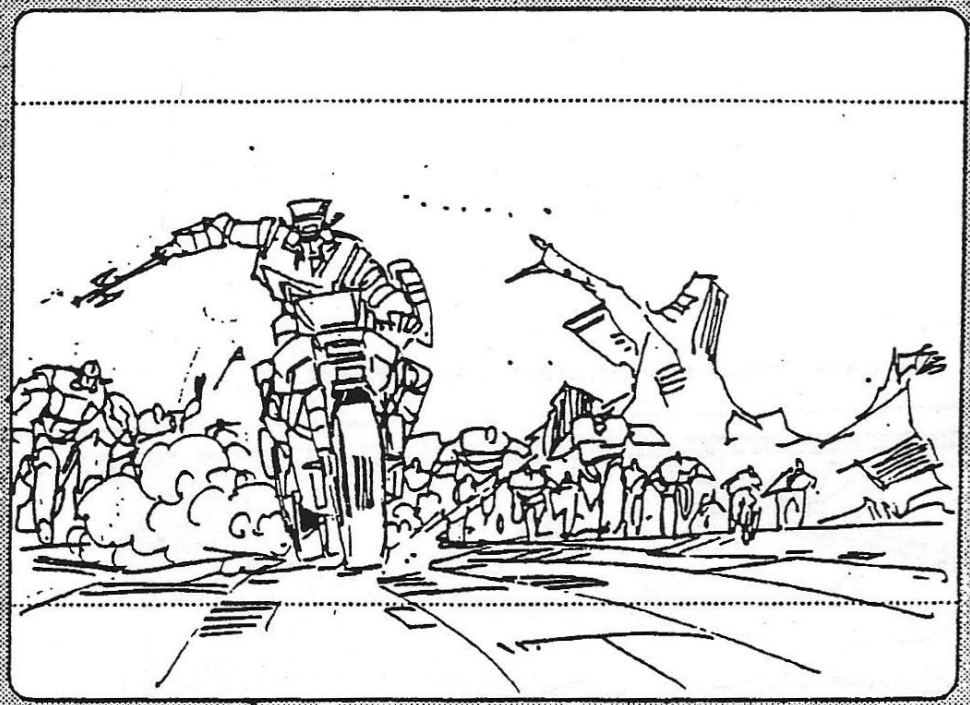


ACTION ...HE PULLS UP AVOIDING BEING HIT. THE AX FALLS O.S.

DIAL

MUSIC/SFX

CAMERA



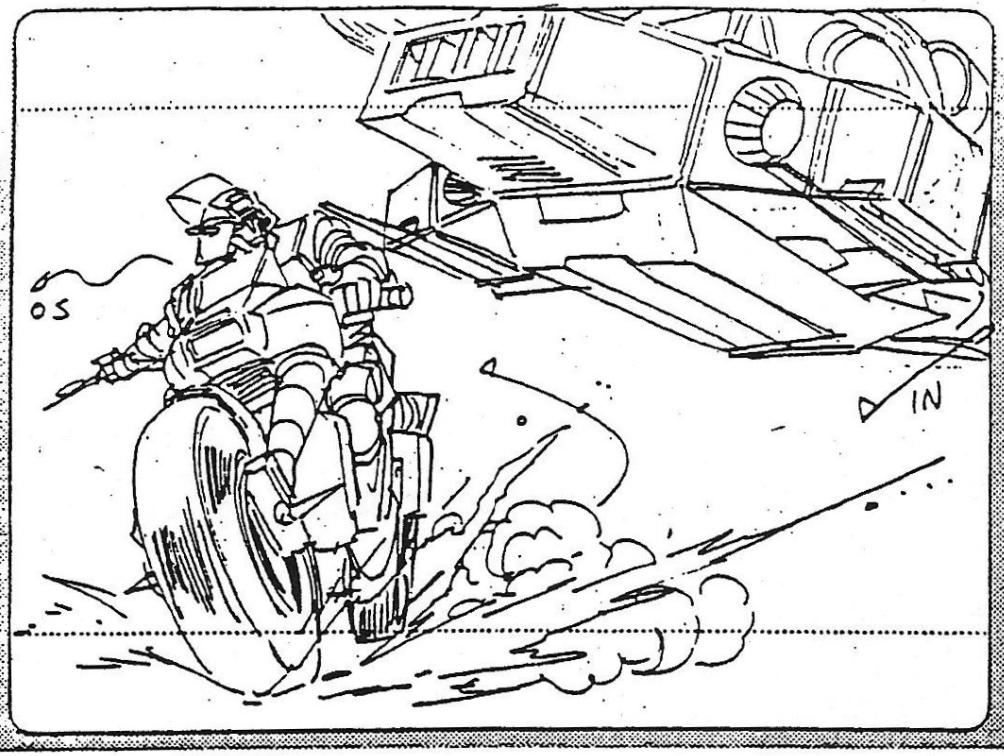
ACTION L.S. THE JUNKIONS RACE FORWARD WITH WRECK GAR IN THE LEAD.

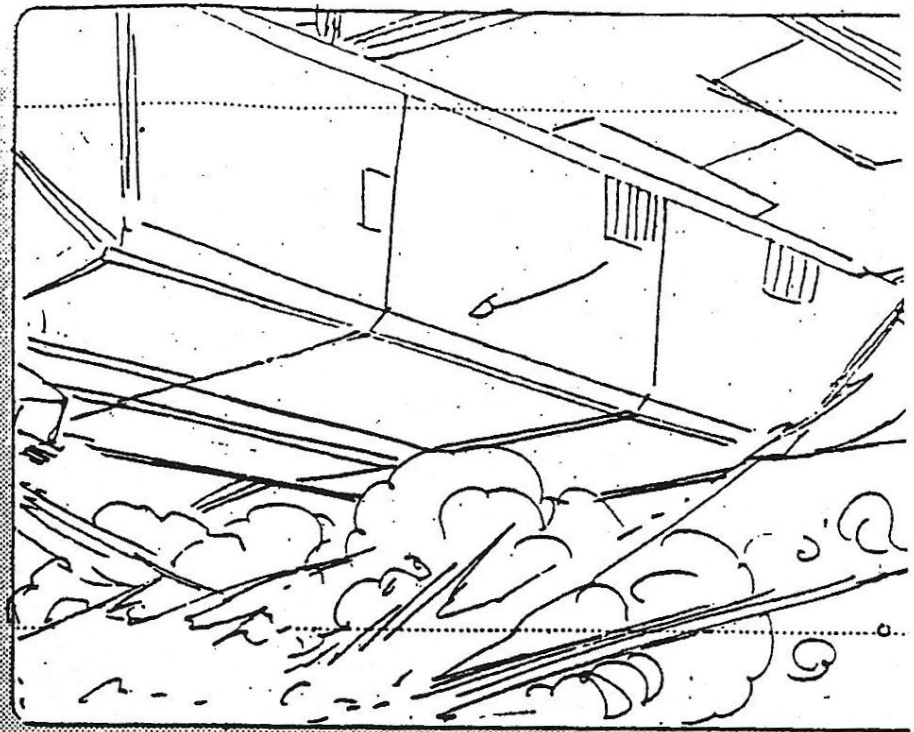
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION SPRINGER ENTERS THE SCENE FROM ABOVE FORCING WRECK GAR TO SWERVE...

DIAL

MUSIC/SFX

CAMERA

ACTION SPRINGER KEEPS LOWERING DOWN TOWARD WRECK GAR WHO HAS SWE
O.S.

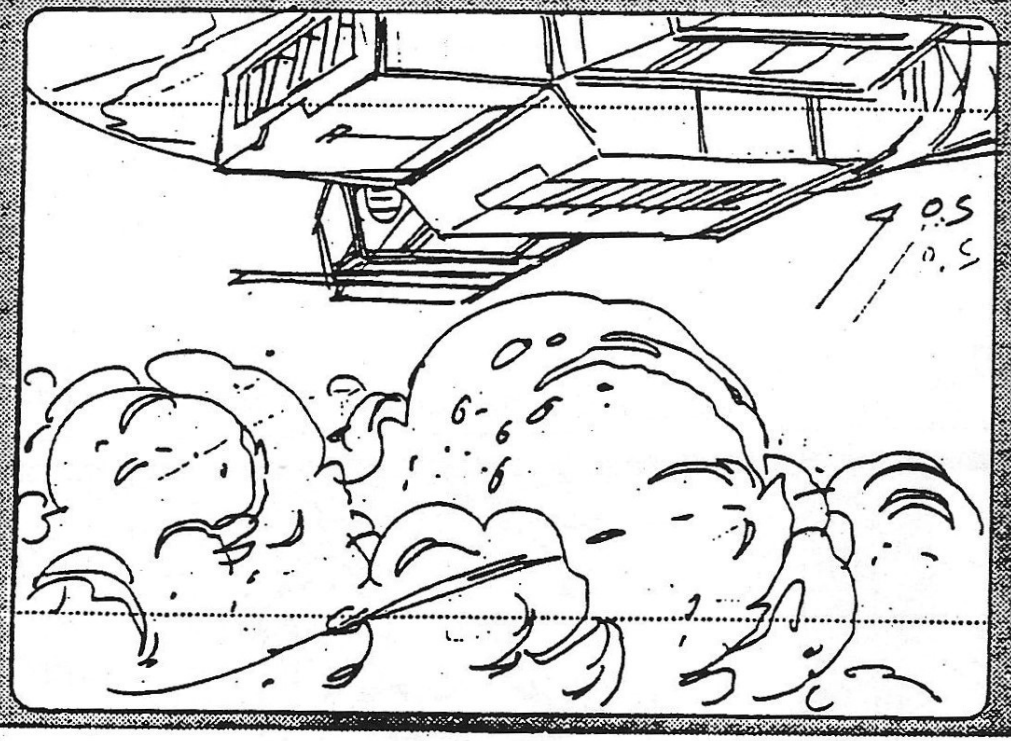
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Transformers to Beast Hunters and Beyond!!!!

SC. CONT 26-23 D



ACTION THEN SPRINGER BACKS AWAY AND CLIMBS HIGHER INTO THE AIR O.S.

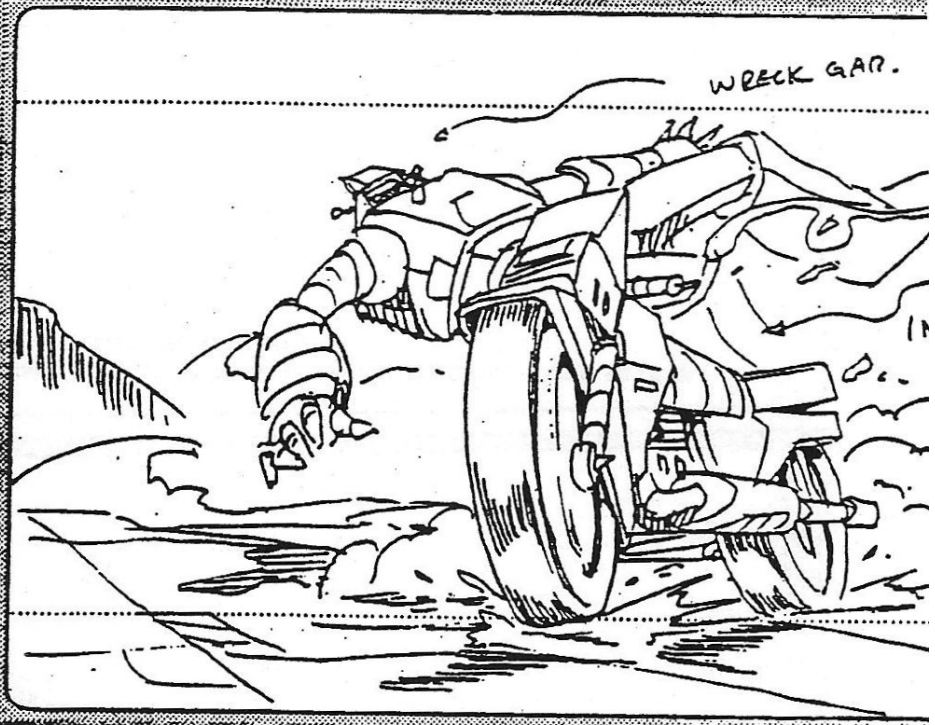
DIAL

MUSIC/SFX

CAMERA

SC. 26-23E

SEQ. 26 Page 5



ACTION M.L.S. WRECK GAR. HIS MOTORCYCLE RACES WILDLY OUT OF CONTRO
WRECK GAR FALLS FROM HIS CYCLE.

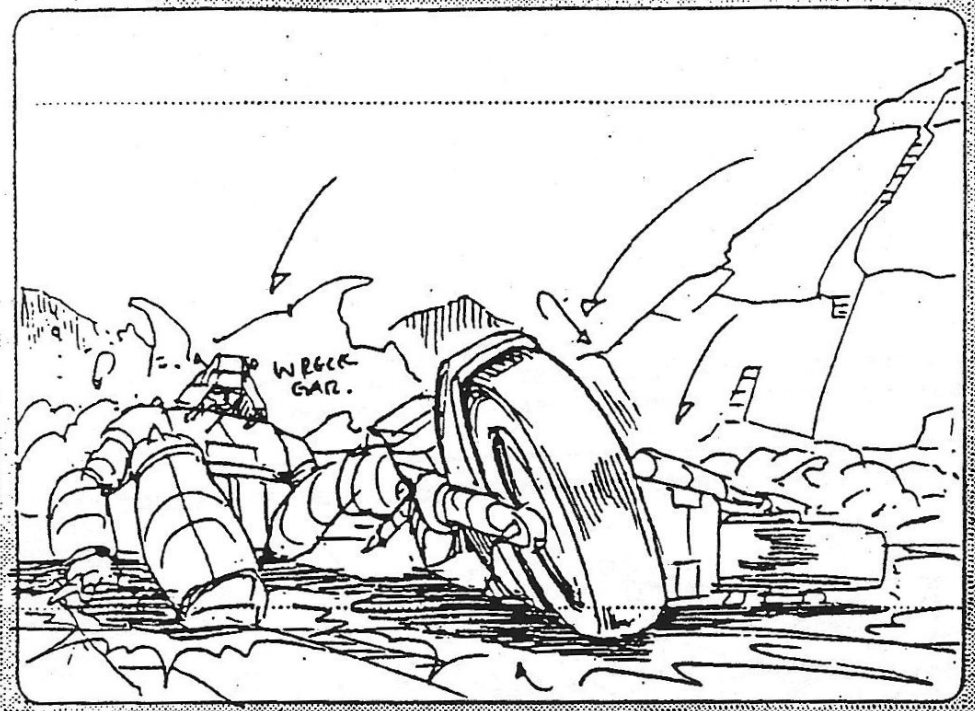
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-23E



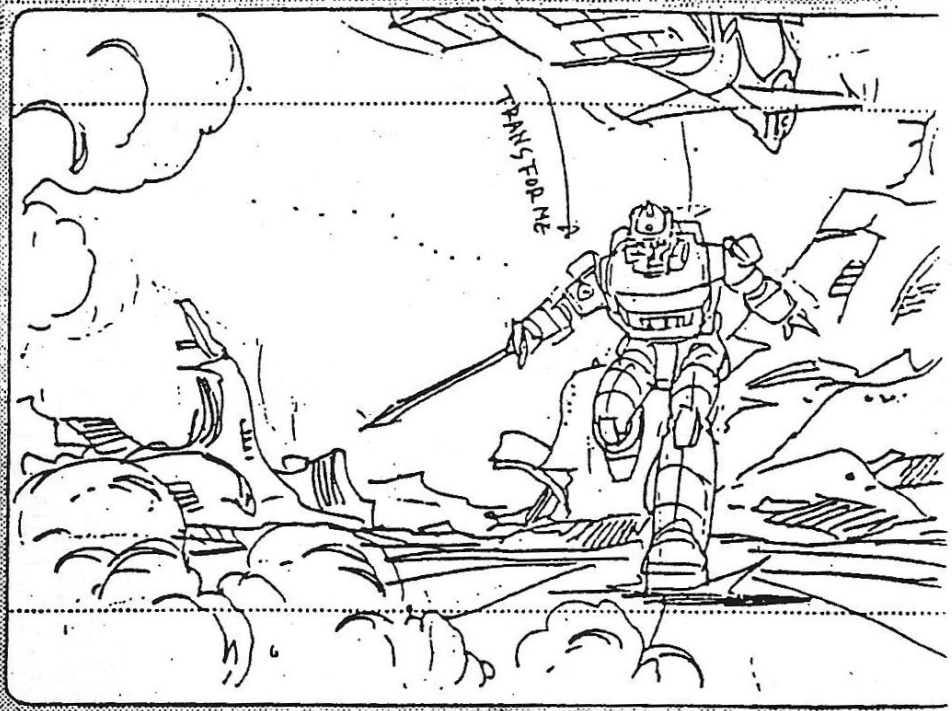
ACTION BOTH WRECK GAR AND HIS MOTORCYCLE FALL TO THE GROUND WITH A CRASH, SENDING UP A CLOUD OF DUST.

DIAL

MUSIC/SFX

CAMERA

SC. 26-23F



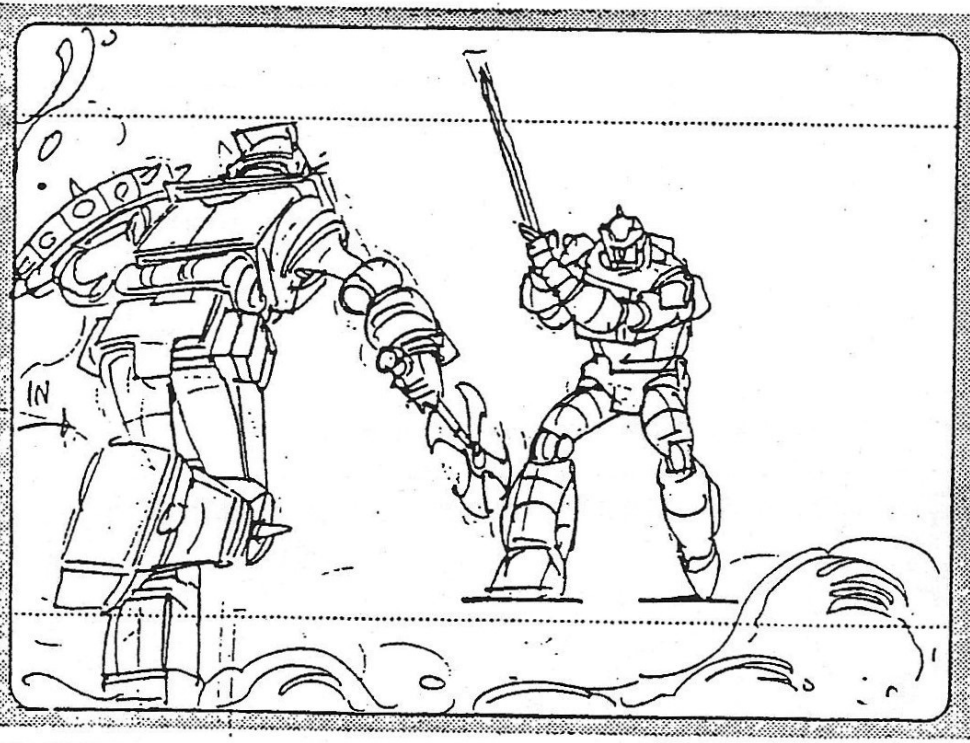
ACTION L.S. SPRINGER. HE PULLS BACK, THEN TRANSFORMS AND LANDS ON THE GROUND.

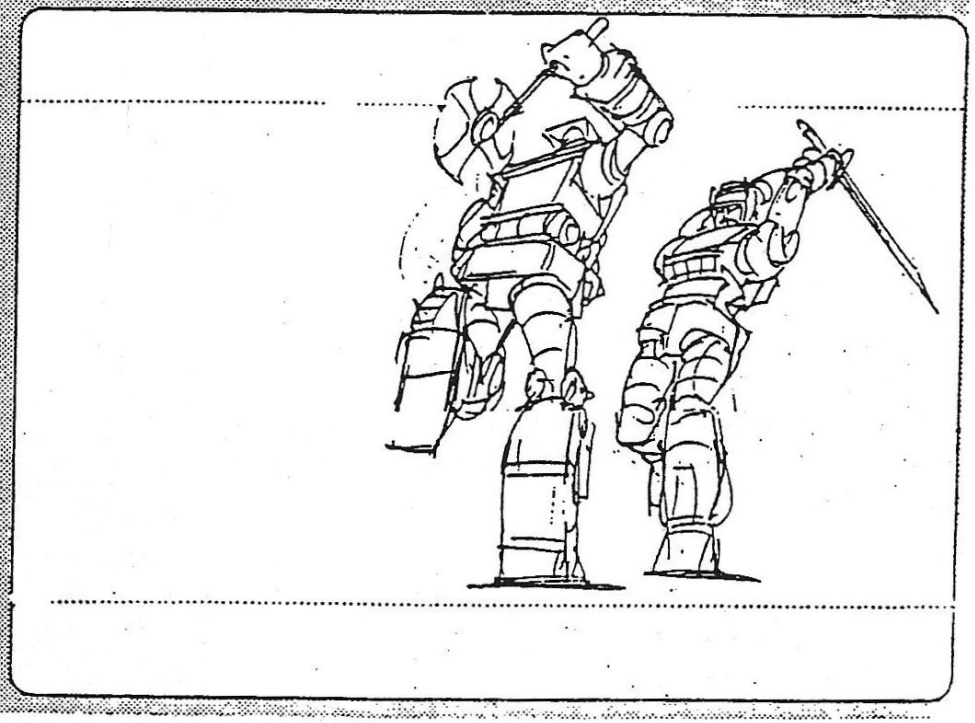
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION WRECK GAR RUNS INTO SCENE, ATTACKING SPRINGER.

DIAL

MUSIC/SFX

CAMERA

ACTION BOTH OF THEM GET READY TO STRIKE WITH THEIR WEAPONS.

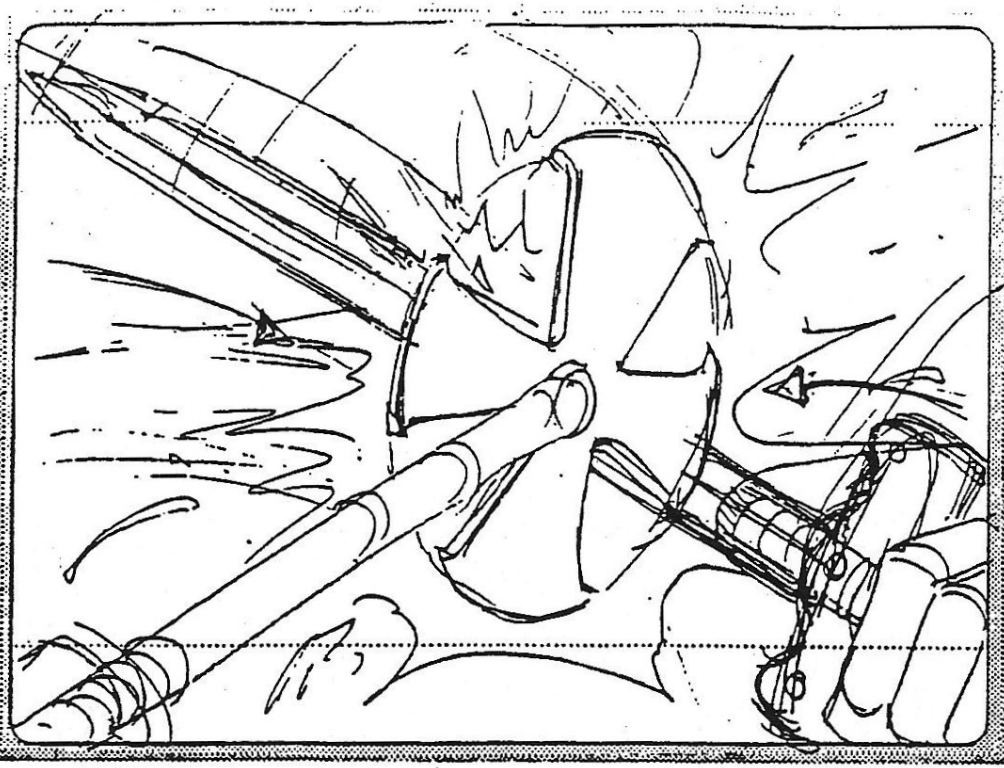
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SEQ.



ACTION C.U. SPRINGER'S SWORD AND WRECK GAR'S AX CLASH INTO EACH OTHER.

DIAL

MUSIC/SFX

CAMERA

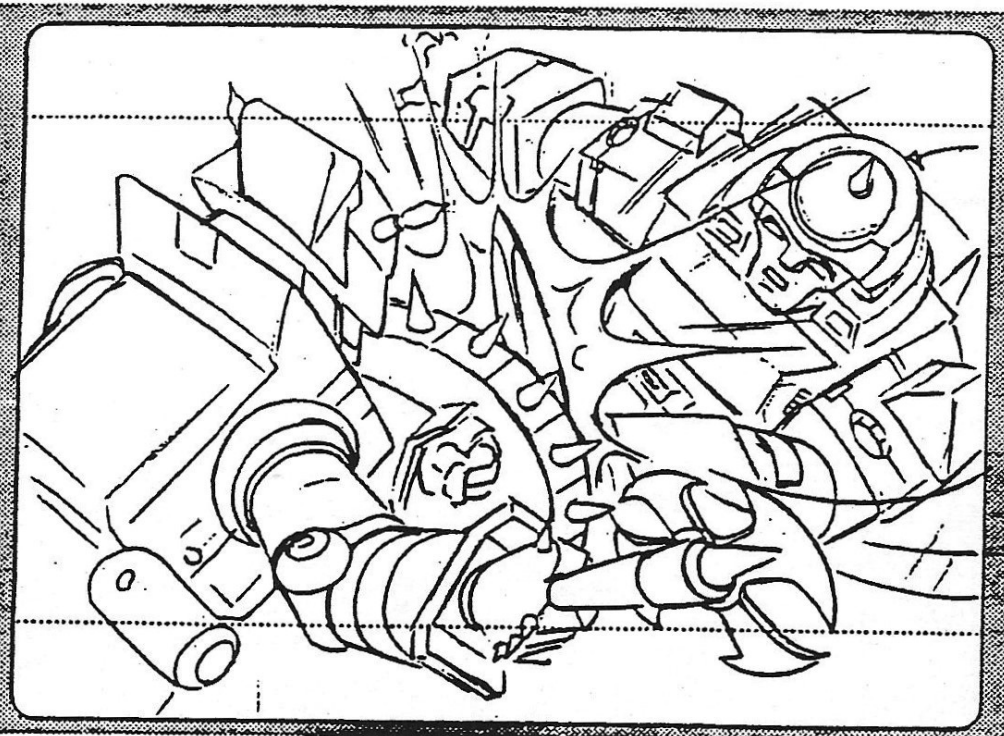
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From to Beast Hunters and Beyond!!!!



ACTION MOVING FORWARD SPRINGER TAKES A SWING AT WRECK GAR WITH HIS SWORD. WRECK GAR BLOCKS THE BLOW WITH HIS SHIELD AND SLASHES SPRINGER IN THE STOMACH.

DIAL

MUSIC/SFX

CAMERA

ACTION THEN SWINGS IT DOWN, STRIKING SPRINGER AND SENDING HIM FALLI BACK O.S.

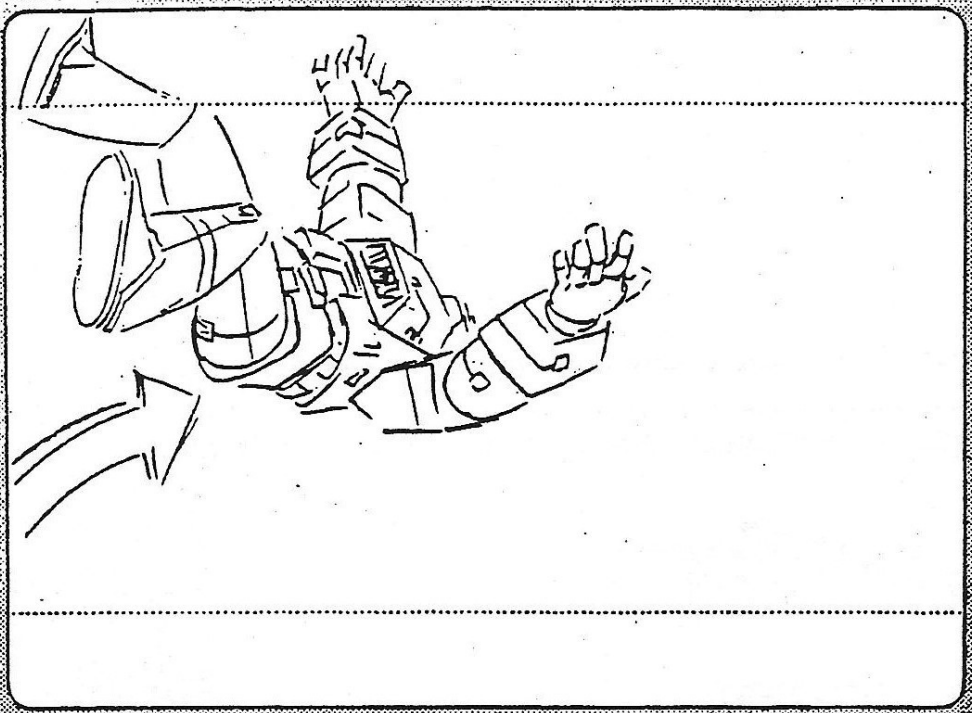
DIAL

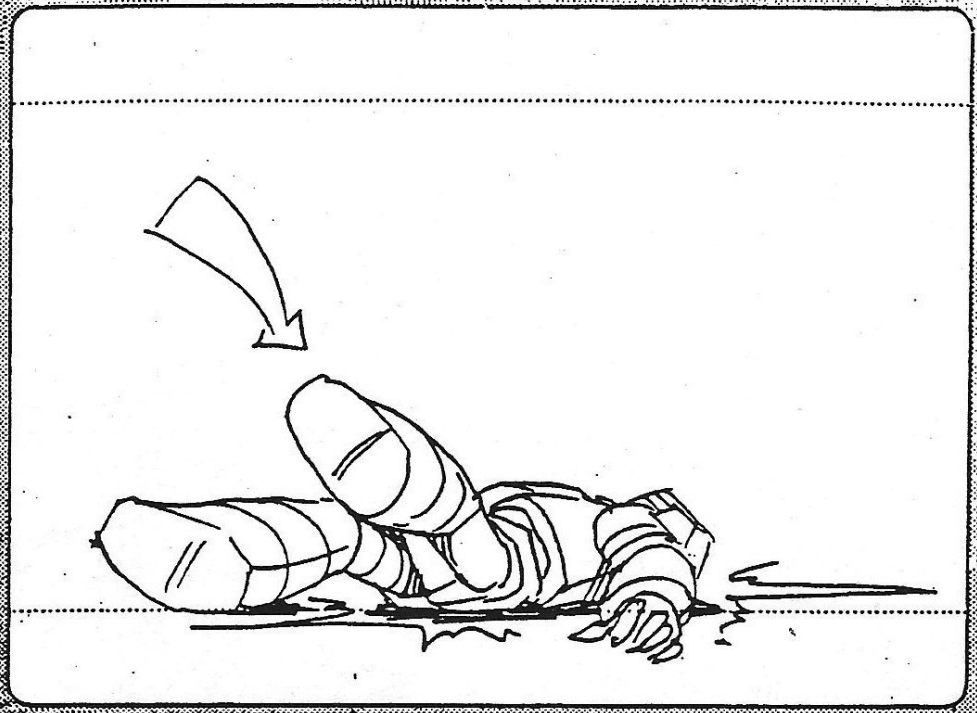
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 26-23I SC. CONT SEQ. 26 Page 53B





ACTION
L.S. SPRINGER. HE FLIES BACK...

DIAL

MUSIC/SFX

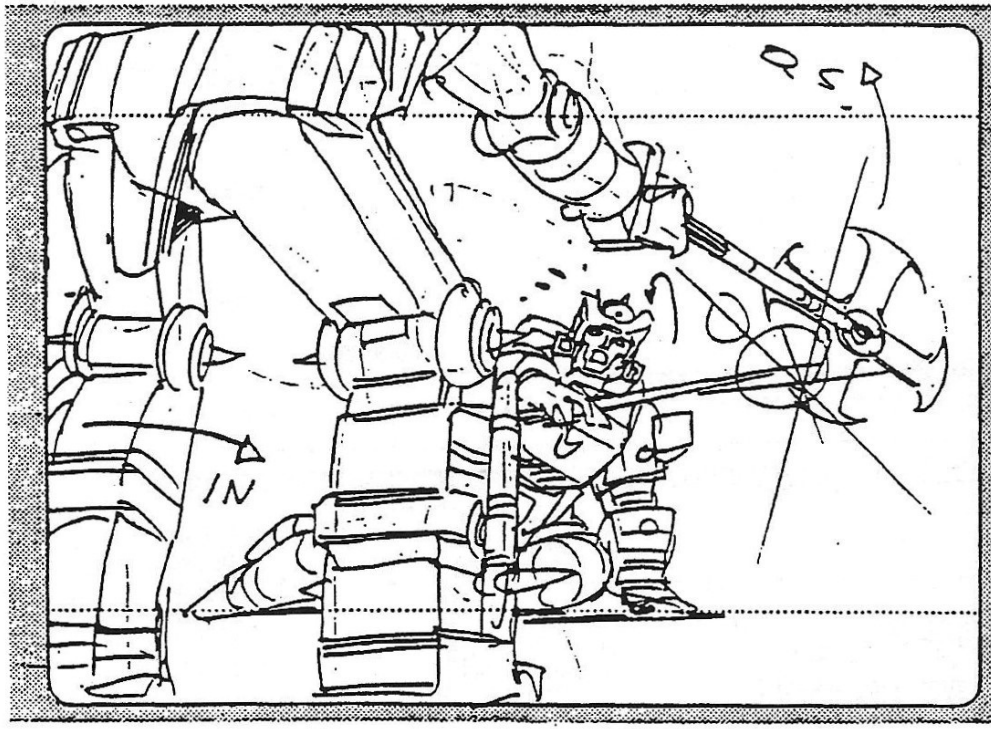
ACTION
...AND HITS THE GROUND WITH A CRASH.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-23 I



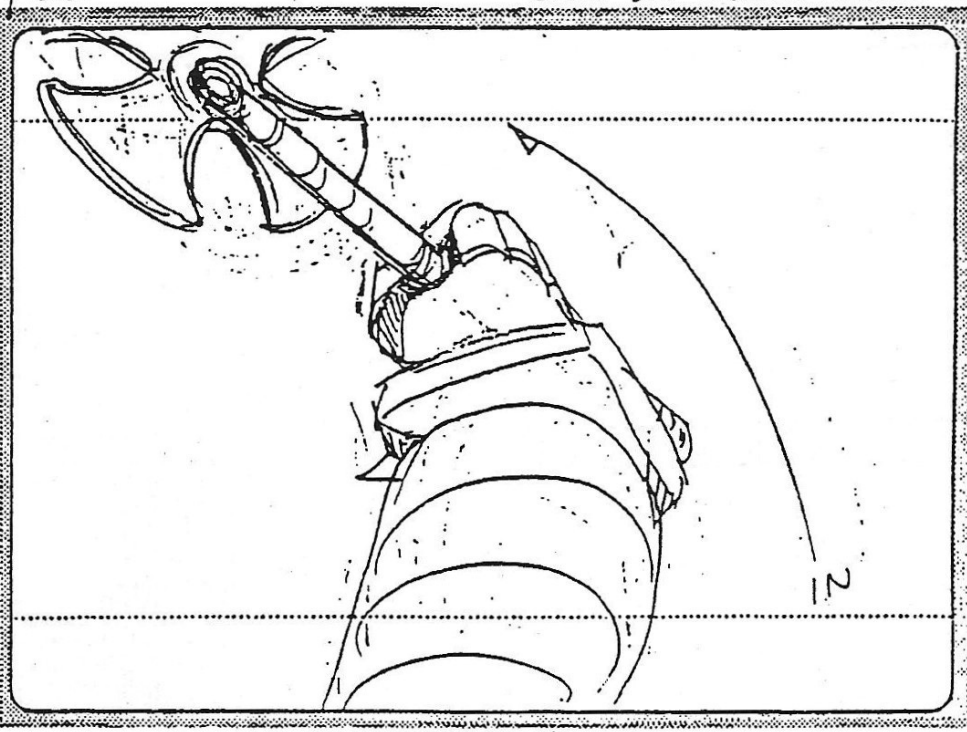
ACTION AS SPRINGER LIFTS HIMSELF UP, WRECK GAR STEPS INTO THE SCENE. HIS AX GLEAMING, HE RAISES IT UP O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 26-23 K



ACTION C.U.-WRECK GAR'S HAND AS HE RAISES HIS AX HIGH ABOVE HIS HEAD.

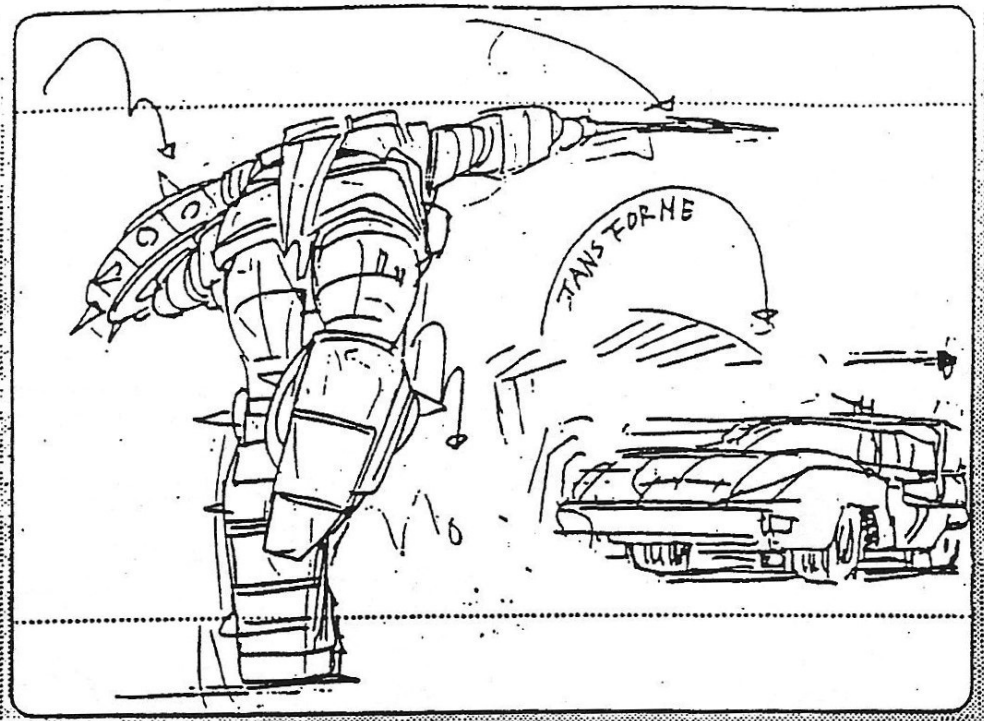
DIAL

MUSIC/SFX

CAMERA

NEXT PAGE 54A

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. WRECK GAR AND SPRINGER. SPRINGER QUICKLY TRANSFORMS INTO AUTO MODE AND ZOOMS AWAY O.S. WRECK GAR TAKES OFF AFTER HIM.

DIAL

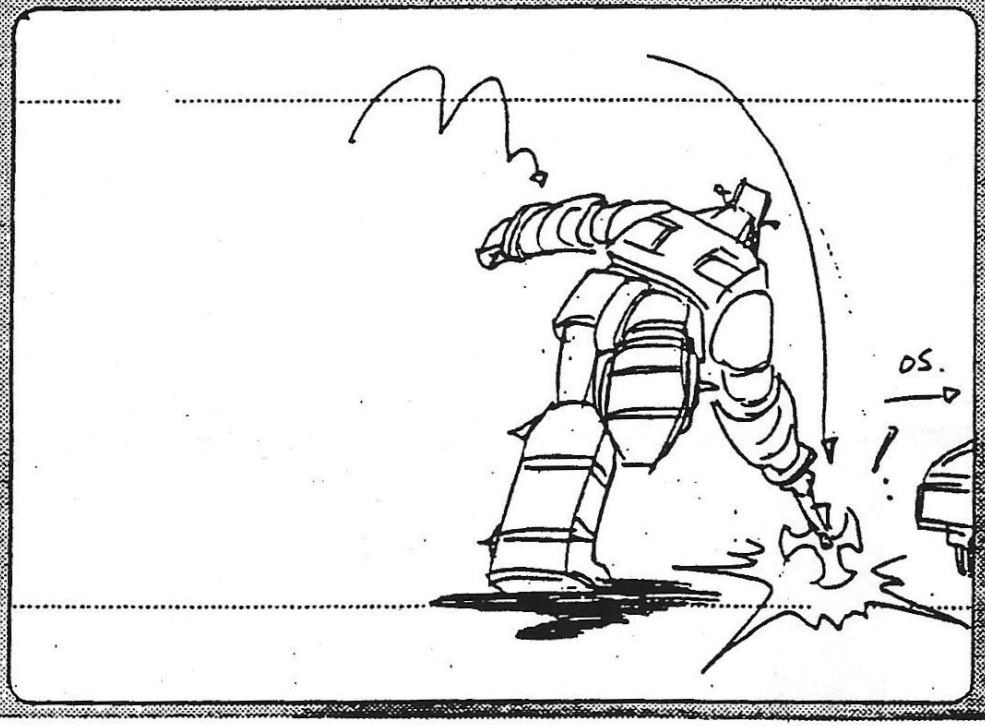
MUSIC/SFX

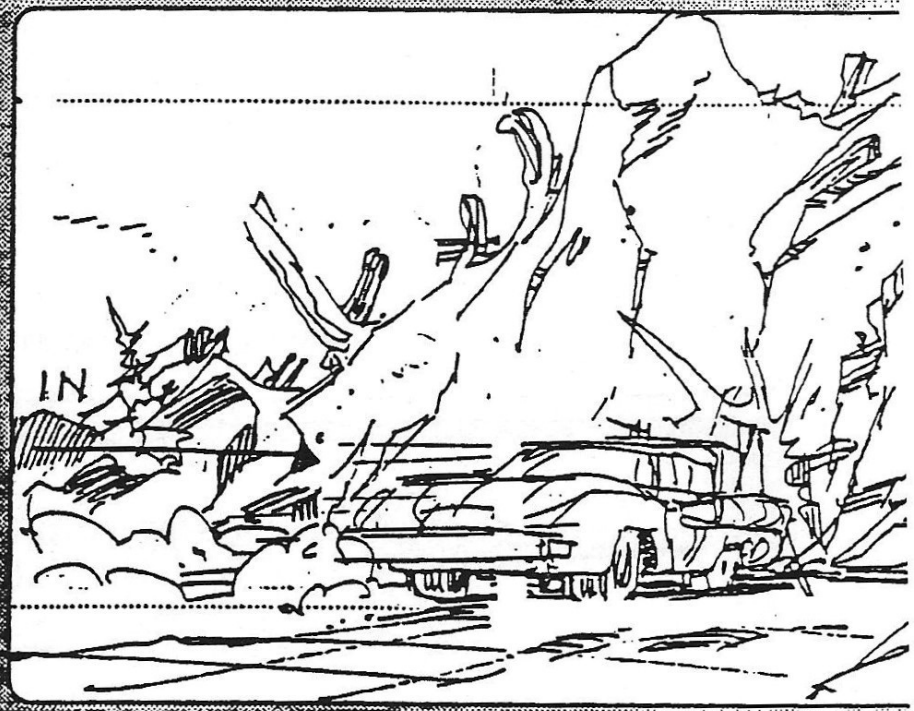
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION SPRINGER BACKS O.S. JUST MISSING WREC GAR'S HIT.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. SPRINGER. HE RACES INTO THE SCENE AND BACKS INTO A CLIFF OF JUNK WHICH STOPS HIM WITH A CRASH.

DIAL

MUSIC/SFX

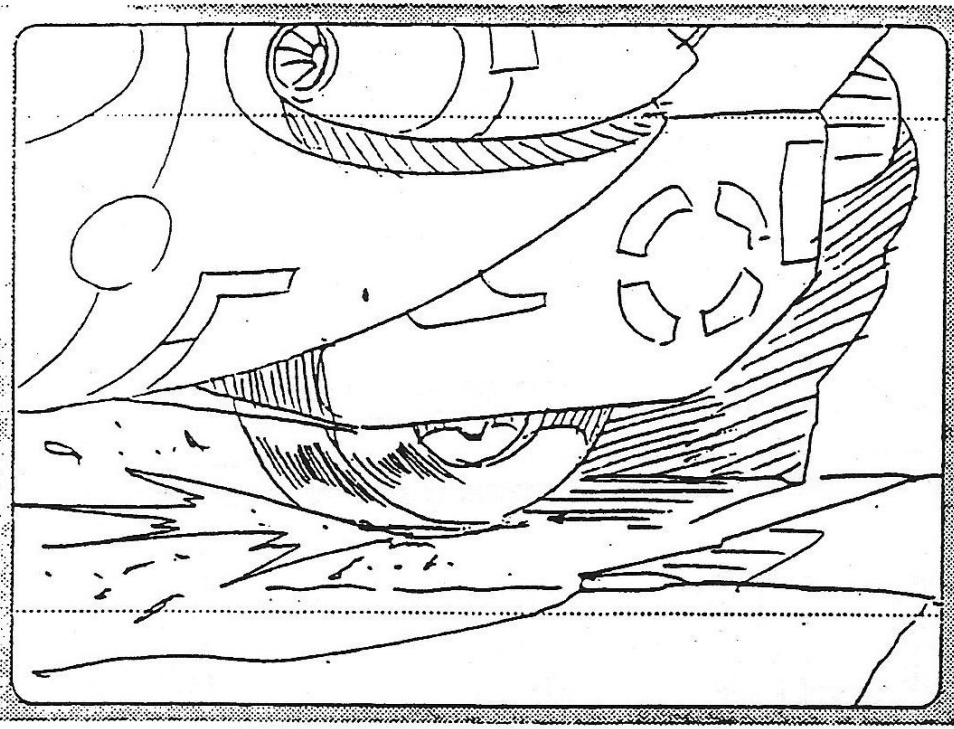
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-23N

SC.

Page 55A



NEXT PAGE 56

ACTION C.U. SPRINGER'S TIRES. THEY SPIN WILDLY, BUT HE CANNOT BACK UP ANY FARTHER.

DIAL

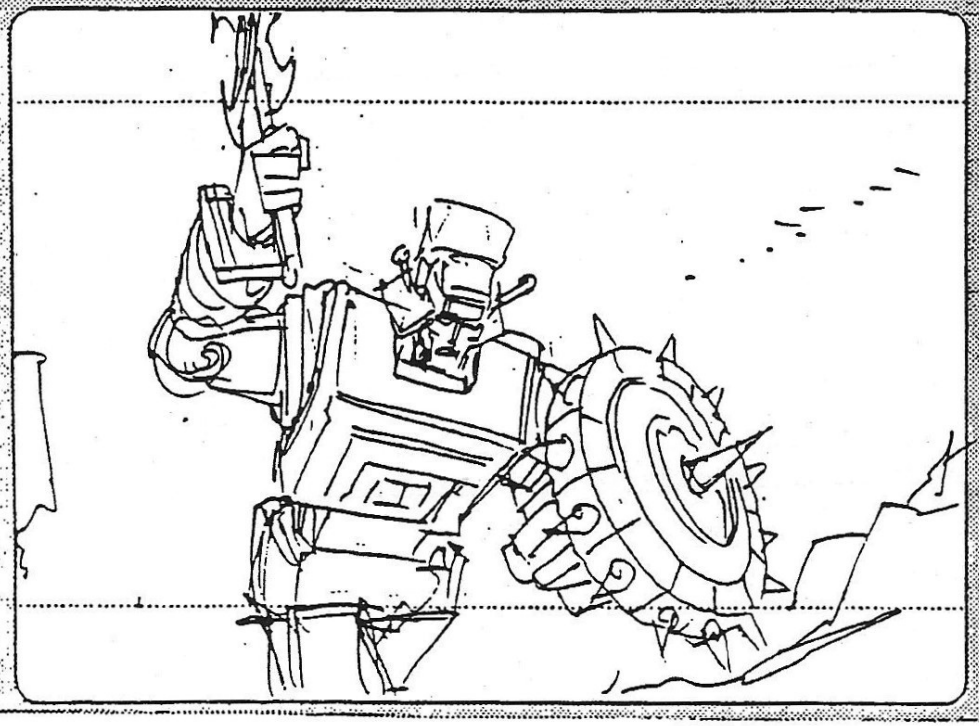
MUSIC/SFX

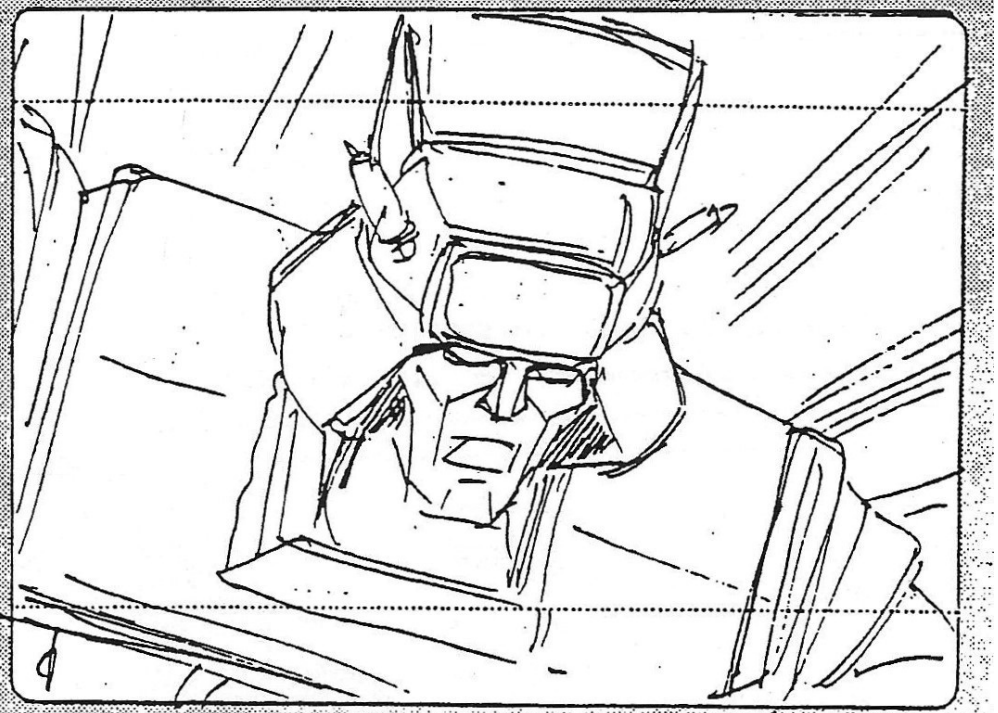
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION
M.S. WRECK GAR. HE RUSHES FORWARD.

DIAL

MUSIC/SFX

CAMERA

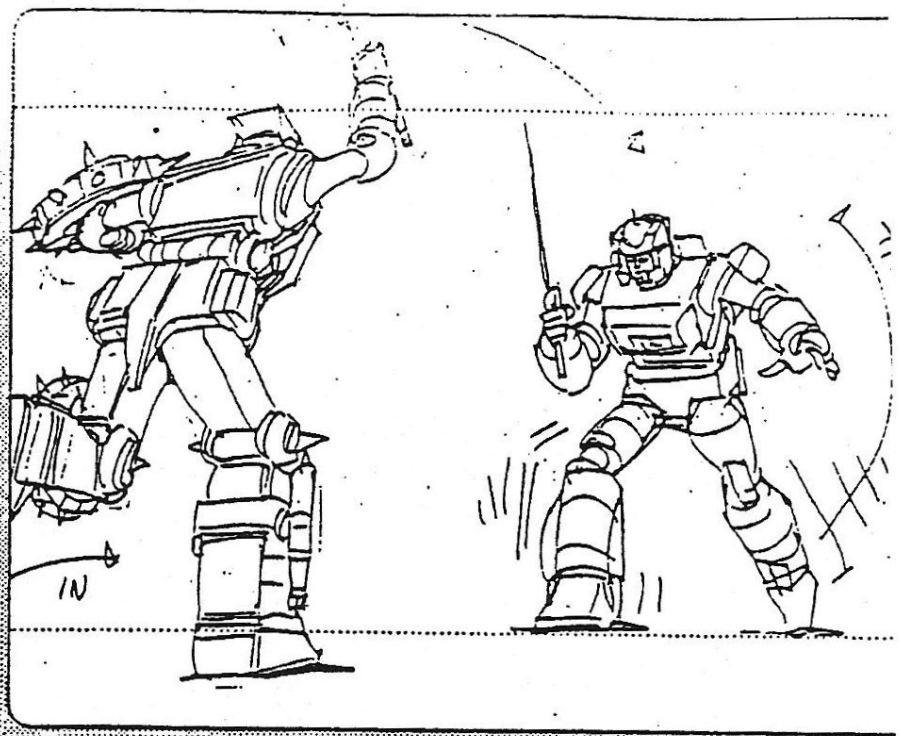
ACTION
...TOWARD CAMERA.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

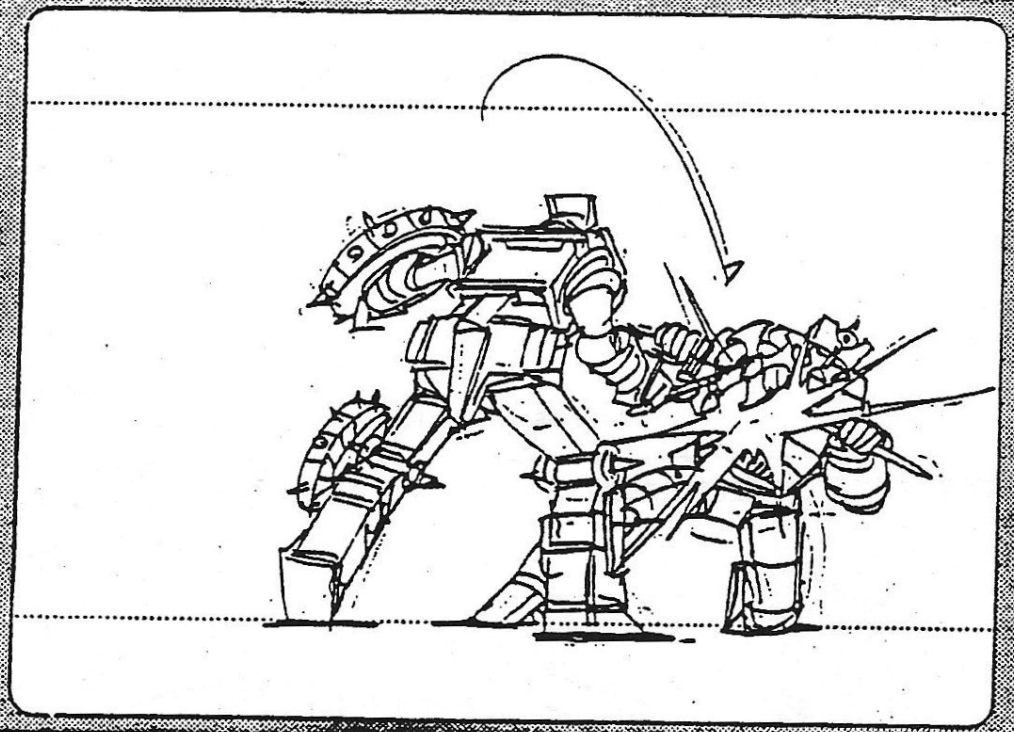
ACTION L.S. SPRINGER. HE TRANSFORMS INTO ROBOT MODE.

JUST AS WRECK GAR DASHES INTO THE SCENE, READY TO STRIKE WITH HIS AX.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

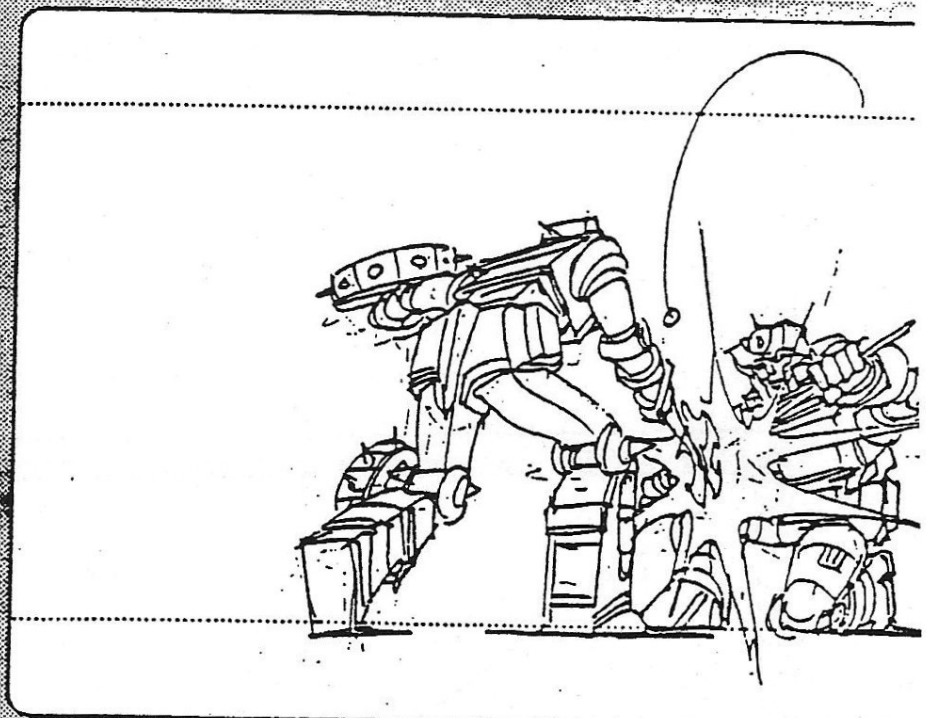


ACTION WRECK GAR SLASHES DOWN WITH HIS BATTLE AX. SPRINGER BLOCKS THE HIT WITH HIS SWORD.

DIAL

MUSIC/SFX

CAMERA



ACTION WRECK GAR SWINGS AGAIN. SPRINGER AGAIN BLOCKS THE BLOW WITH HIS SWORD.

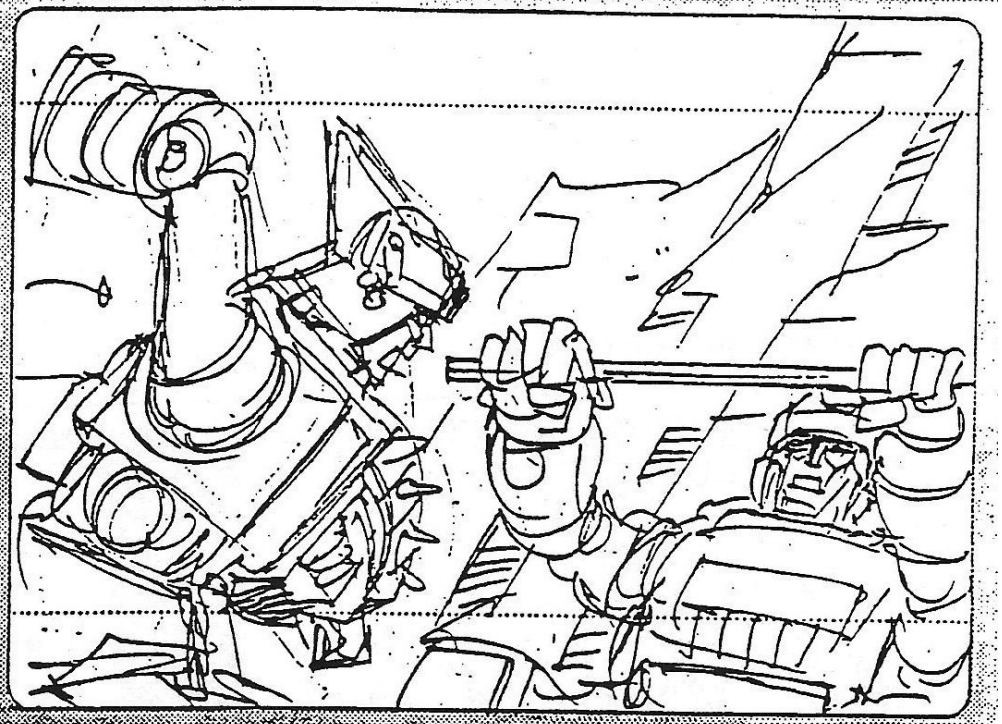
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 26-23 Q SEQ. 26 Page 59



ACTION

DIAL

MUSIC/SFX

CAMERA

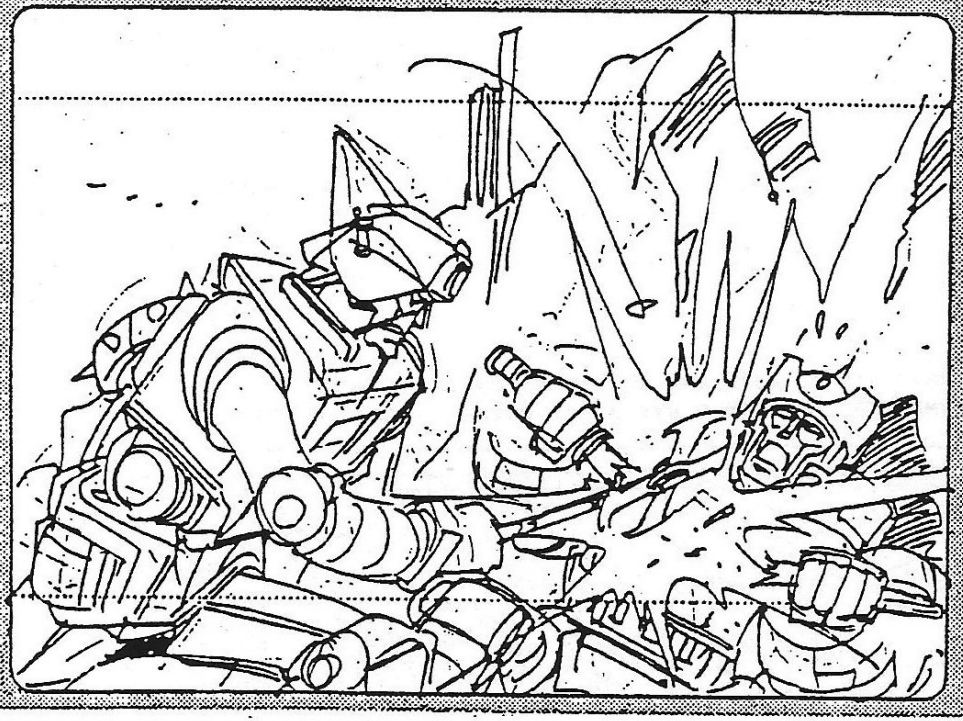
ACTION M.S. WRECK GAR AND SPRINGER. WRECK GAR SWINGS HIS AX AGAIN.

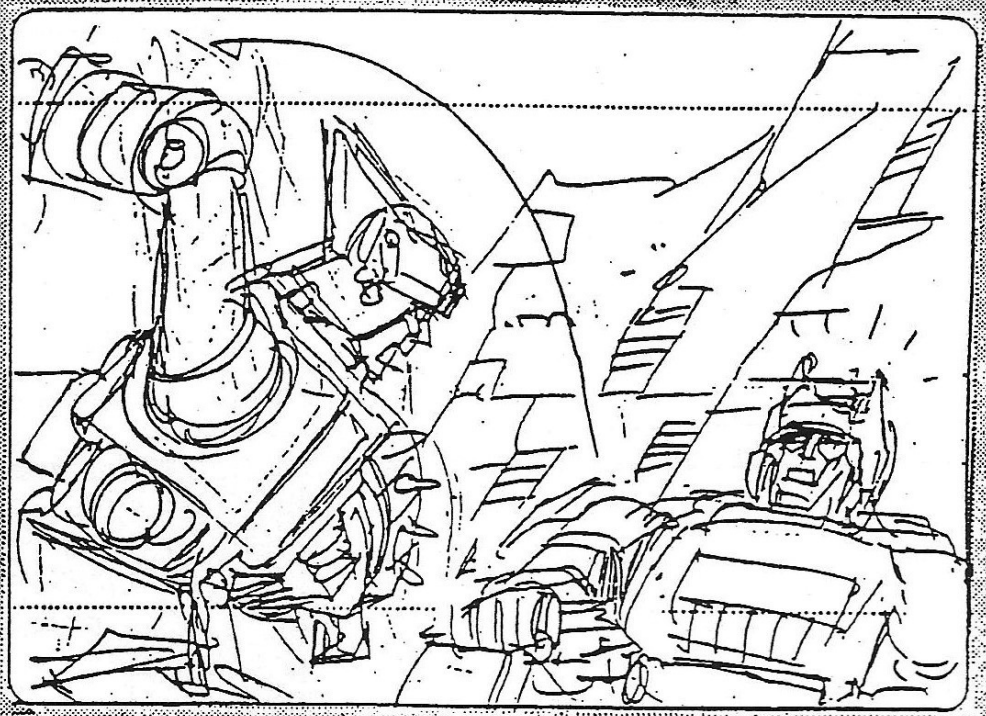
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 60A

ACTION THIS TIME SPRINGER'S SWORD DOESN'T HOLD, IT IS SMASHED TO PIECES BY WRECK GAR'S AX BLOW.

DIAL

MUSIC/SFX

CAMERA

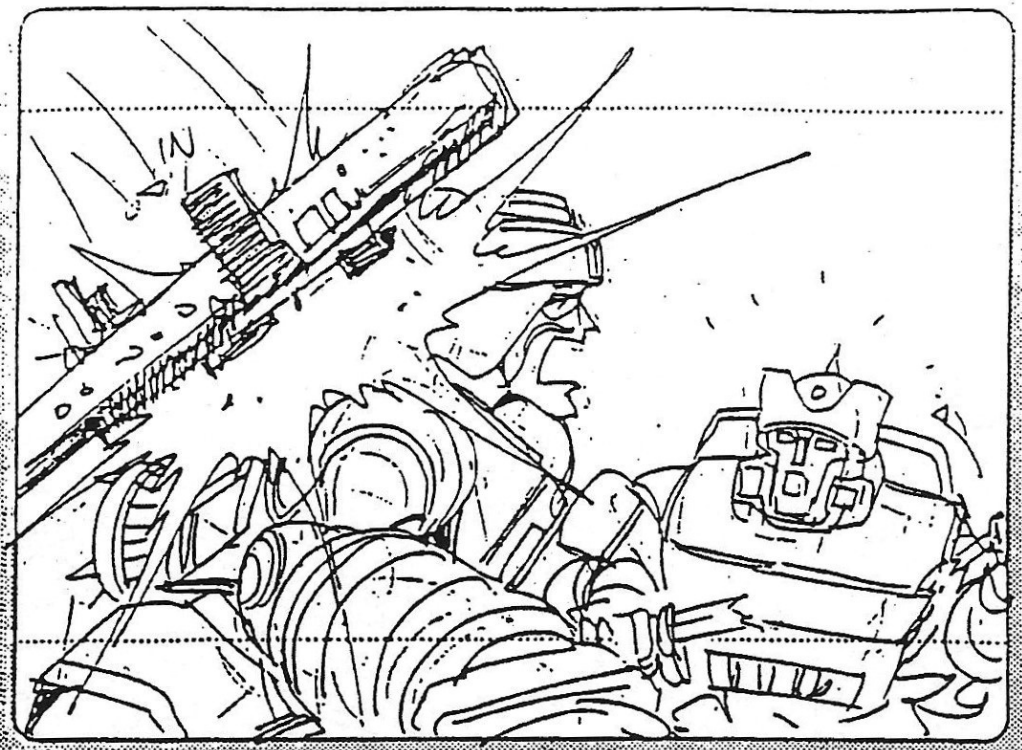
ACTION WRECK GAR RAISES HIS WEAPON AGAIN, READY TO CHOP INTO THE DEFENSELESS SPRINGER, BUT...

DIAL

MUSIC/SFX

CAMERA

TFRAW From Generation 1 to Beast Hunters and Beyond!!!!



ACTIO THEN FROM BEHIND WRECK GAR A BEAM OF JUNK SWINGS INTO SCENE AND STRIKES WRECK GAR ON THE BACK OF HIS HEAD.

DIAL

MUSIC/SFX

CAMERA

ACTION

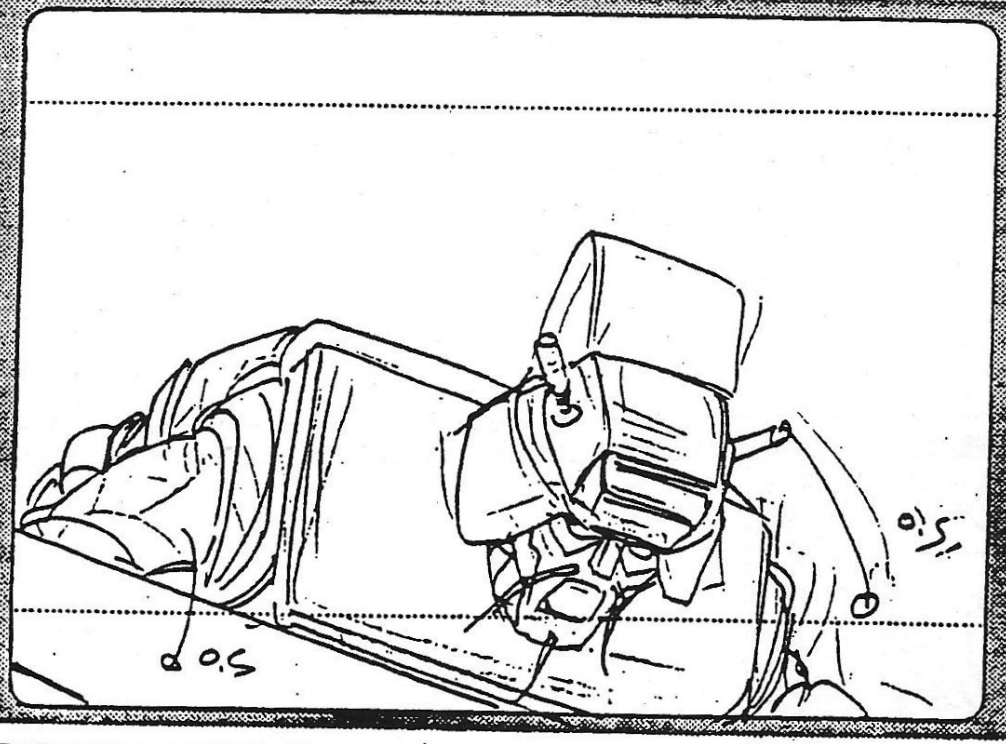
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-23Q



ACTION WRECK GAR FALLS O.S. AS THE BEAM CONTINUES ITS PATH O.S.

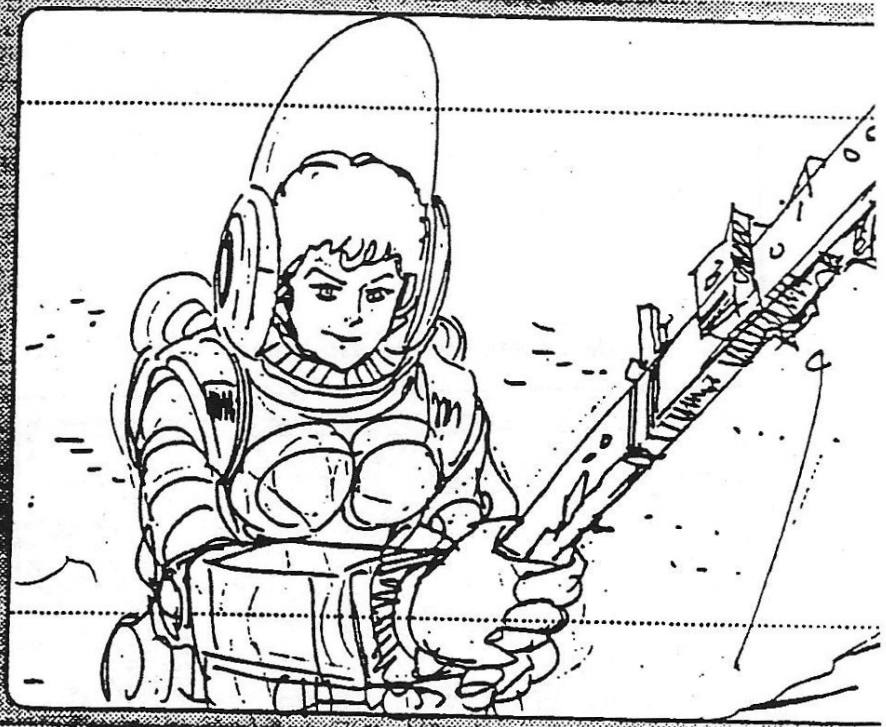
DIAL

MUSIC/SFX

CAMERA

SC. 26-23R

SEQ 26 Page



ACTION M.S. DANIEL. HE IS HOLDING THE JUNK BEAM. HE SMILES.

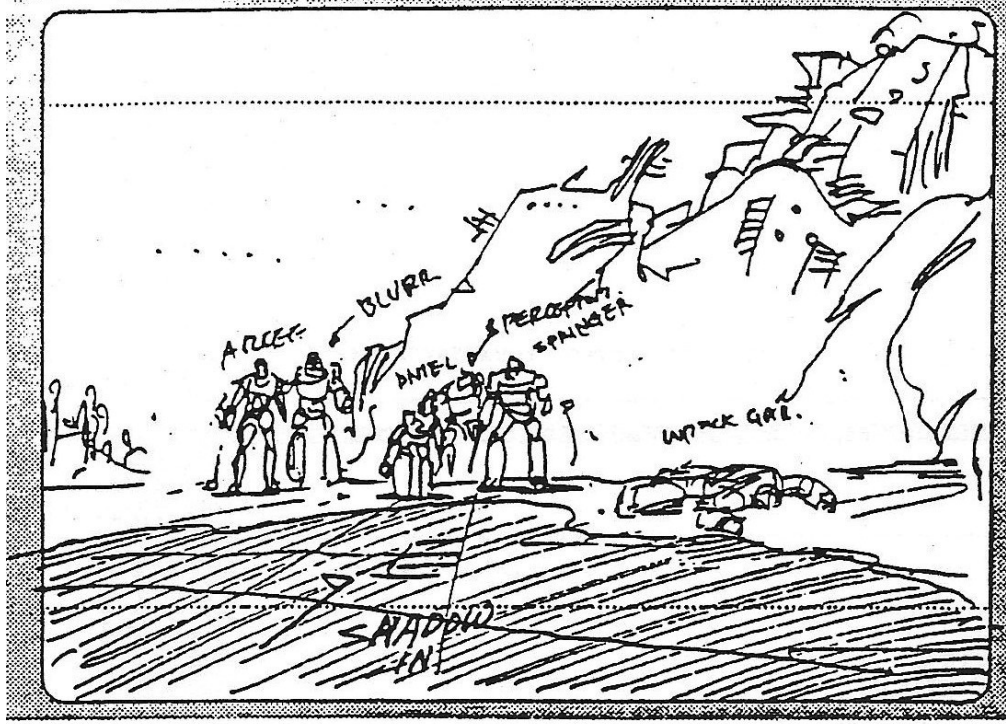
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-23 S



ACTION X.L.S. THE GROUP OF AUTOBOTS. AS A HUGE SHADOW FALLS ACROSS THE SURFACE OF JUNKION, THEY LOOK UP.

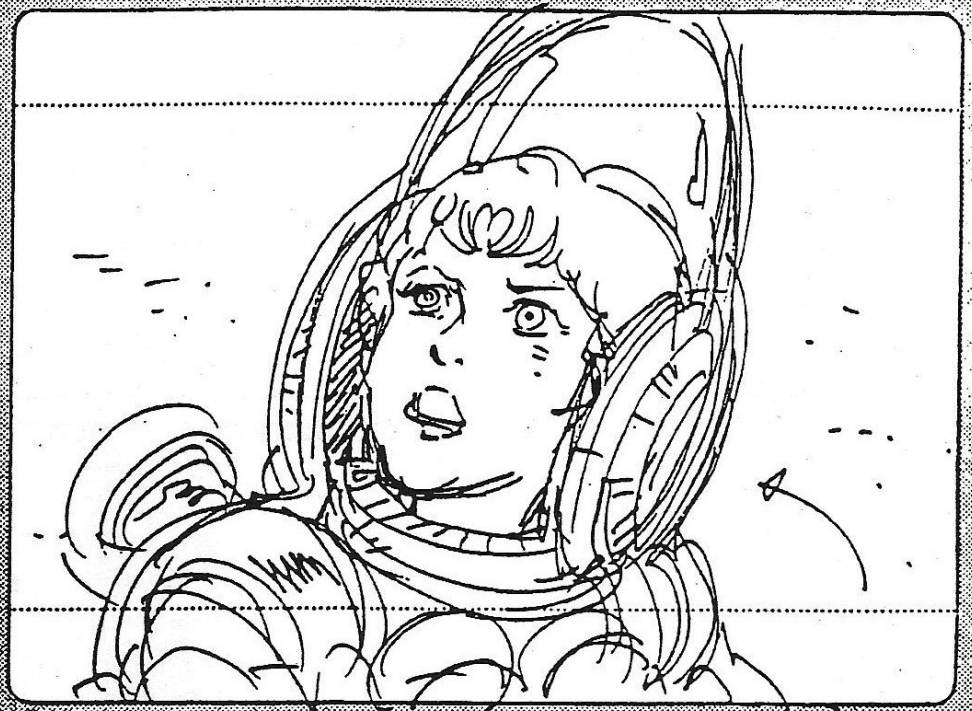
DIAL

MUSIC/SFX

CAMERA

SC. 26-23 T

SEQ. 26 Page 62



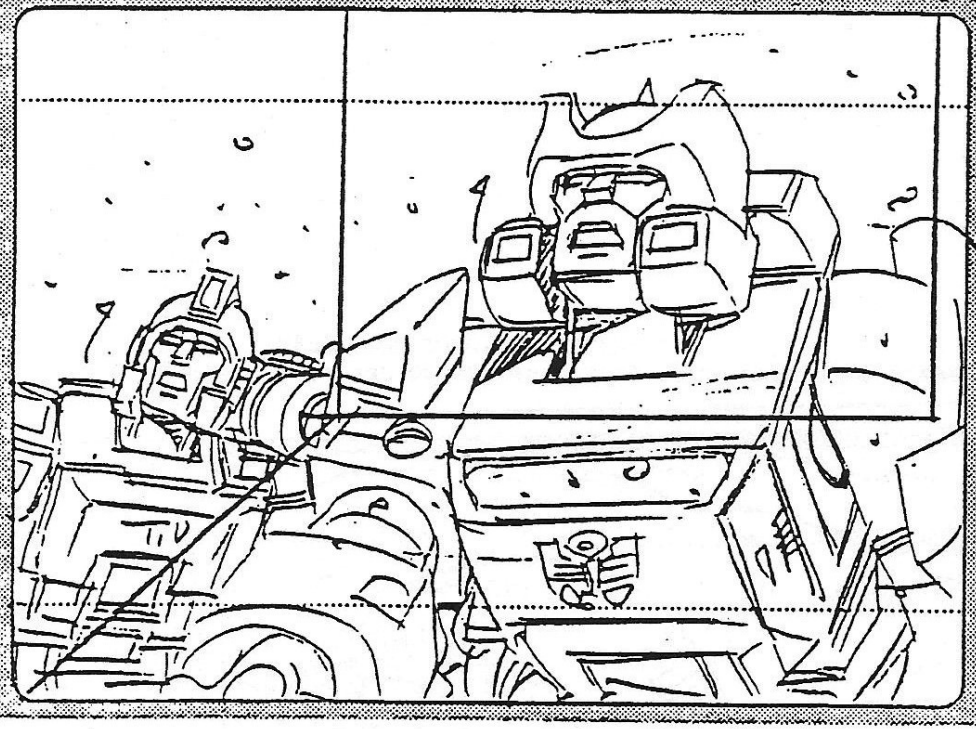
ACTION C.U. DANIEL. HE LOOKS UP TO THE SKY.

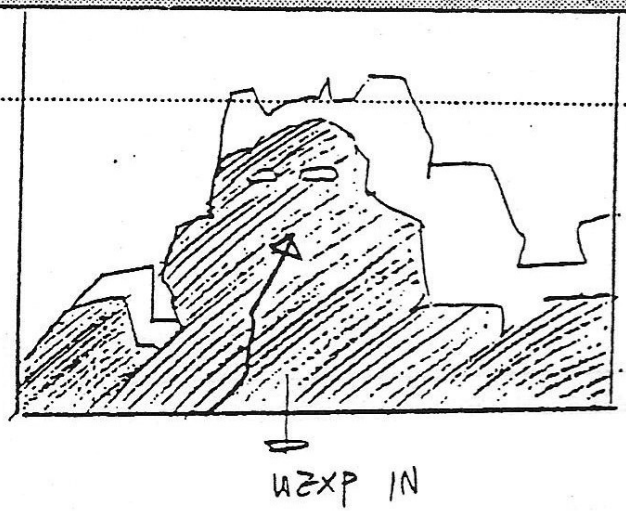
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. SPRINGER AND PERCEPTOR. THEY BOTH LOOK UP INTO THE SKY.

DIAL

MUSIC/SFX

CAMERA

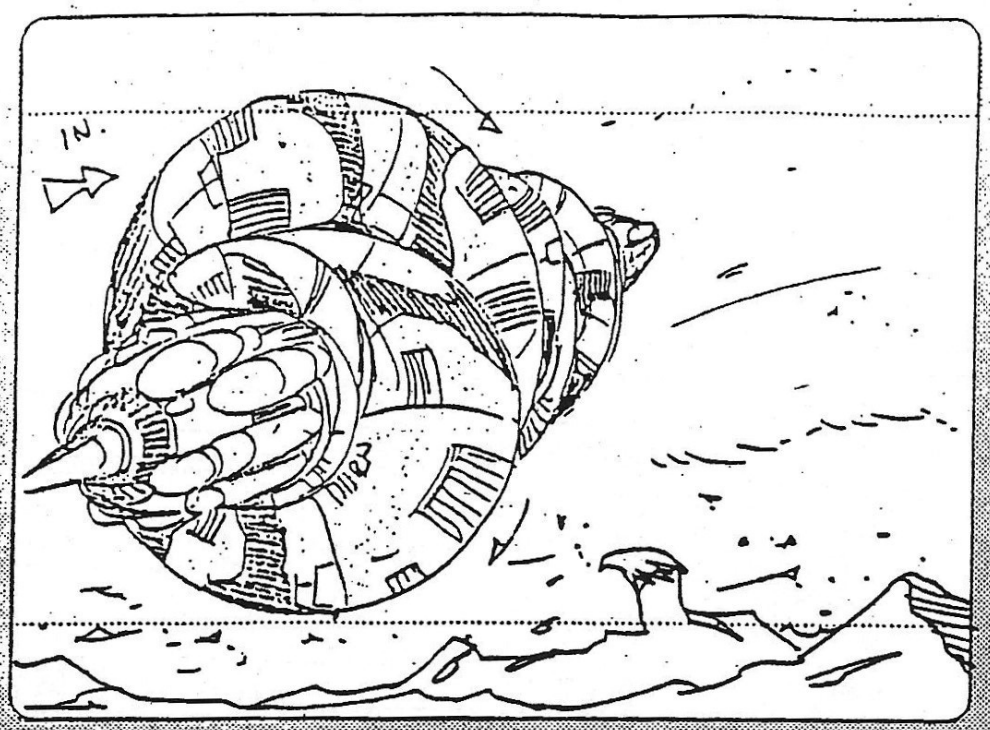
ACTION ...A SHADOW FALLS ACROSS SPRINGER'S FACE.

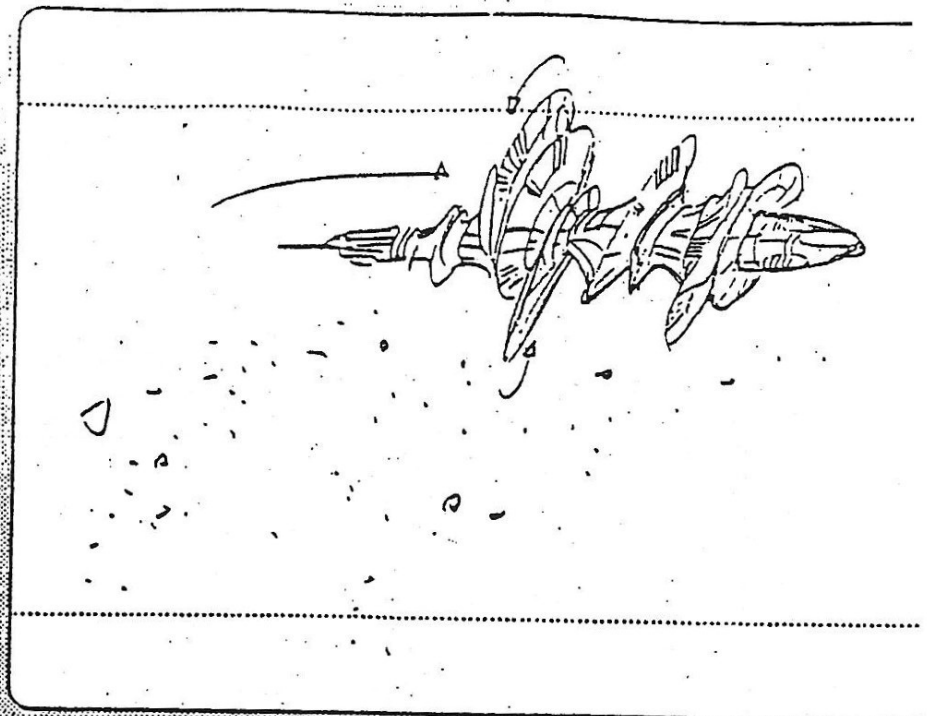
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. THE QUINTESSON SPACE SHIP MOVES INTO SCENE HIGH ABOVE THE JUNKION PLANET...

DIAL

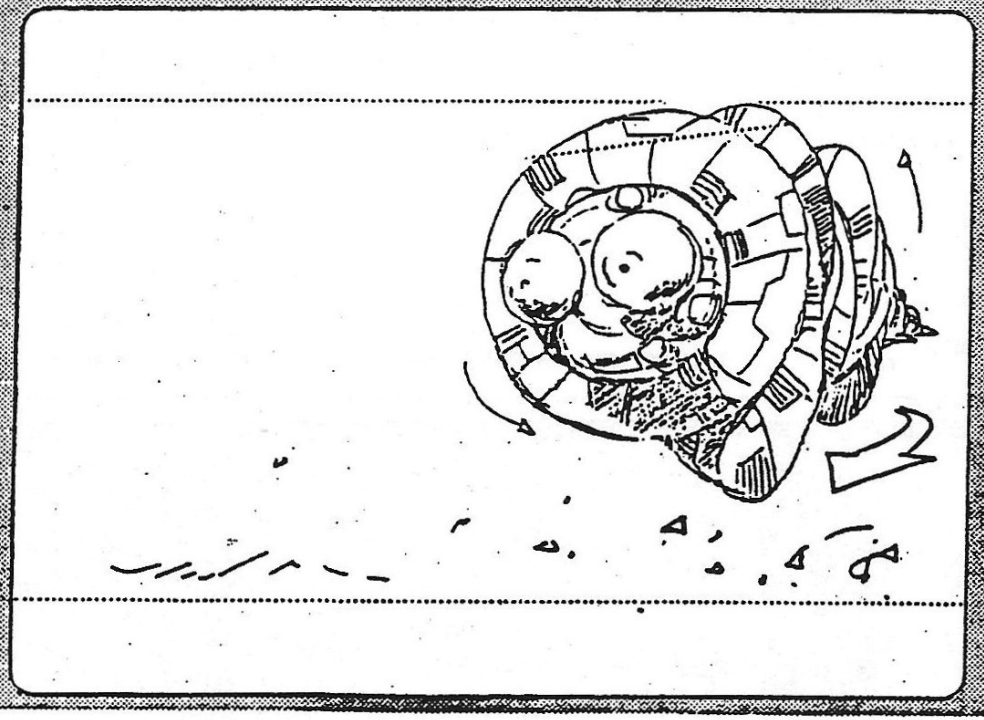
MUSIC/SFX

ACTION ...IT TURNS AROUND...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...AND HEADS BACK TOWARD US.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

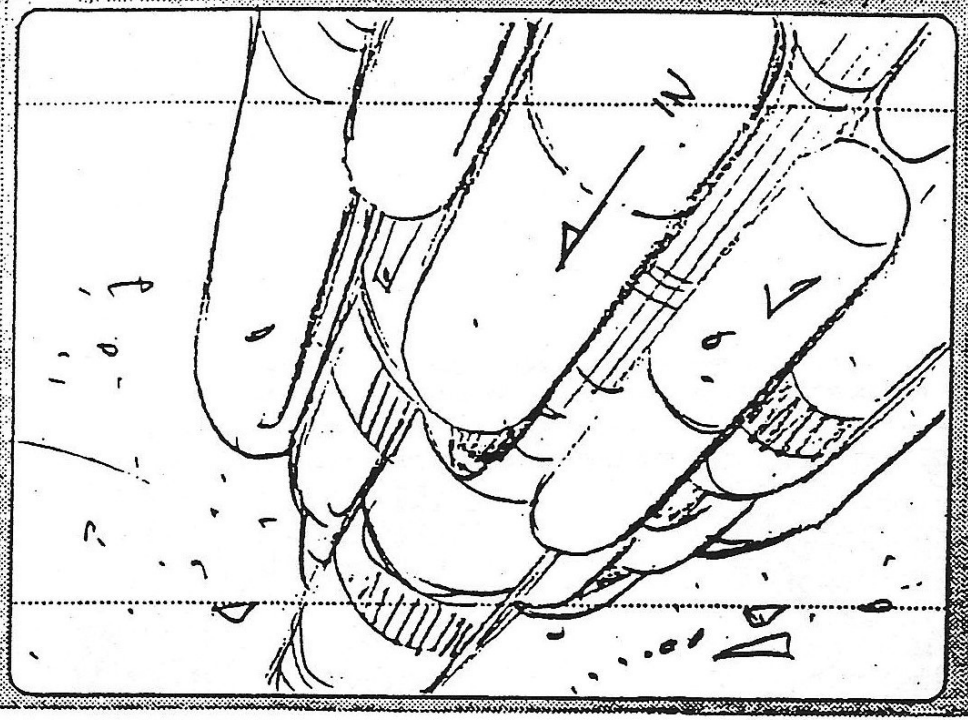
CAMERA

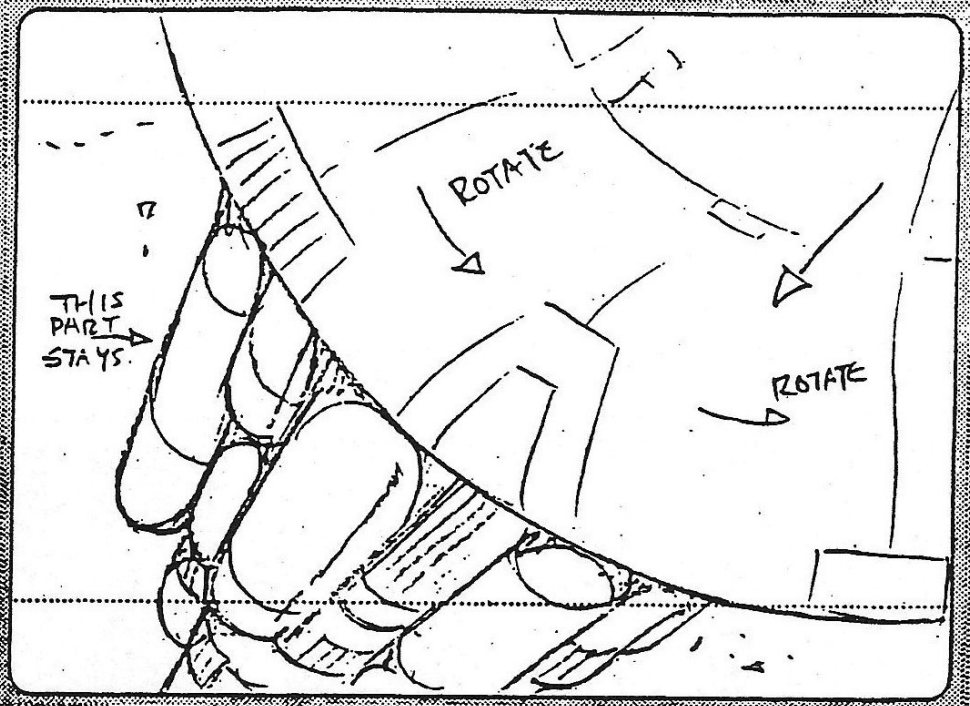
TF RAW
TFRW Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-25

SC. CONT

SEQ. 26 Page 66





NEXT PAGE 32A

ACTION M.C.U. THE QUINTESSON SPACE SHIP MOVES INTO THE SCENE.

DIAL

MUSIC/SFX

ACTION

DIAL

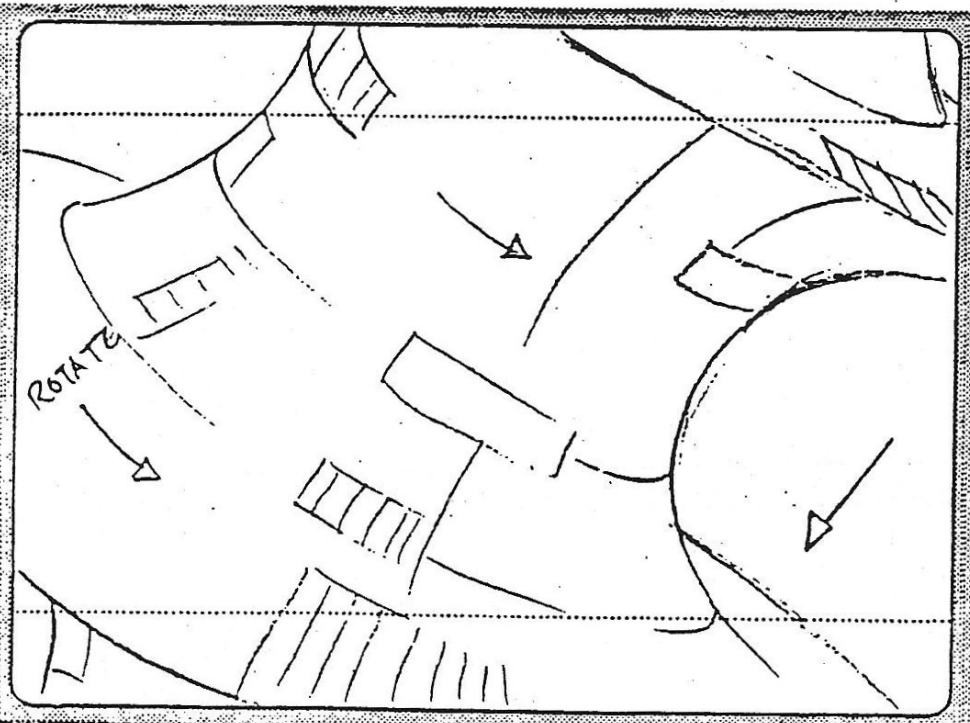
MUSIC/SFX

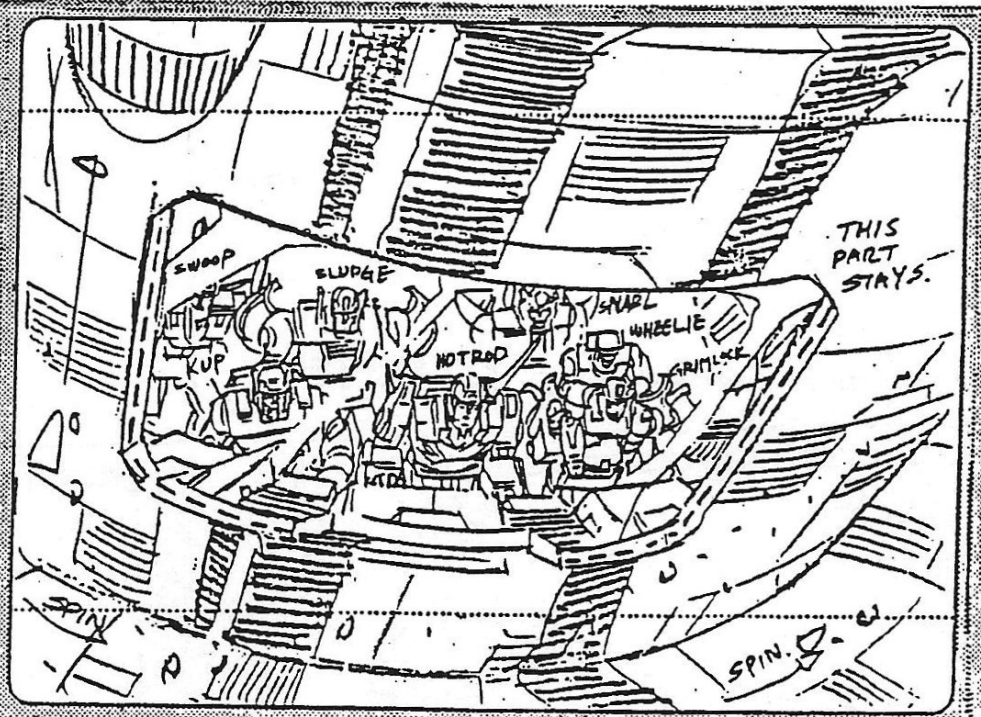
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-25

SC. CONT

SEQ. 26 Page 67





ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION AS IT PASSES WE CAN SEE THE WINDOW WITH HOT ROD, KUP AND THE DINOBOTS INSIDE.

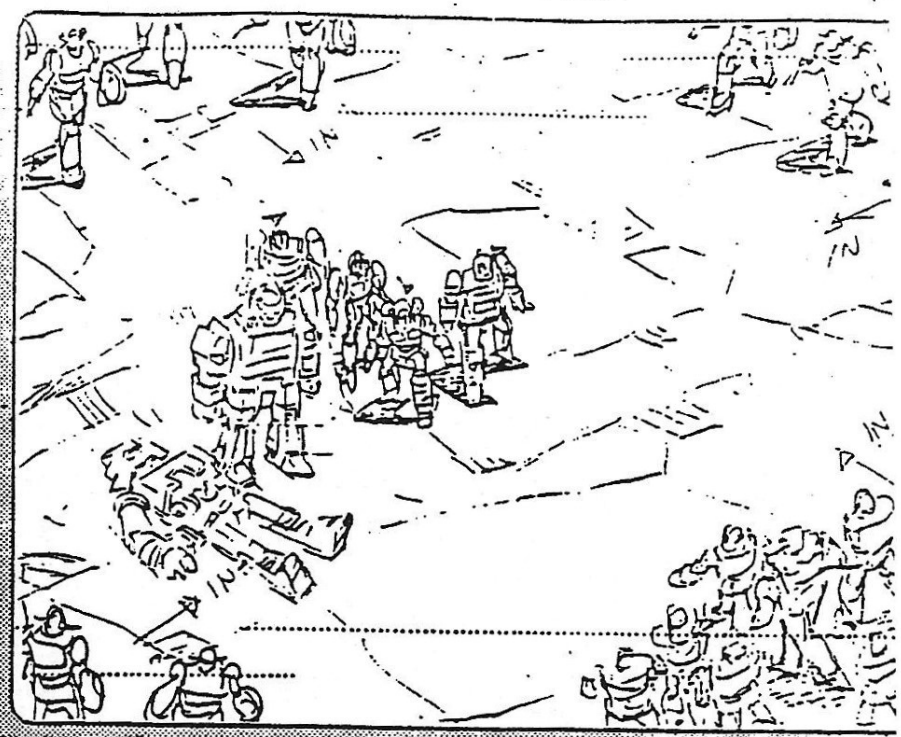
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SEQ.



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION M.L. DOWN SHOT THE AUTOBOT PARTY ON JUNKION. THE JUNKION CLOSE IN ON THEM.

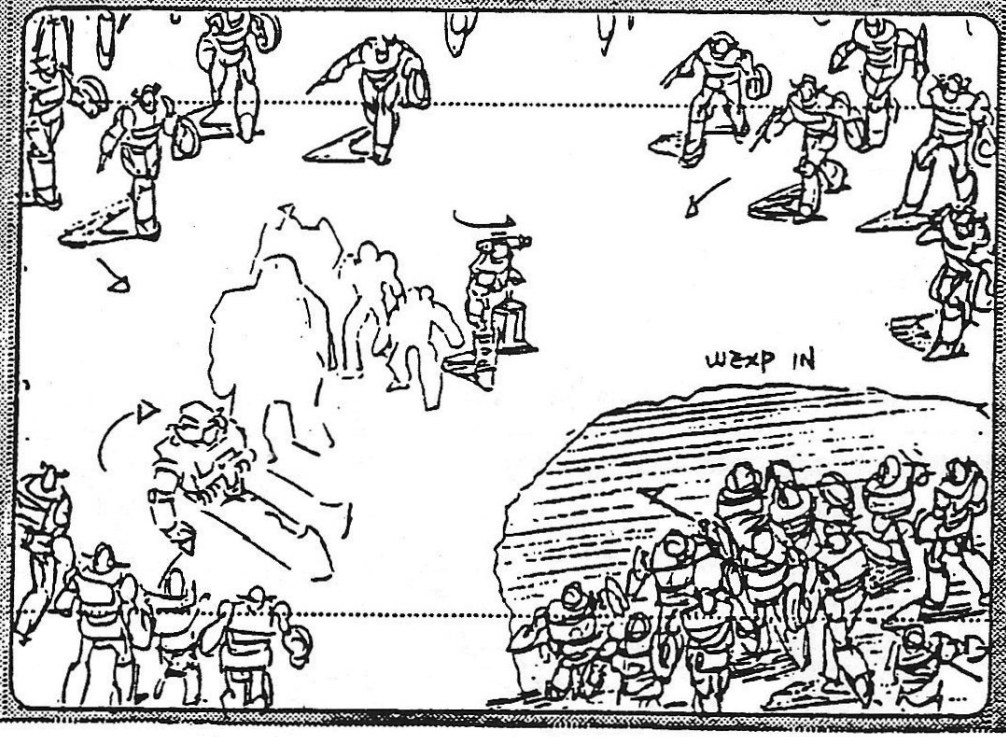
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-26



ACTION PERCEPTOR TURNS AS THE SHADOW OF THE QUINTESSON SPACE SHIP MOVES INTO SCENE. WRECK GAR SITS UP.

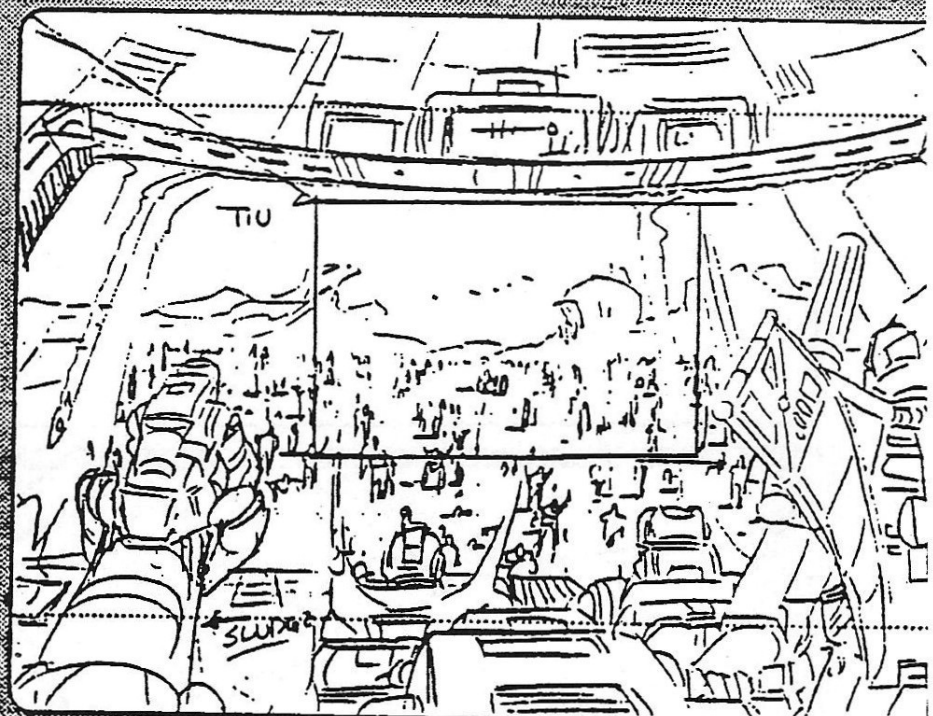
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-27



ACTION X.L.S. THE PARTY OF AUTOBOTS, ENCIRCLED BY THE JUNKIONS. WE TRUCK BACK TO SEE HOT ROD, KUP, WHEELIE AND THE DINOBOTS IN THE COCKPIT OF THE SPACE SHIP.

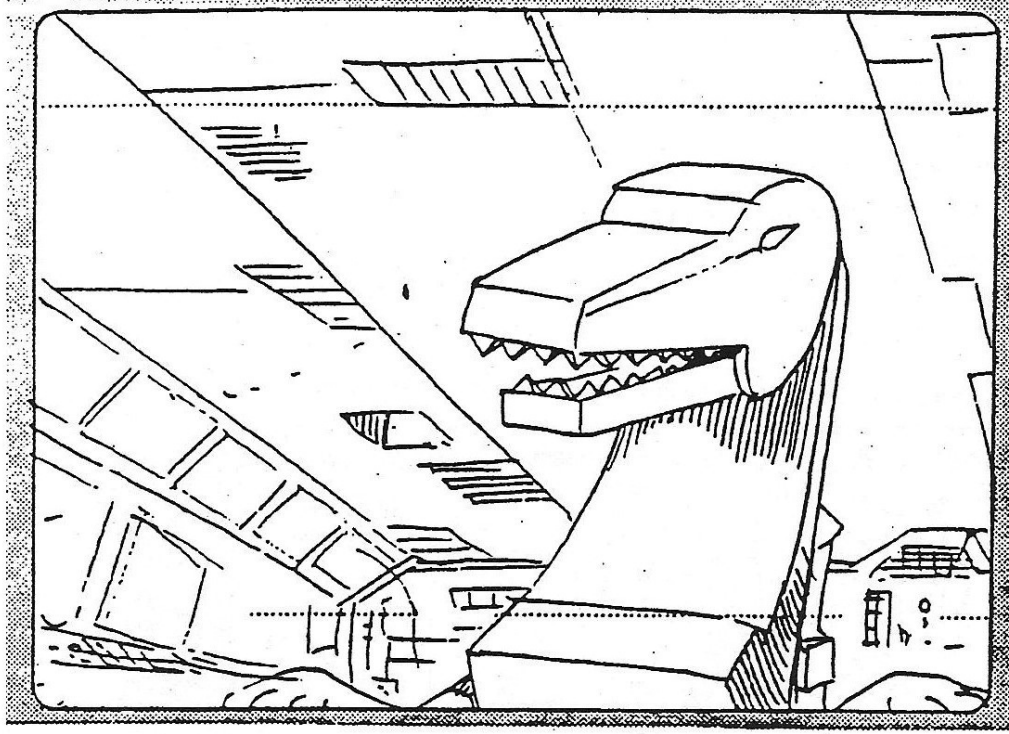
DIAL KUP

Not since the Crocodillos of Stronterd have I seen such a sight....

MUSIC/SFX

CAMERA

SC. 26-27A



SC. 26-27B

ACTION

DIAL GRIMLOCK — Maybe they make me king too!

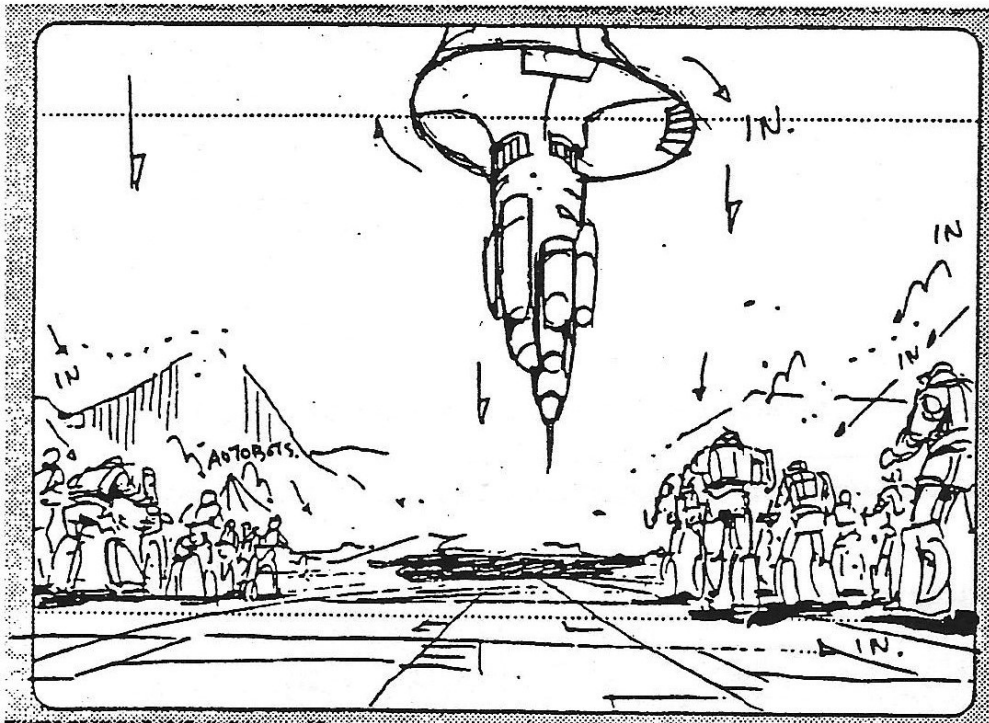
MUSIC/SFX

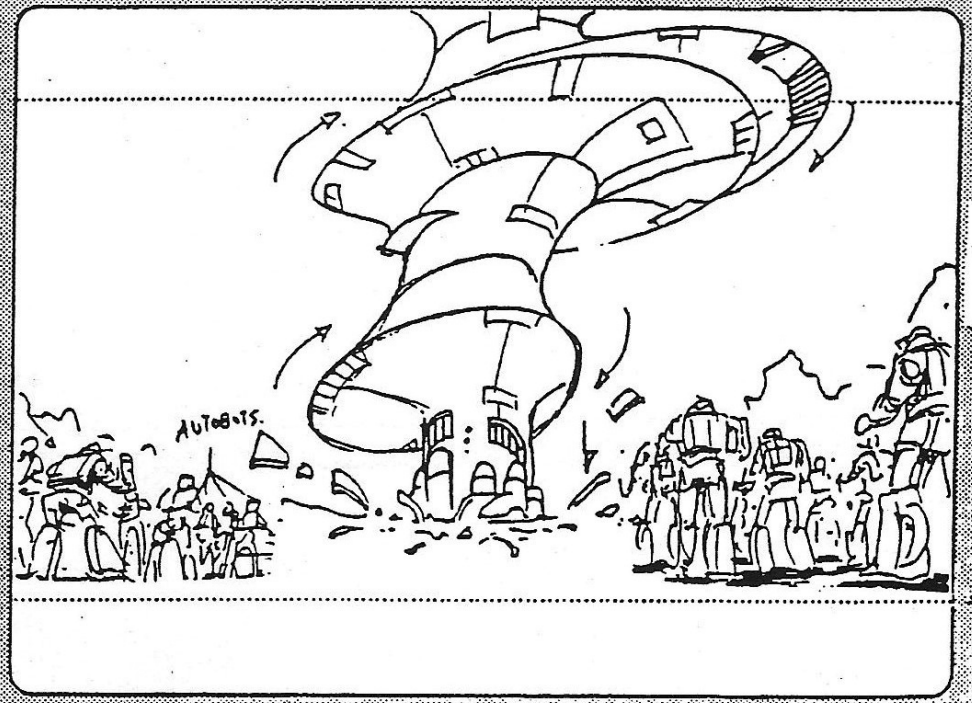
ACTION

DIAL KUP — Don't hold your breath, your majesty.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 34C

ACTION X.L.S. THE GROUP OF AUTOBOTS AND JUNKIONS AS THE QUINTESSON SPACE SHIP SLOWLY DESCENDS TOWARD THE PLANET.

DIAL

MUSIC/SFX

CAMERA

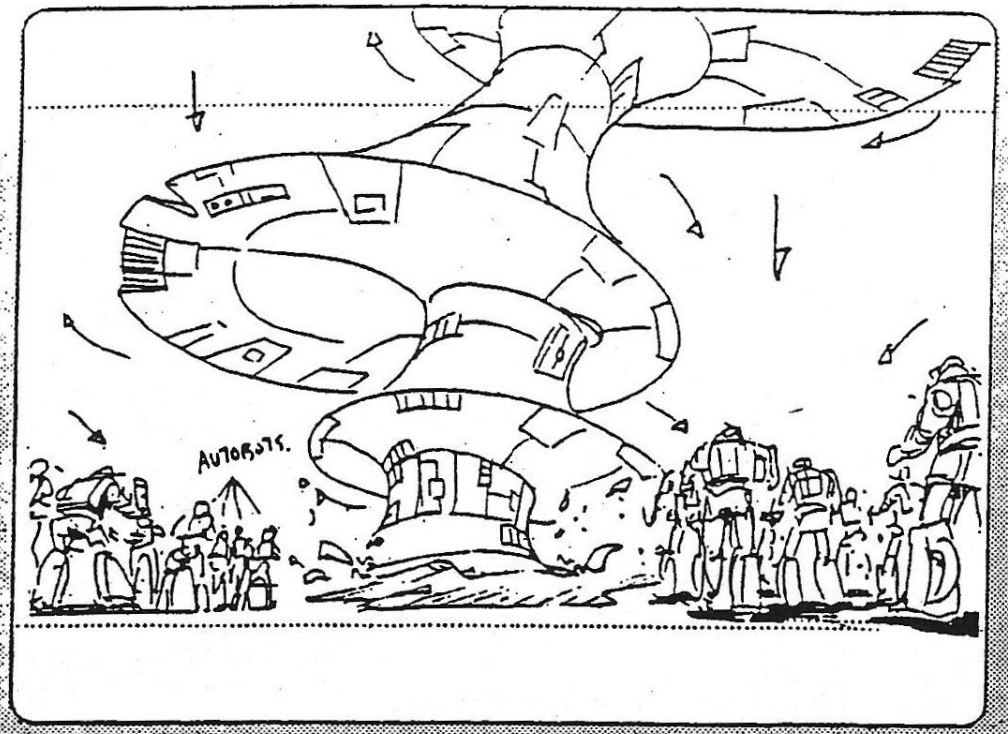
ACTION ...IT SPINS AS IT COMES IN FOR A LANDING. ITS ENGINES DIG THEIR WAY INTO THE PLANET.

DIAL

MUSIC/SFX

CAMERA

TFRAW From Generation 1 to Beast Hunters and Beyond!!!!



ACTION AS THE SHIP SETTLES IN FOR A LANDING, THE SPINNING STARTS TO SLOW.

DIAL

MUSIC/SFX

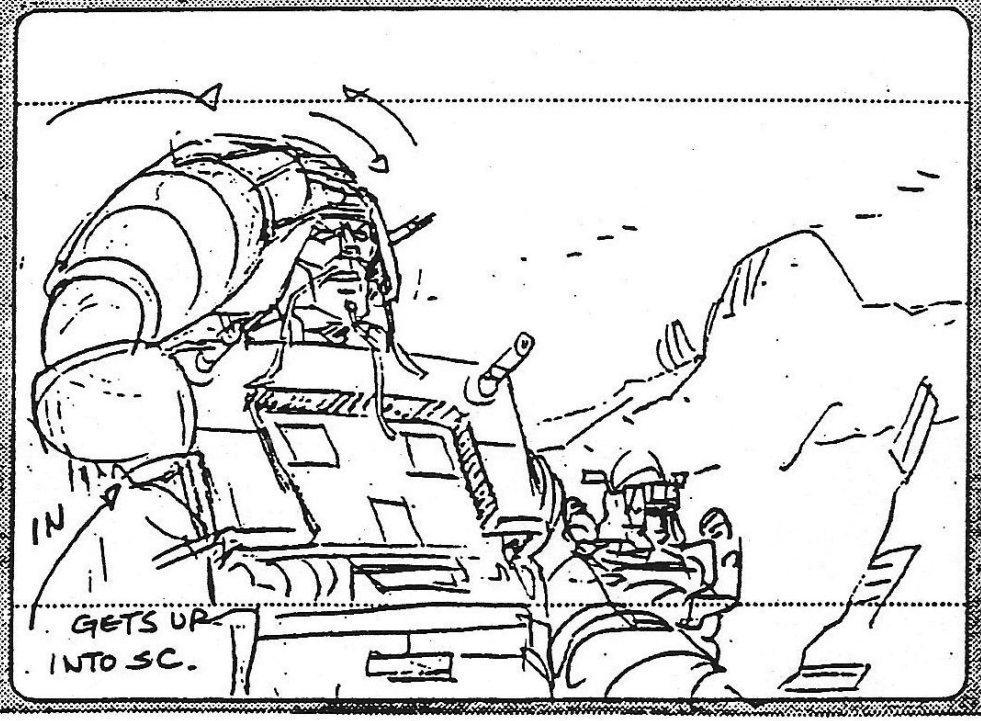
ACTION

DIAL

MUSIC/SFX

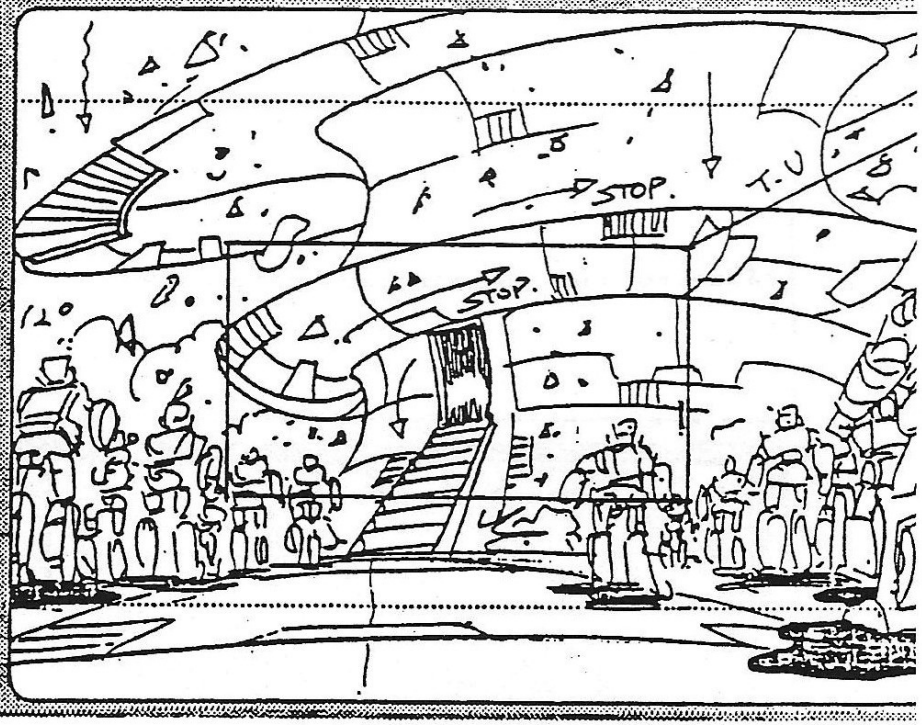
TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-28



SC. 26-29

SEQ. 26 Page 73



ACTION WRECK GAR GETS UP INTO SCENE AND RUBS HIS HEAD.

DIAL WRECK-GAR Steady as she goes, mob! Snoopy visitors get mud in the eye bye and bye. Film at eleven!

MUSIC/SFX

CAMERA

ACTION L.S. THE JUNKIONS STANDING IN FRONT OF THE QUINTESSON SHIP. THE DOOR OF THE SHIP OPENS.

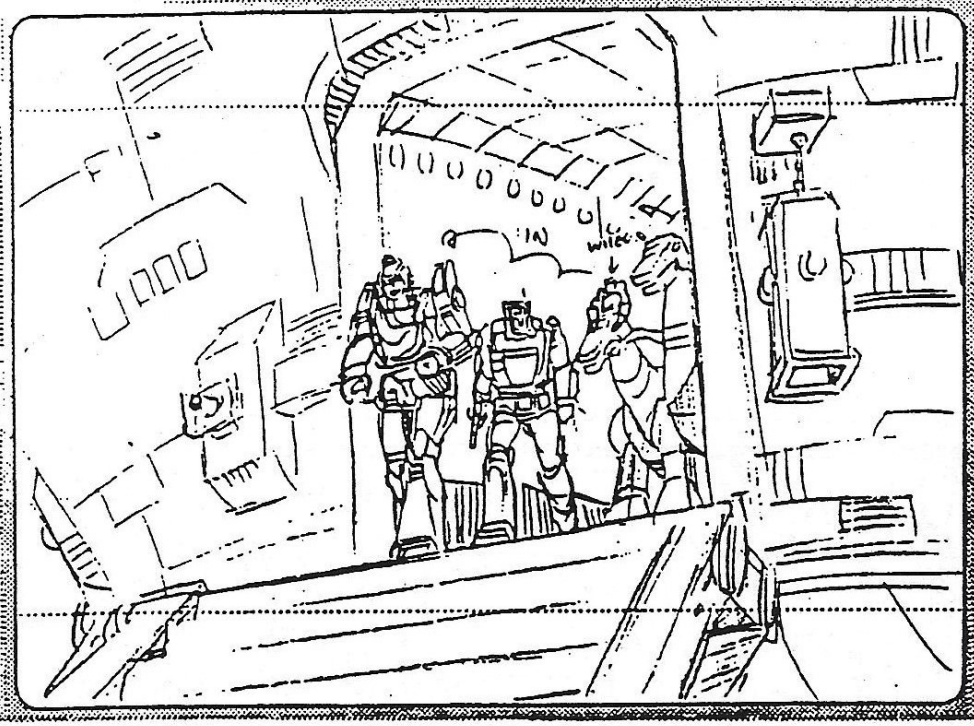
DIAL JUNKIONS Everything must go by midnigh

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC 26-30



ACTION L.S. HOT ROD, KUP, WHEELIE AND THE DINOBOTS. THEY EXIT THE SPACE SHIP.

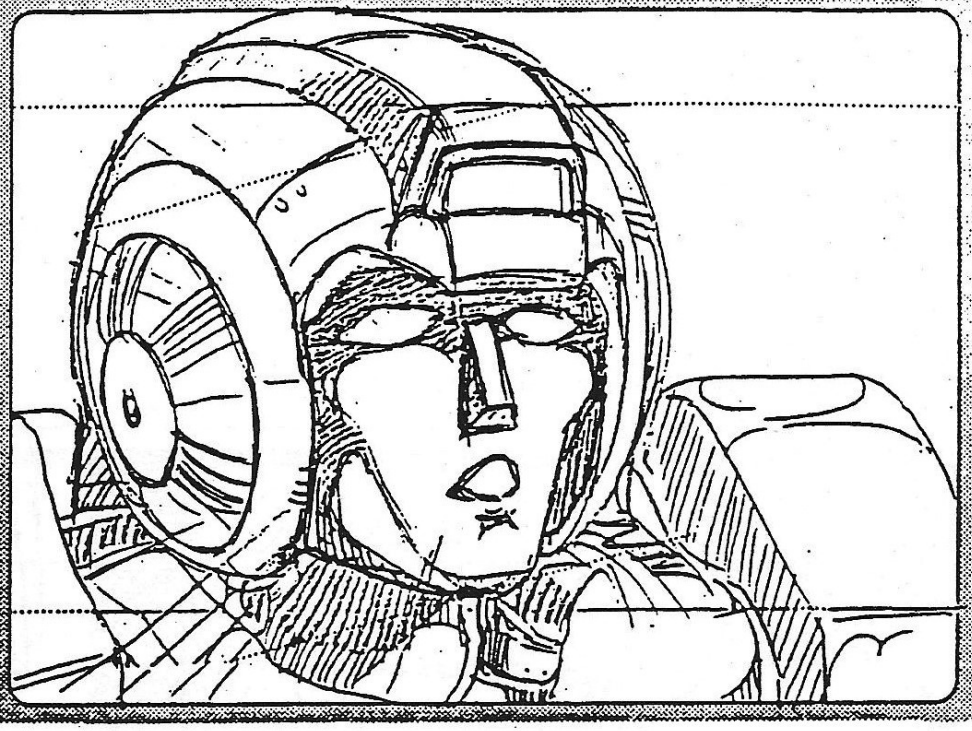
DIAL

MUSIC/SFX

CAMERA

SC. 26-31

SEQ. 26 Page 74



ACTION C.U. ARCEE. SHE IS THRILLED TO SEE HOT ROD AGAIN.

DIAL ARCEE It's Hot Rod.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-32

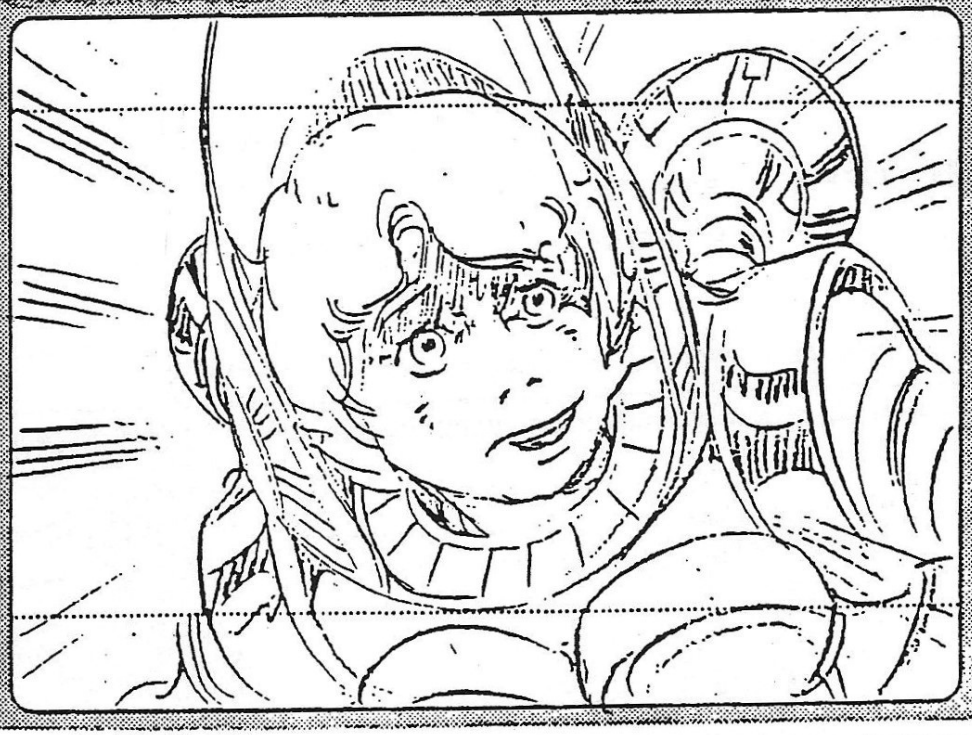
ACTION M.S. KUP AND HOT ROD. THEY BOTH SMILE.

DIAL

MUSIC/SFX

CAMERA

SC. 26-33 SEQ. 26 Page 75



ACTION C.U. DANIEL. HE IS DELIGHTED TO SEE HIS OLD FRIENDS.

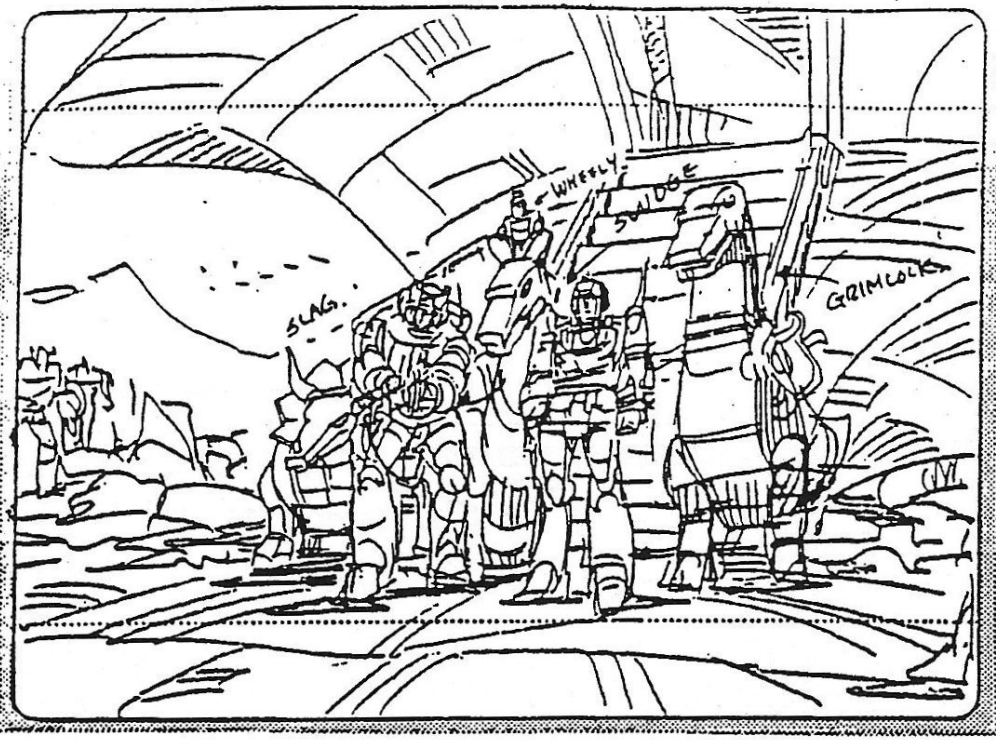
DIAL DANIEL And Kup and the Dinobots.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-5T

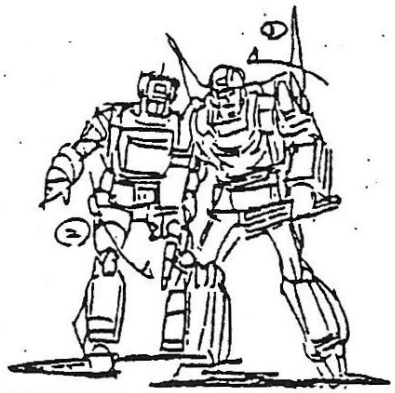


ACTION X.L.S. HOT ROD, KUP, WHEELIE AND THE DINOBOTS STANDING AT THE FOOT OF THE QUINTESSON SHIP. KUP RAISES HIS WEAPON...

DIAL

MUSIC/SFX

SC. CONT



ACTION ...BUT HOT ROD MOVES IN AND PUSHES IT DOWN.

DIAL HOT ROD (ASIDE TO KUP)
Guns aren't exactly friendly.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-34A

ACTION

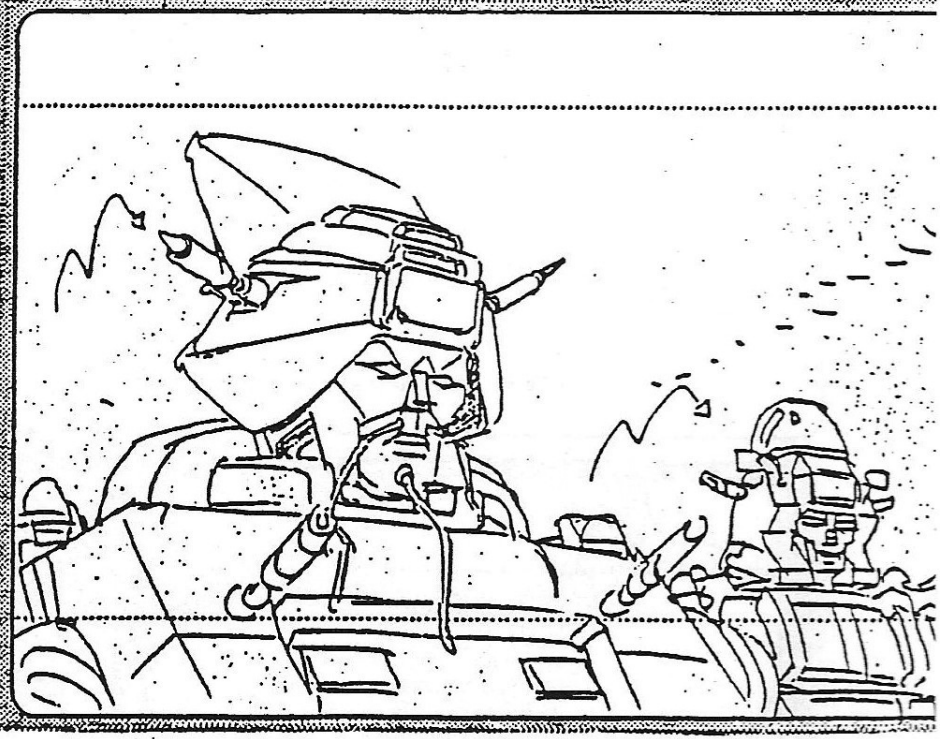
DIAL KUP (THROUGH HIS TEETH TO HOT ROD)
Neither are they -- in case you haven't noticed.

MUSIC/SFX

CAMERA

SC. 26-35

SEQ. 26 Page 77



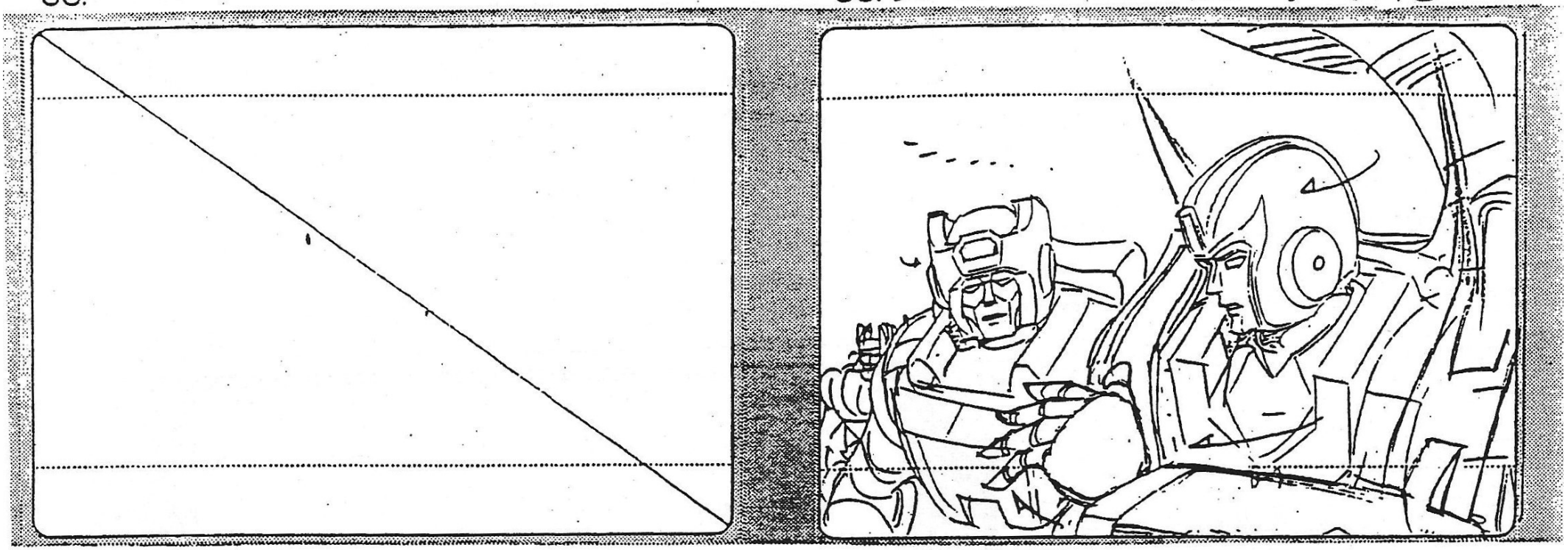
ACTION M.S. WRECK GAR AND A FELLOW JUNKION STEP FORWARD.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.S. KUP AND HOT ROD. HOT ROD TURNS TO KUP.

DIAL HOT ROD (SOTTO) What was that Universal greeting again? Never mind, I remember...

MUSIC/SFX

CAMERA

NO SCENE 26-37

ACTION

DIAL

MUSIC/SFX

CAMERA

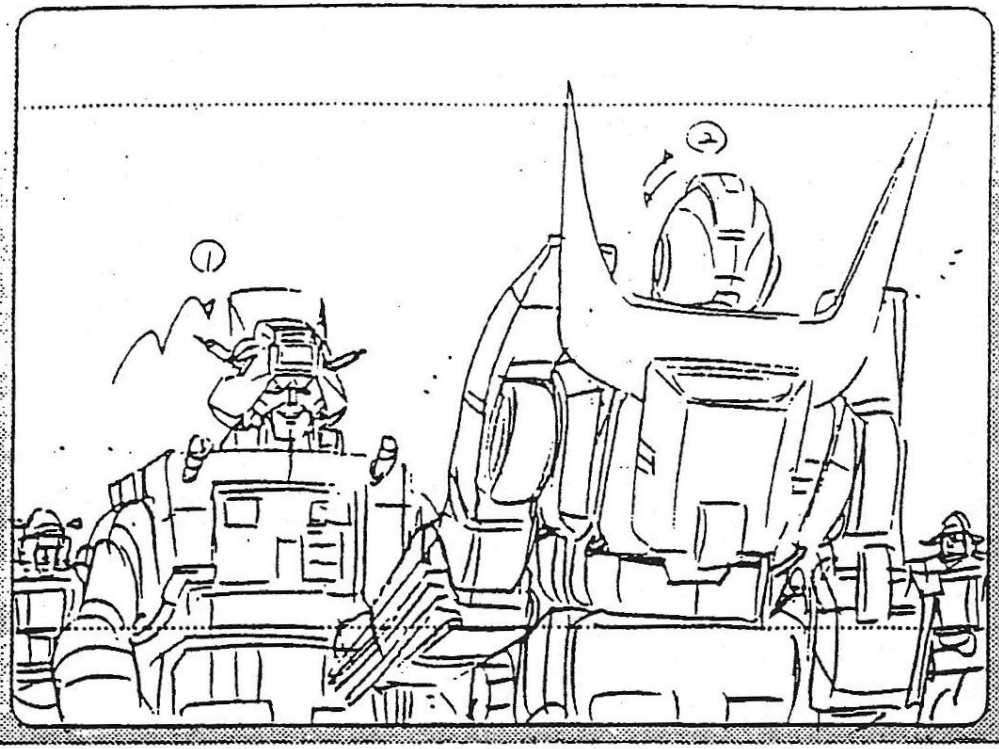
ACTION M.S. HOT ROD. WE TRUCK IN ON HIM AS HE SMILES AND MOVES FORWARD.

DIAL HOT ROD (BIG SMILE) Bah-weep-Graaaagnah wheep ni ni bong?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!



ACTION M.S. WRECK GAR AND HOT ROD. WRECK GAR STOPS IN FRONT OF HOT ROD. HOT ROD NODS.

DIAL WRECK-GAR Bah-weep-Graaagnah wheep ni ni bong?

MUSIC/SFX

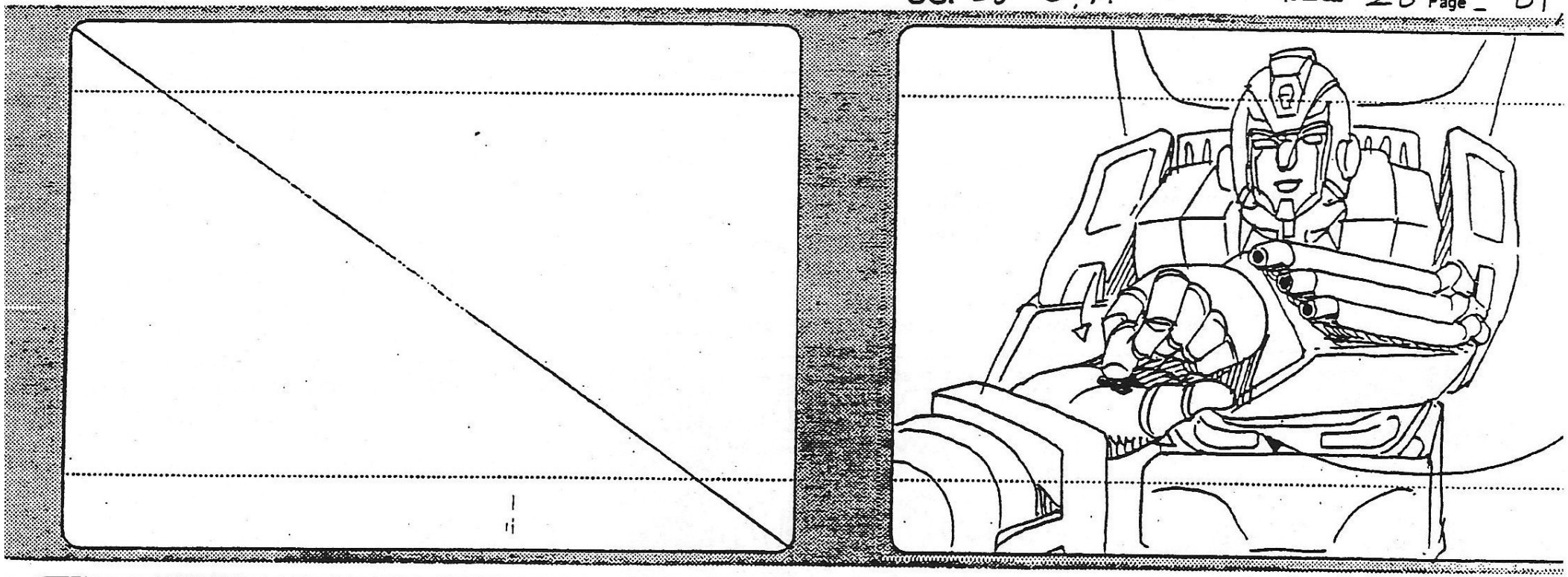
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 26-39A SEQ. 26 Page 81



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION HOT ROD REACHES UP AND HANDS WRECK GAR THE ENERGON STICKS.

DIAL HOT ROD Bah-weep- Graaagnah wheep ni ni bo

MUSIC/SFX

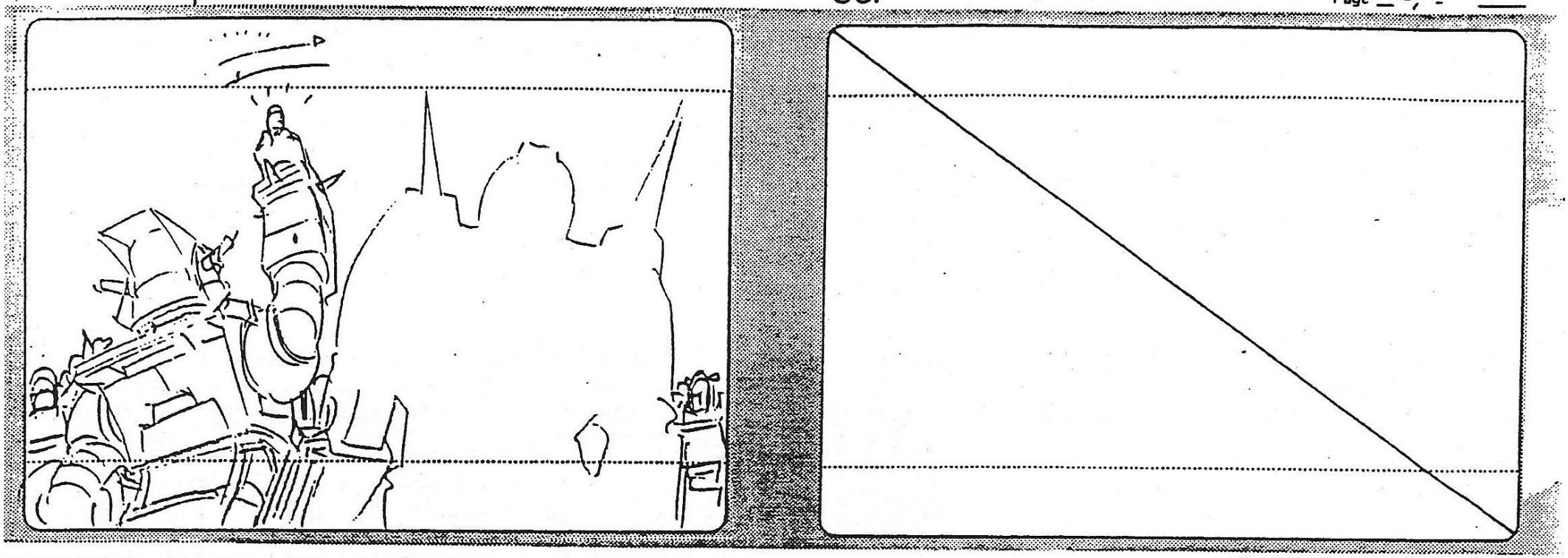
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-39B

SC.

Page 82



ACTION WRECK GAR TAKES THE ENERGON STICKS AND HOLDS THEM UP FOR ALL OTHERS TO SEE.

DIAL WRECKGAR Bah weep graaaagnah wheep ni ni bong.

MUSIC/SFX

CAMERA

ACTION

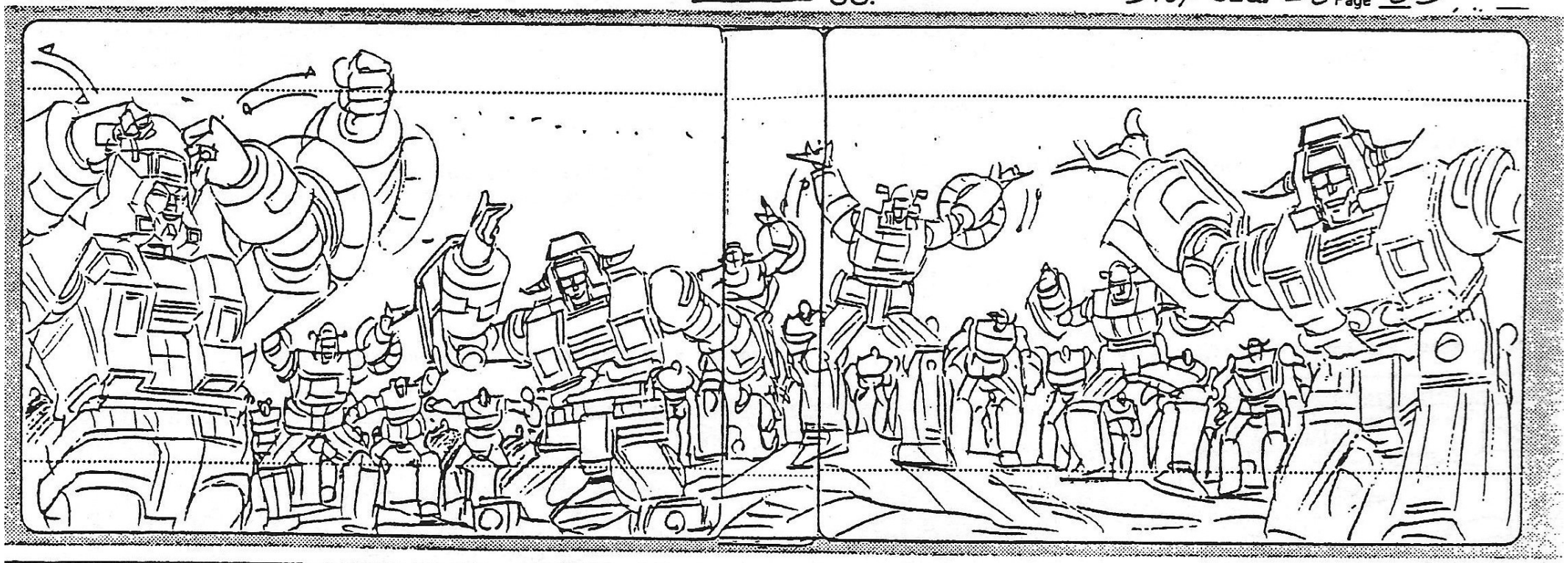
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-40 START PAN → SC. STOP SEQ. 26 Page 83



CTION L.S. THE MOB OF JUNKIONS ALL WAVE AND CHEER. WE PAN OVER THE GROUP.

IAL JUNKIONS (CHANTING) Bah-weep graangnah...

USIC/SFX

AMERA

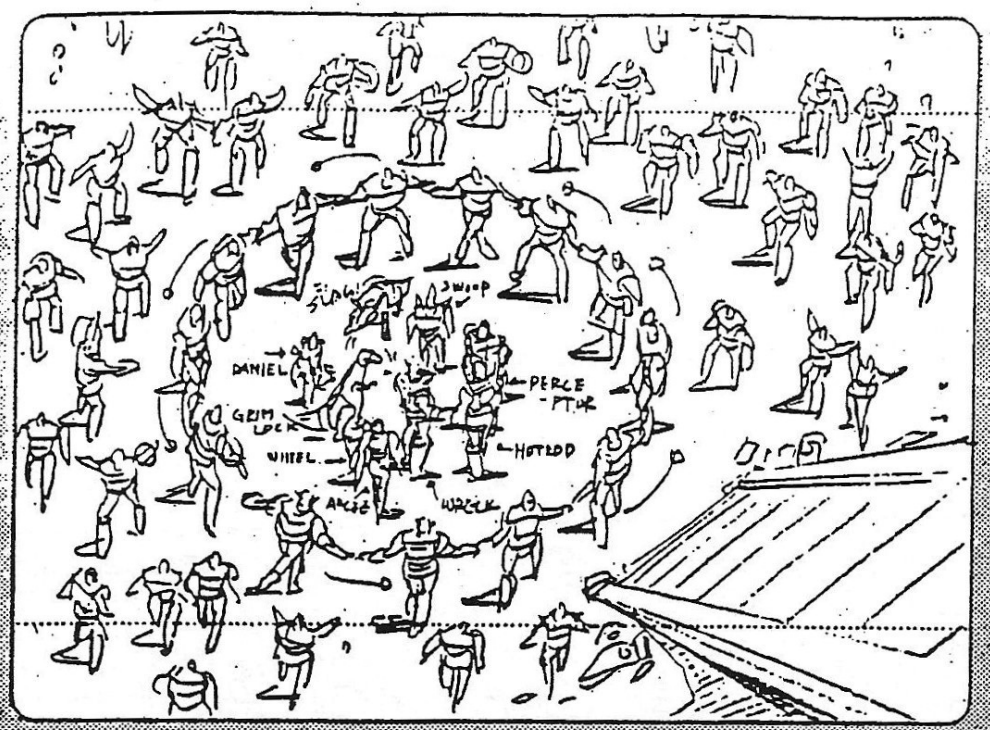
ACTION

DIAL JUNKIONS ...wheep ni ni bong....

MUSIC/SFX

CAMERA

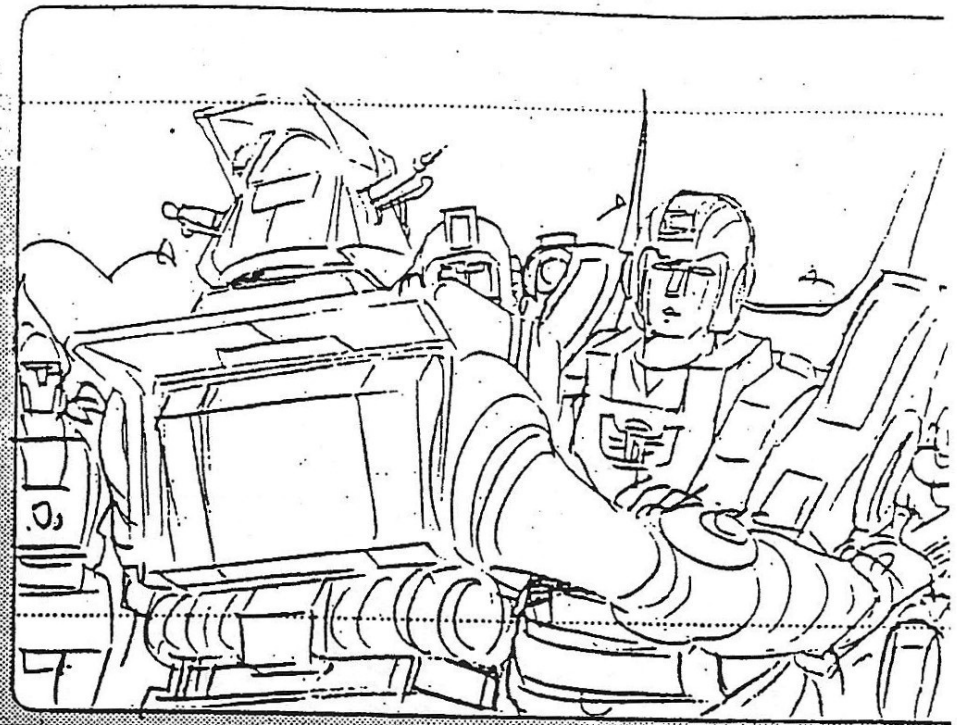
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.L. DOWN SHOT THE JUNKIONS START DANCING IN A CIRCLE.

DIAL

MUSIC/SFX JUNKIONS (VO) (CHANTING) Bah weep graangnaa weep ni ni bong...

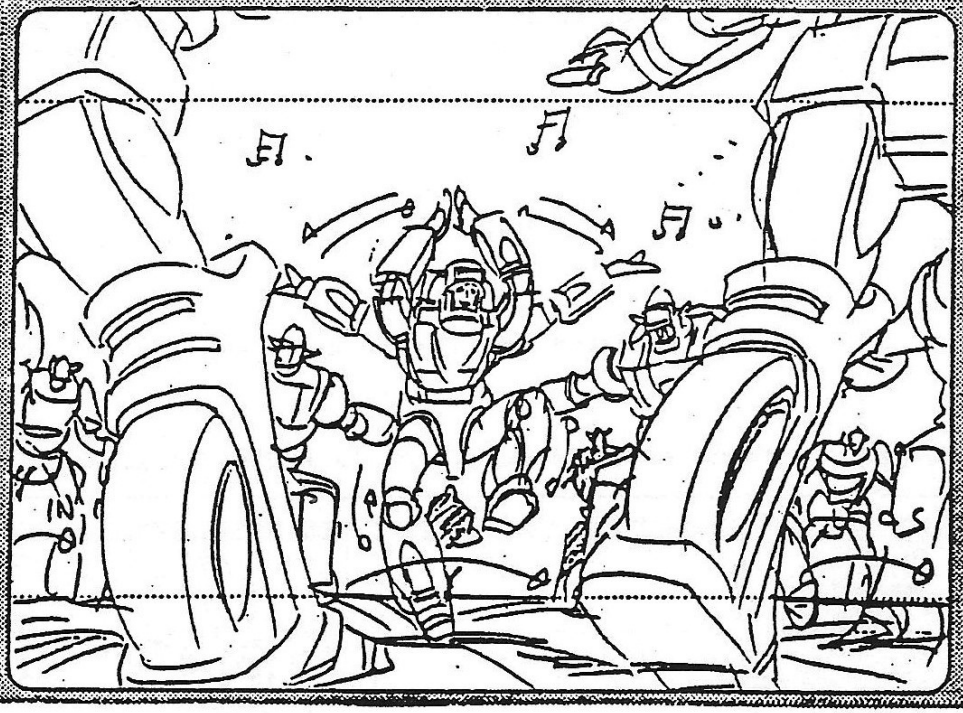


ACTION M.S. WRECK GAR AND HOT ROD. WRECK GAR WALKS UP TO HOT ROD AND EMBRACES HIM.

DIAL

MUSIC/SFX JUNKIONS (CONT) (VO) (CHANTING) Bah weep graanah wheep nini bong...

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. WHEELIE AMONG THE JUNKIONS, ALL DANCING.

DIAL

MUSIC/SFX JUNKIONS (CONT) (VO) (CHANTING) Bah weep graangnah wheep ni ni bong.

CAMERA

ACTION

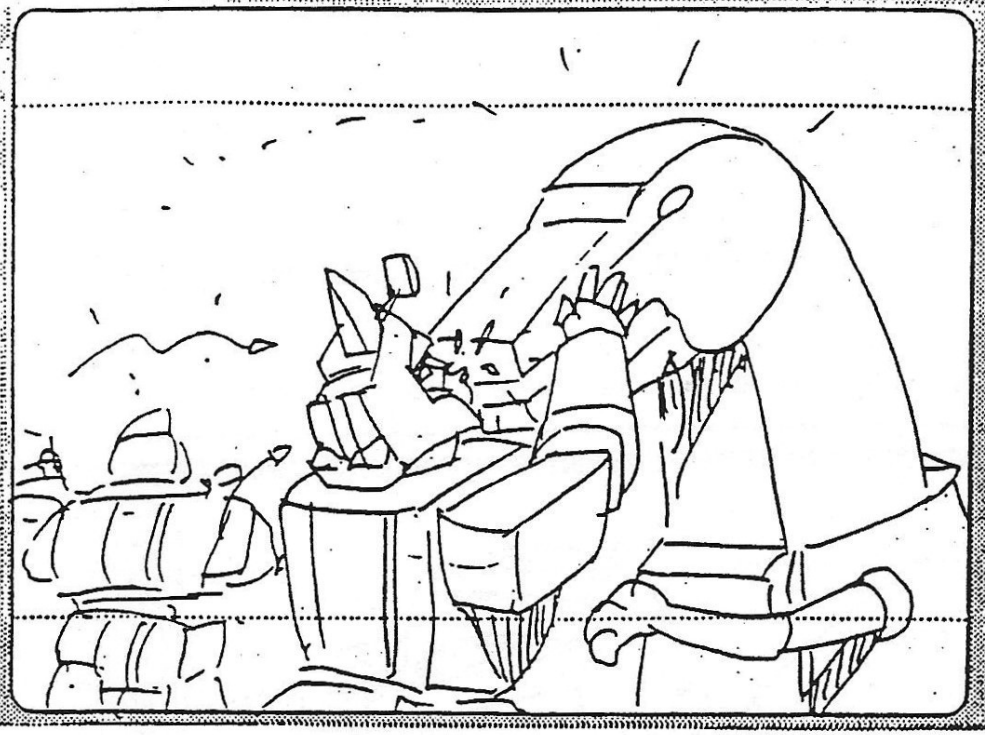
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-43A



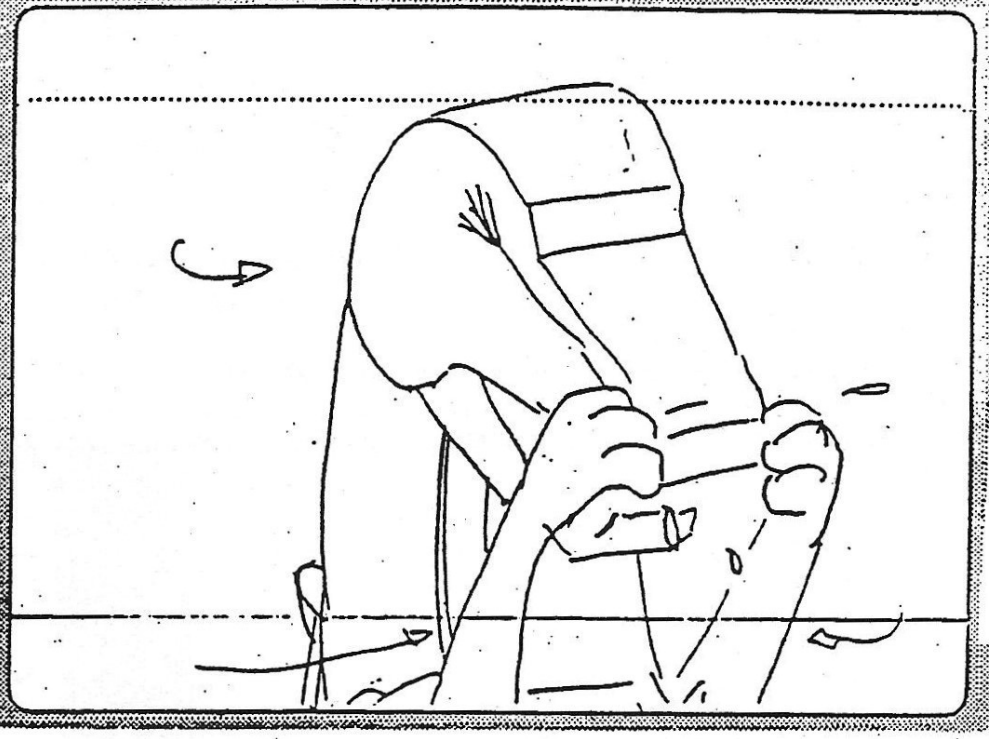
ACTION M.S. GRIMLOCK AND A JUNKION. THE JUNKION KISSES GRIMLOCK ON HIS NOSE.

DIAL

MUSIC/SFX JUNKIONS (CONT) (VO) (CHANTING) Bah weep graaangnah wheep.

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-43 B

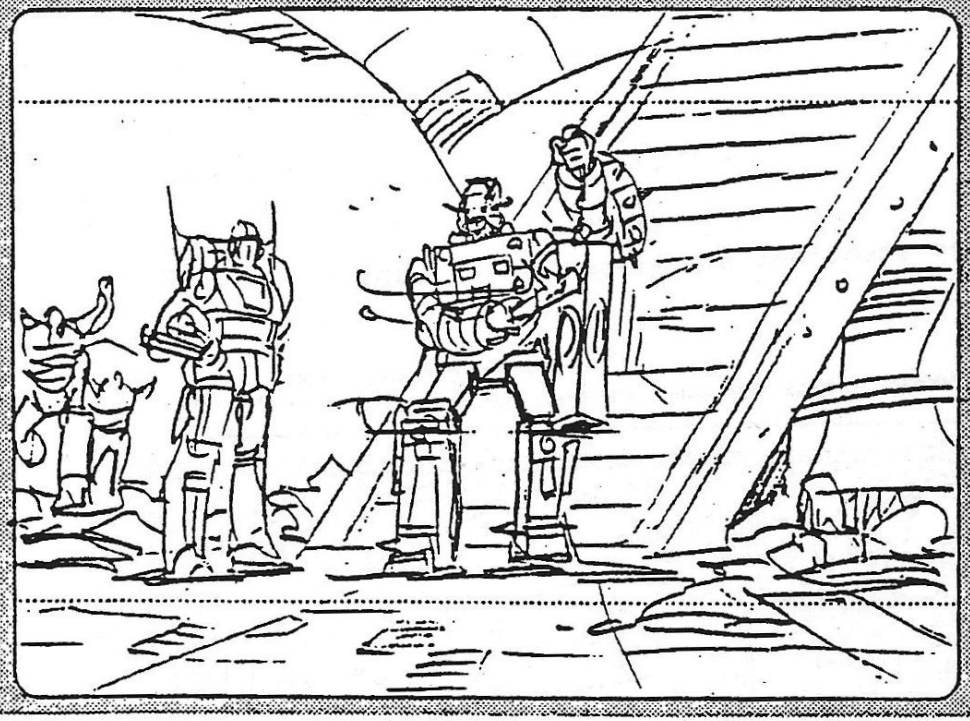


ACTION GRIMLOCK TURNS AWAY IN DISGUST AND WIPES HIS NOSE OFF WITH HIS HANDS.

DIAL GRIMLOCK Yuck! Me Grimlock not kisser! Me Grimlock, King!

MUSIC/SF. JUNKIONS (CONT) (VO) (CHANTING) Bah weep graaangnah wheep.

SC. 26-44



ACTION L.S. HOT ROD, WRECK GAR. WRECK GAR BANGS ON A JUNKION INSTRUMENT.

DIAL

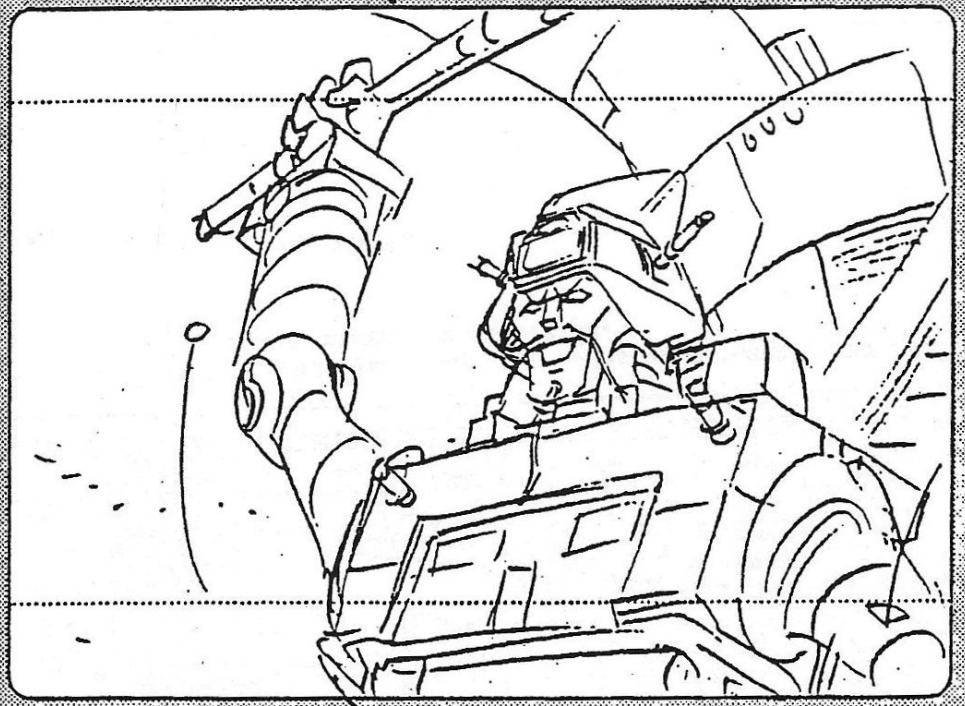
MUSIC/SFX

JUNKIONS (CON) (VO) Bah weep graangnah wheep.

CAMERA

SC. 26-45

SEQ. 26 Page 87



ACTION M.S. WRECK GAR. HE WAVES HIS STICK UP IN THE AIR.

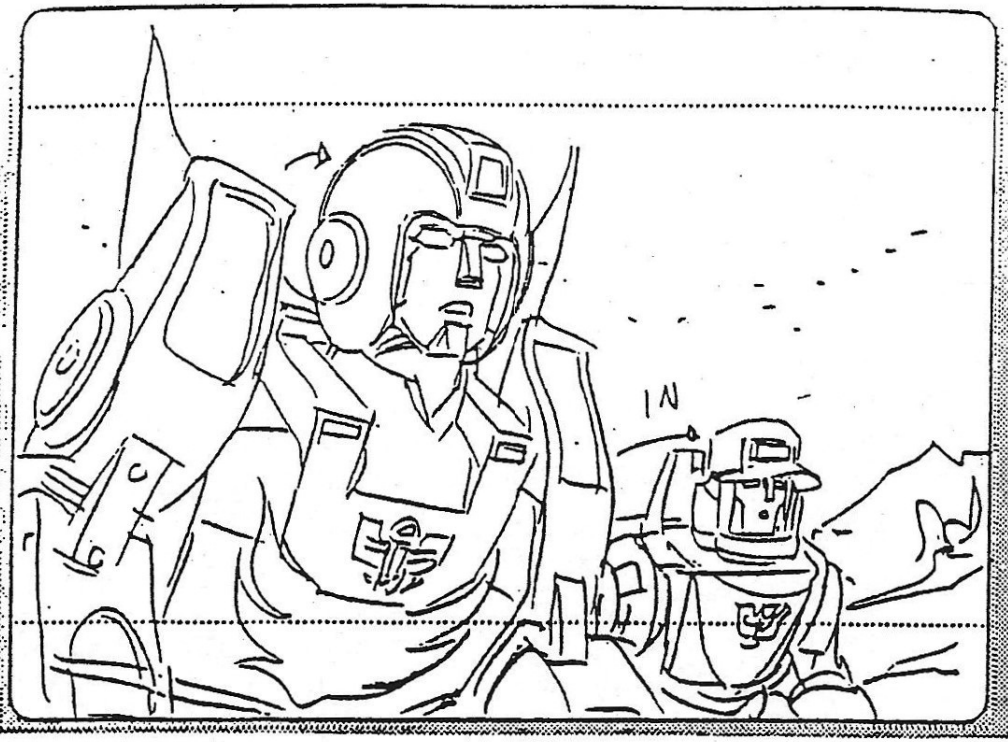
DIAL WRECK-GAR Have a nice day and please, close cover before striking, friends!

MUSIC/SFX Breep, drit, aw rootie! So say the Junkions!

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-46

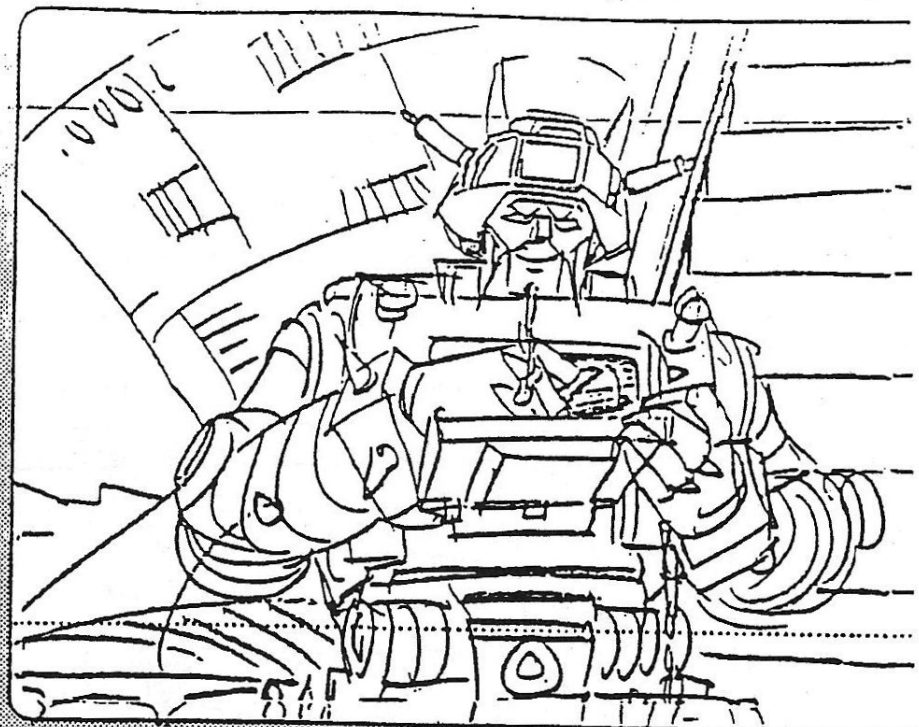


ACTION M.S. HOT ROD AND WHEELIE. HOT ROD STEPS FORWARD, WHEELIE MOVES IN BESIDE HIM.

DIAL HOT ROD — Where did you learn to talk like that?

MUSIC/SFX

SC. 26-47 SEQ. 26 PAGE 35



ACTION M.S. WRECK GAR. HE OPENS UP A COMPARTMENT IN HIS CHEST AND TAKES OUT SOMETHING.

DIAL WRECK-GAR — T.V.

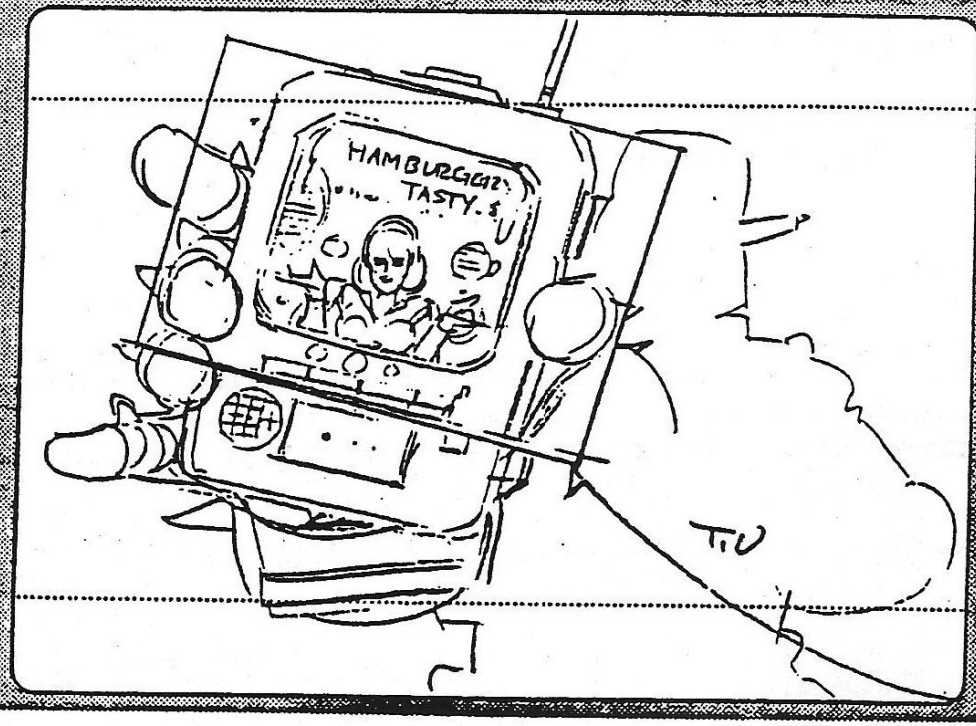
MUSIC/SFX

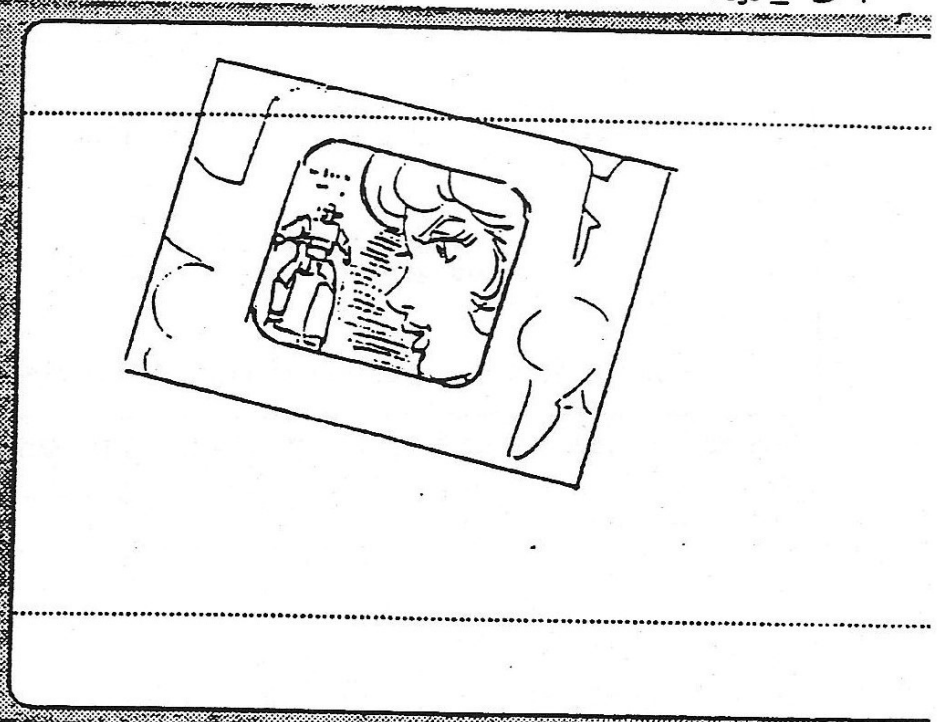
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-47A

SC. CONT

SEQ. 26 Page 89





ACTION C.U. WRECK GAR'S HAND. WE TRUCK IN ON A VIDEO WALK-MAN.

DIAL WRECK-GAR (CONT) We talk T.V.

MUSIC/SFX

CAMERA

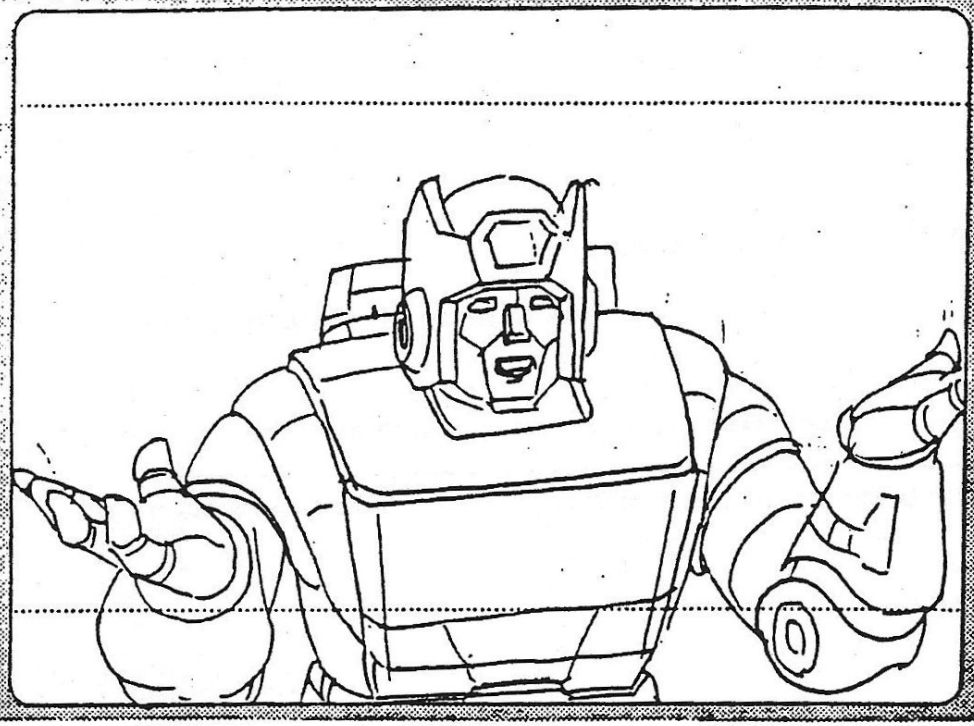
ACTION WE SEE A FEW SCENES ON THE SCREEN OF THE PORTABLE T.V.

DIAL WRECK-GAR (CONT) You talk some T.V.?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.S. KUP. HE SMILES.

DIAL KUP I talk some T.V.

MUSIC/SFX

CAMERA

ACTION

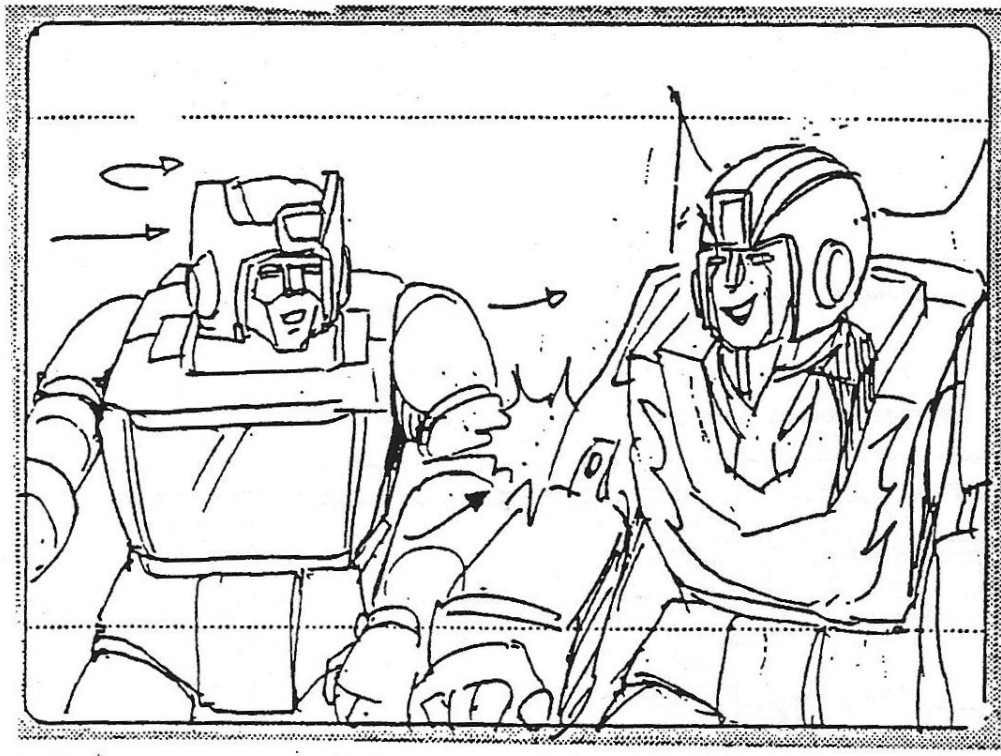
DIAL KUP (CONT) And now the news.
Don't touch that dial.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-48A



TION M.S. KUP AND HOT ROD. KUP NUDGES HOT ROD.

L

HOT ROD Uh, void where prohibited.

IC/SFX

SC. 26-49

SEQ. 26 Page 91

ACTION M.L.S. A GROUP OF JUNKIONS. THEY ALL CHEER.

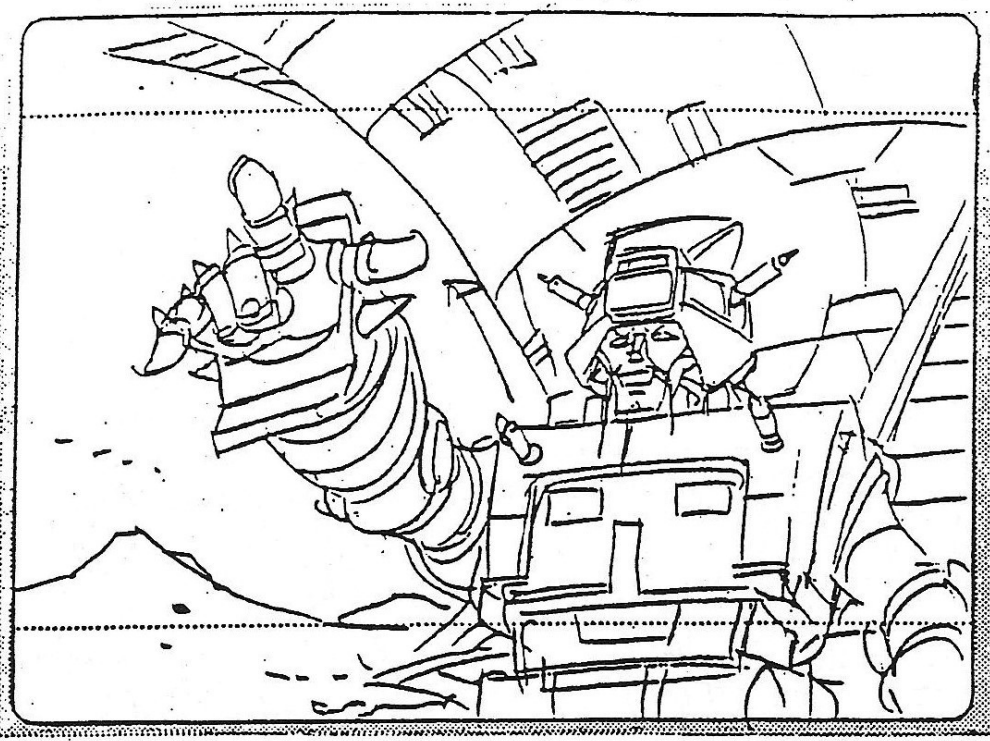
DIAL JUNKIONS (CHEER)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 20-50

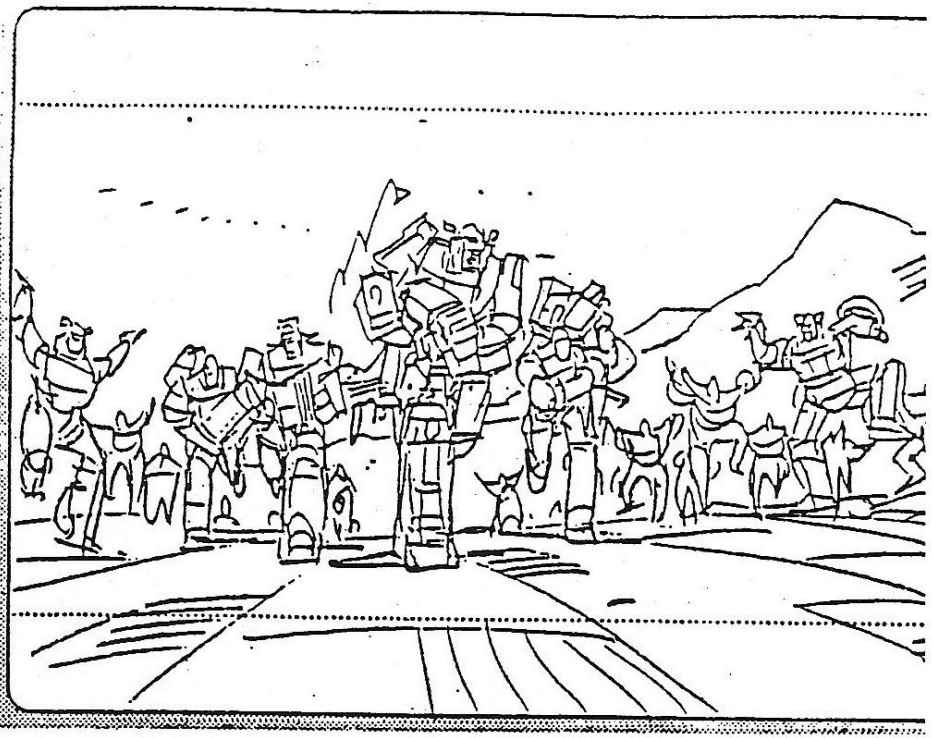


ACTION M.S. WRECK GAR. HE SMILES AND POINTS FORWARD.

DIAL WRECK-GAR By George, kimosabes --

MUSIC/SFX

SC. 20-51 SEQ. 20

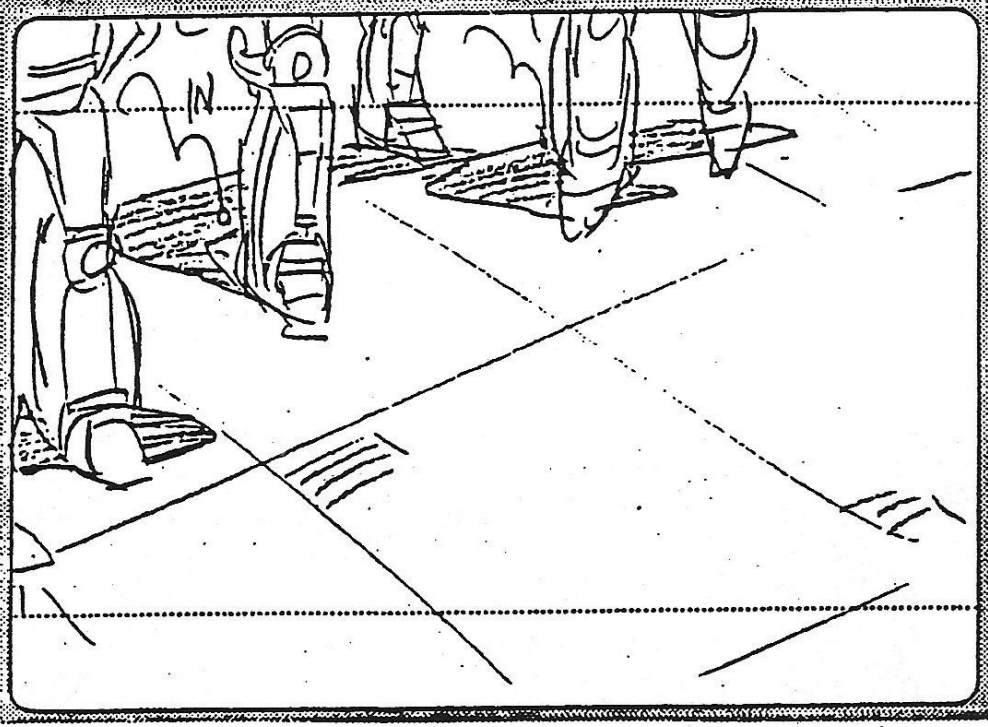


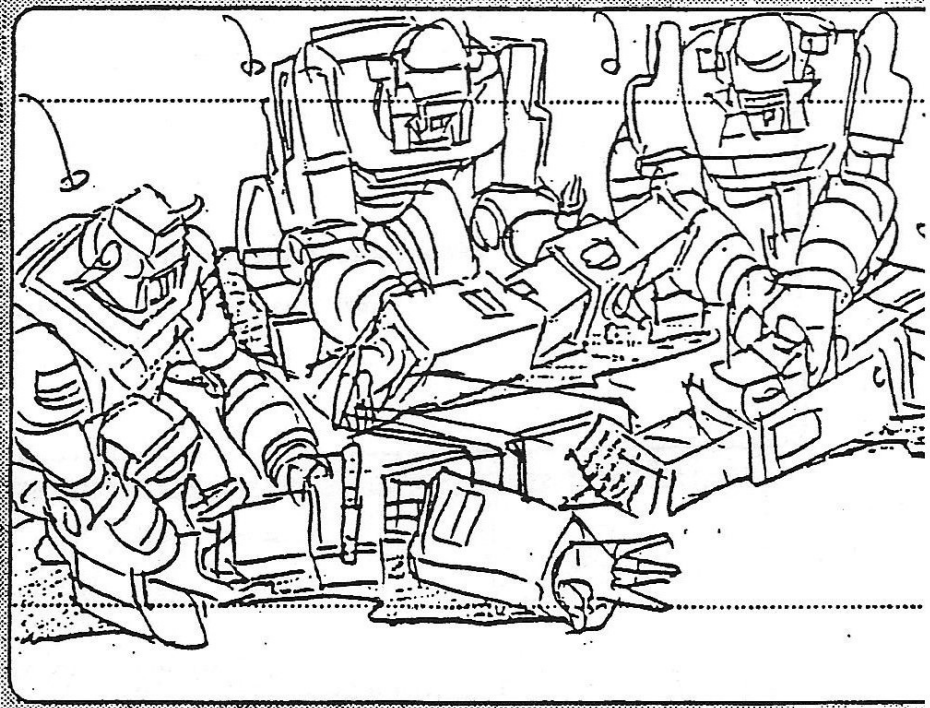
ACTION X.L.S. SOME JUNKIONS RUN FORWARD FROM THE GROUP OF JUNKIONS, CARRYING THE PARTS THAT WERE ULTRA MAGNUS.

DIAL WRECK-GAR (CONT) ...you're smashed up friend,

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. THE GROUND IN FRONT OF THE JUNKIONS...

DIAL WRECK-GAR (CONT)..soon like

brand new with ninety day warranty.

MUSIC/SFX

CAMERA

ACTION ...THEY BEND DOWN AND SET DOWN THE PIECES TO ULTRA MAGNUS.

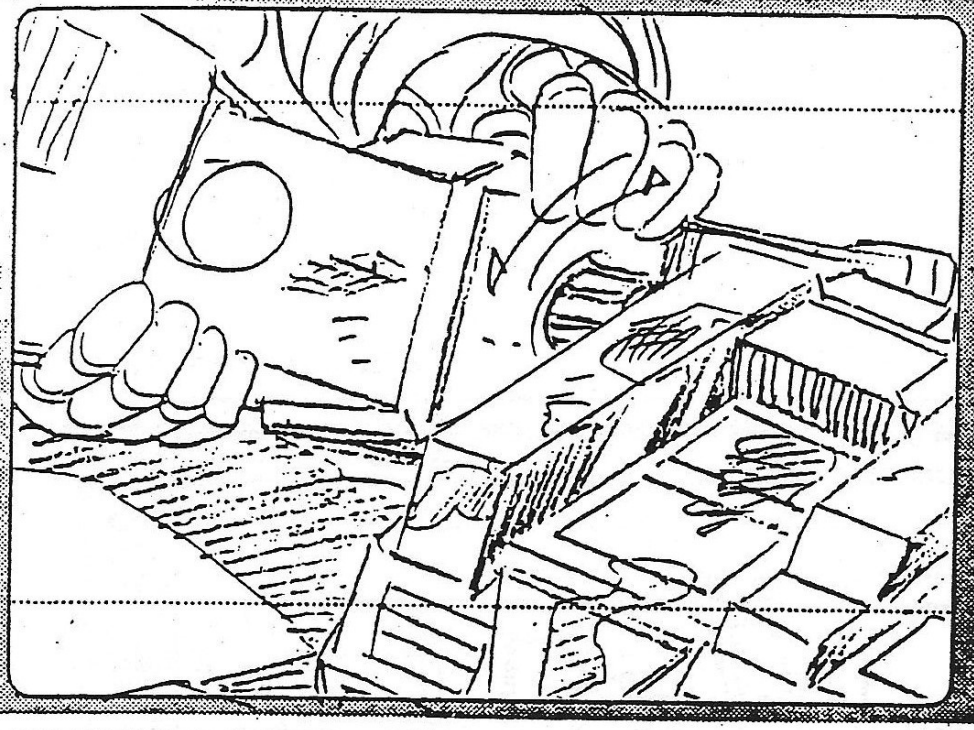
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-53



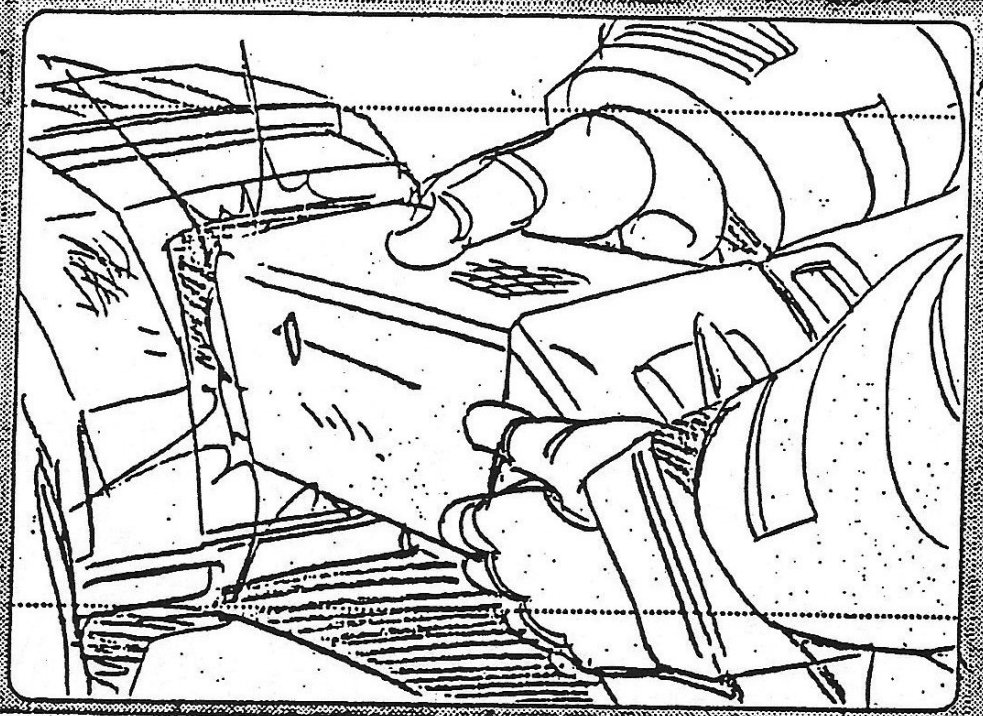
ACTION C.U. A JUNKION STARTS TO REASSEMBLE ULTRA MAGNUS.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-54

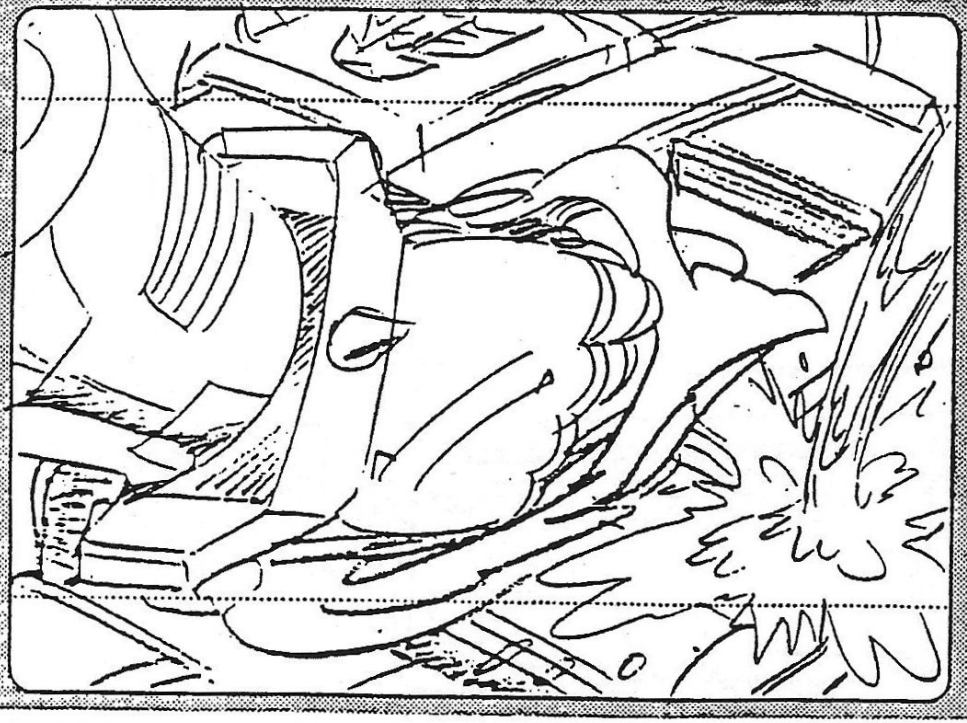


ACTION C.U. ANOTHER JUNKION PATCHES ANOTHER PIECE.

DIAL

MUSIC/SFX

SC. 26-55



ACTION C.U. A THIRD JUNKION POLISHES HIM WHILE ANOTHER ADDS LUBRICANT.

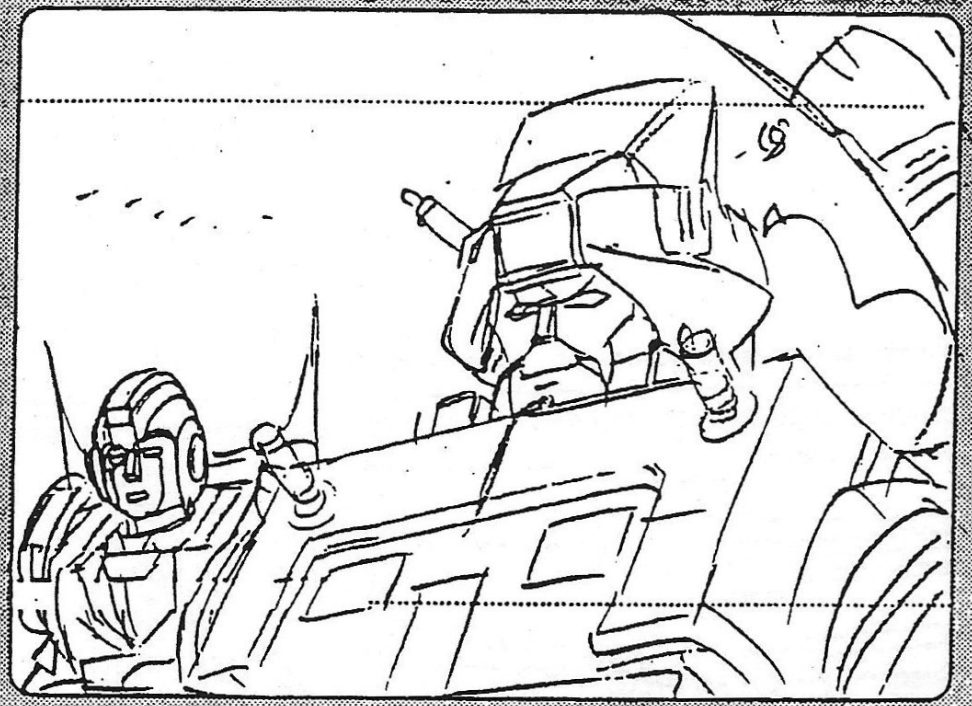
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-56



ACTION M.S. WRECK GAR AND HOT ROD. THEY WATCH. WE TRUCK IN ON HOT ROD.

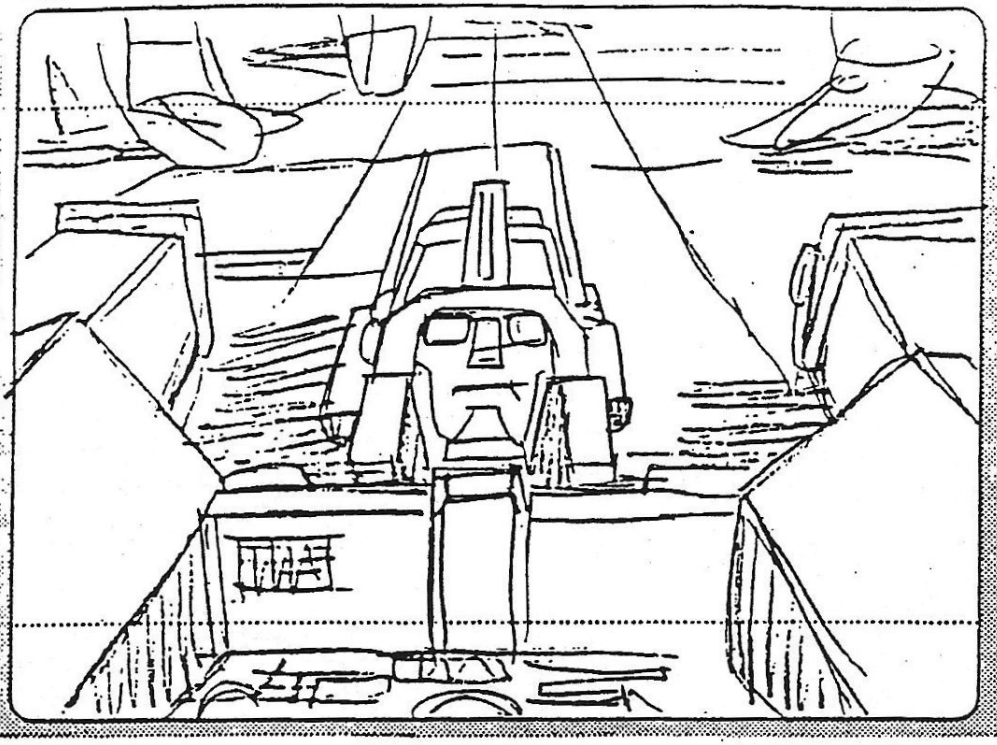
DIAL WRECK-GAR Happy motoring!

Cock-a-doodle-do!

MUSIC/SFX

CAMERA

SC. 20-37



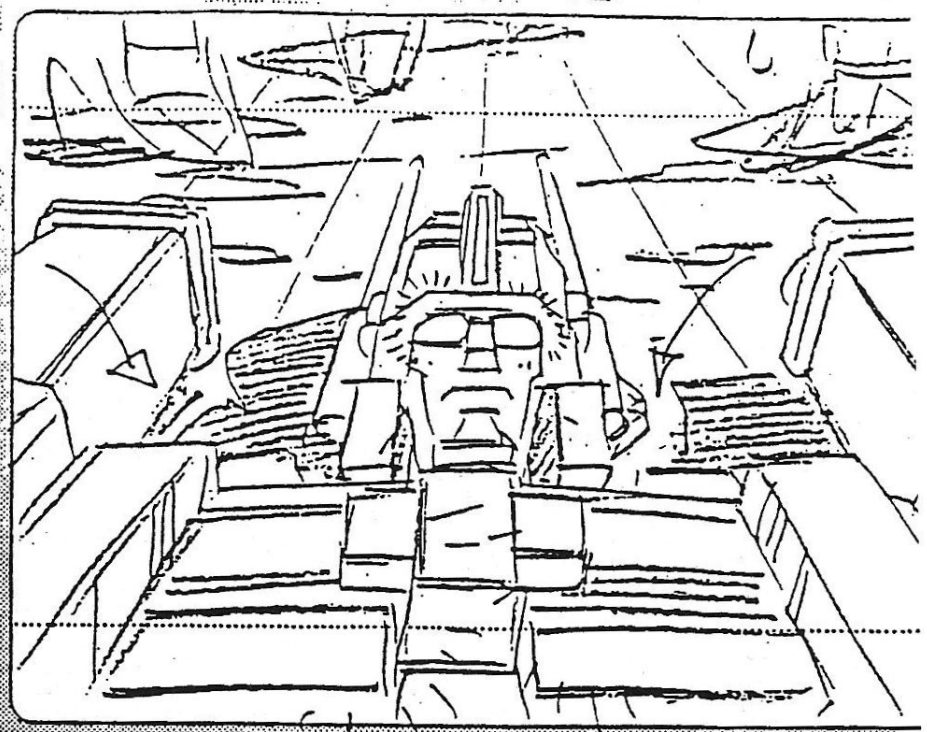
ACTION M.S. ULTRA MAGNUS REBUILT. HIS CHEST COMPARTMENT IS OPEN AND EMPTY.

DIAL

MUSIC/SFX

SC. 20-38

SEQ. 20



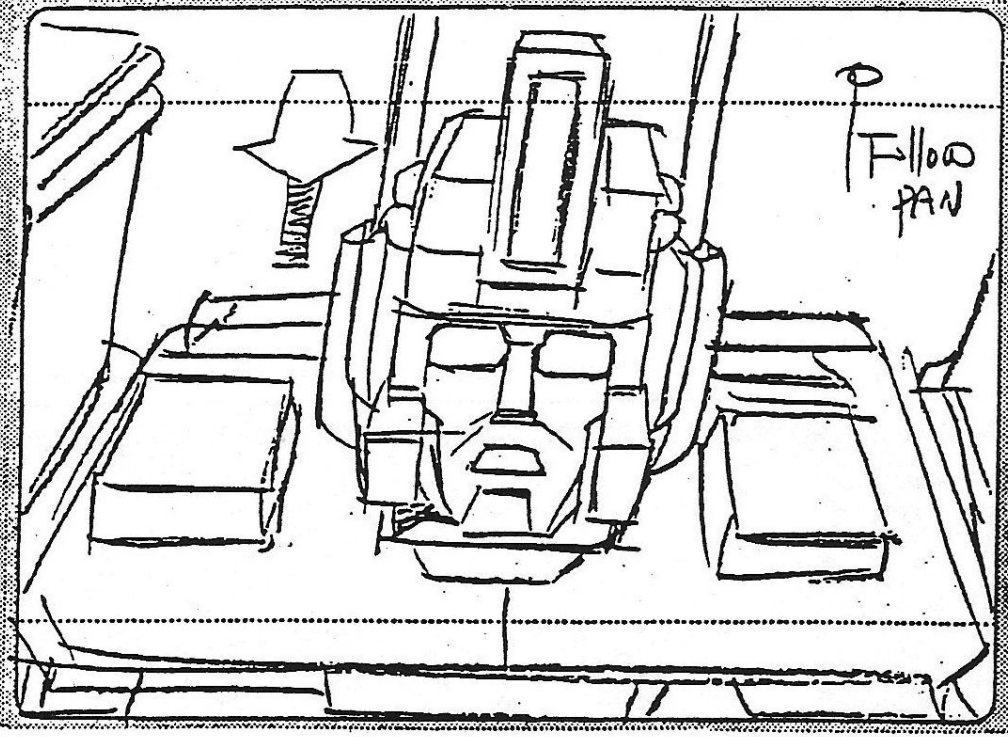
ACTION M.S. ULTRA MAGNUS. THE CHEST COMPARTMENT CLOSES. HIS EYES LIGHT UP.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-58



ACTION ...HE SITS UP.

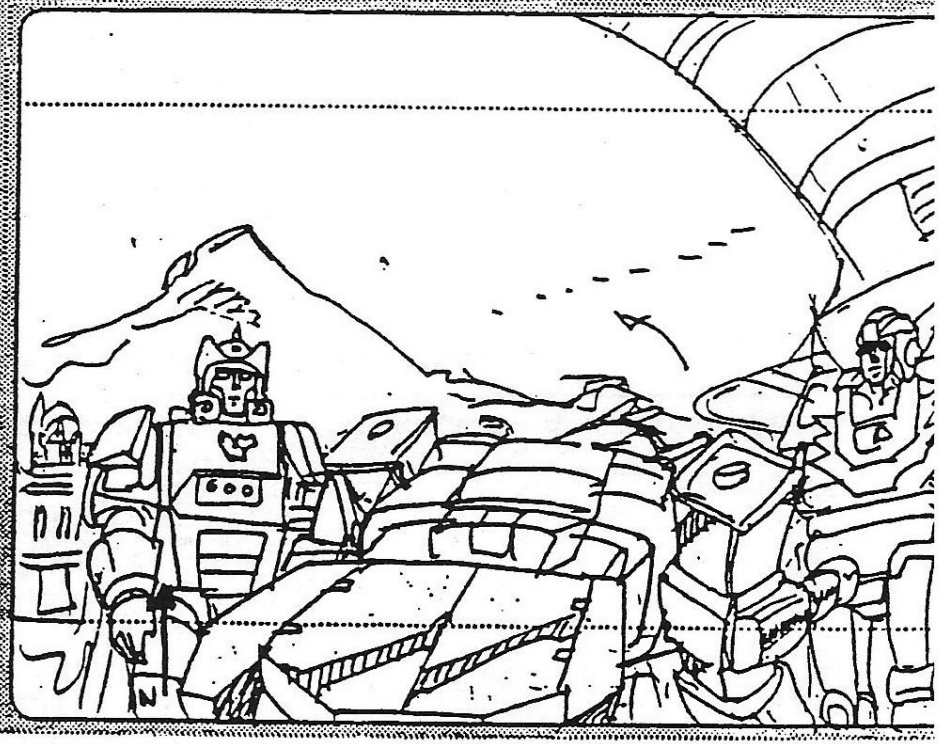
DIAL

MUSIC/SFX

CAMERA

SC. 26-59

SEQ.26 Page 97



ACTION M.L.S. ARCEE, SPRINGER, HOT ROD AND ULTRA MAGNUS WHO GETS UP TO HIS FEET.

DIAL ARCEE/PERCEPTOR/
HOT ROD/KUP/DANIEL/ (AD LIB JUBULATION) Ultra Mag
BLURR

MUSIC/SFX

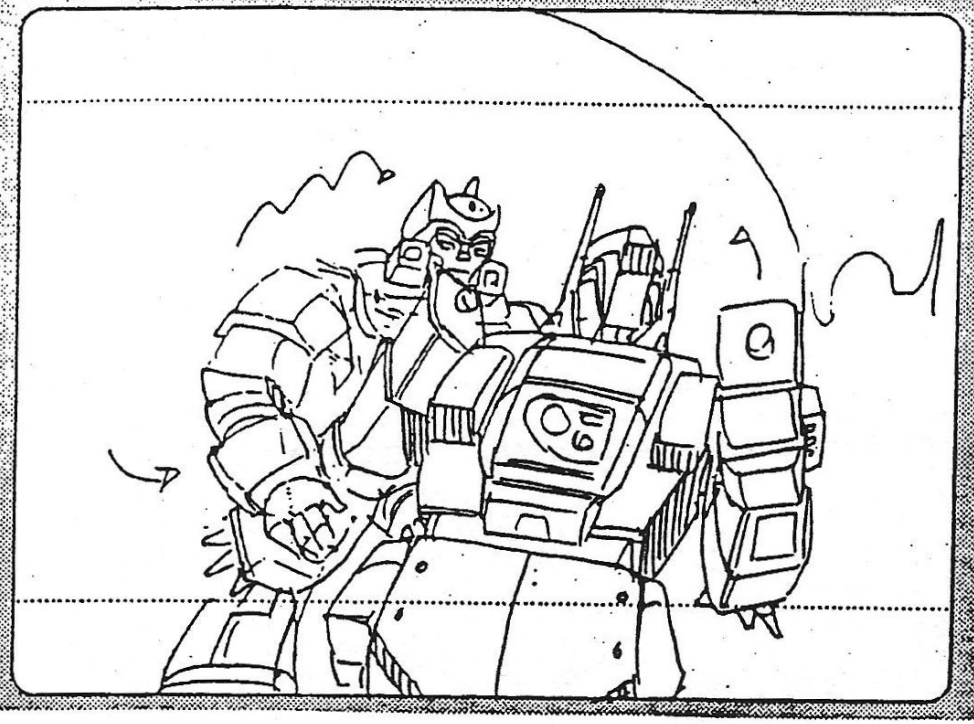
CAMERA

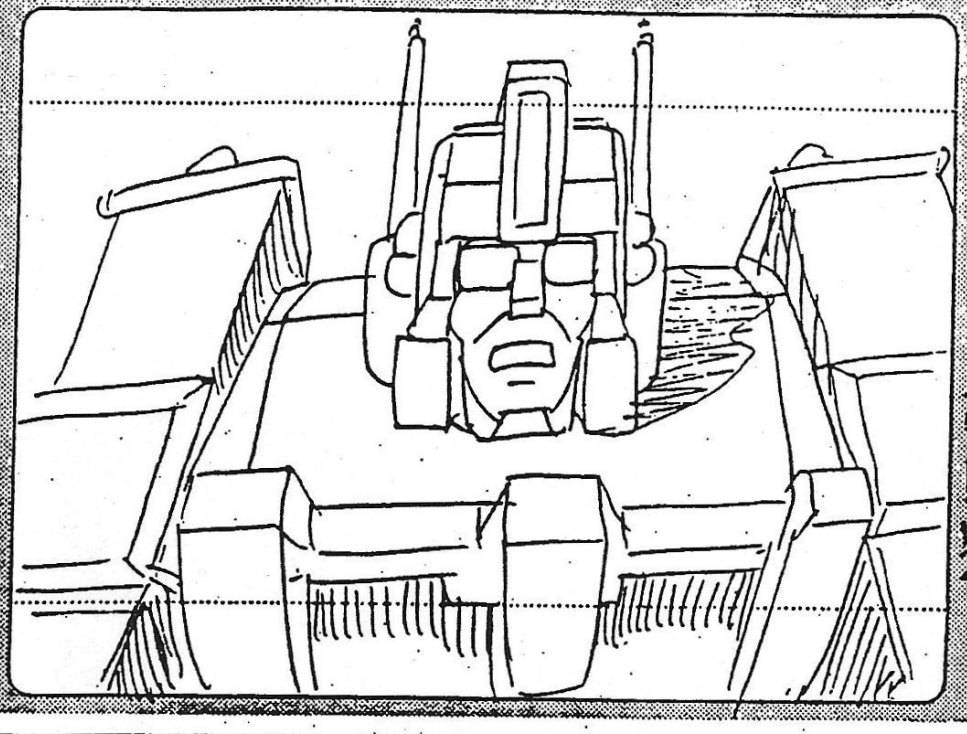
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 26-59

SC. 26-59A

SEQ. 26 Page 98





NEXT PAGE 57

ACTION SPRINGER WALKS FORWARD AND TAKES ULTRA MAGNUS BY THE ARM.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL ULTRA MAGNUS You're all alive...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-60

ACTION M.S. ARCEE, SPRINGER AND HOT ROD. HOT ROD STEPS IN TOWARD SPRINGER.

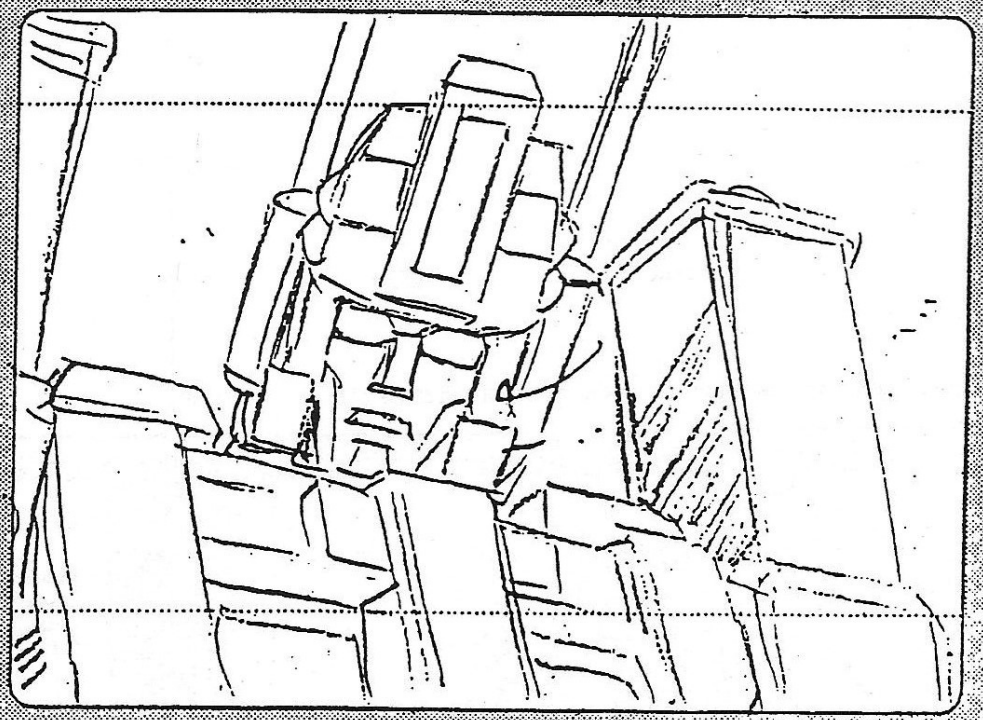
DIAL HOT ROD The matrix!

MUSIC/SFX

CAMERA

SC. 26-61

SEQ. 26 Page 99



ACTION M.C.U. ULTRA MAGNUS. HE LOOKS DOWN AT HIS CHEST.

DIAL ULTRA MAGNUS It's gone....

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 30-01

SC. 30-02

SEQ. 30 mm/SC_

ACTION

DIAL KUP And with it, all hope.

MUSIC/SFX

CAMERA

ACTION M.S. ARCEE AND HOT ROD. BLURR MOVES INTO THE SCENE.

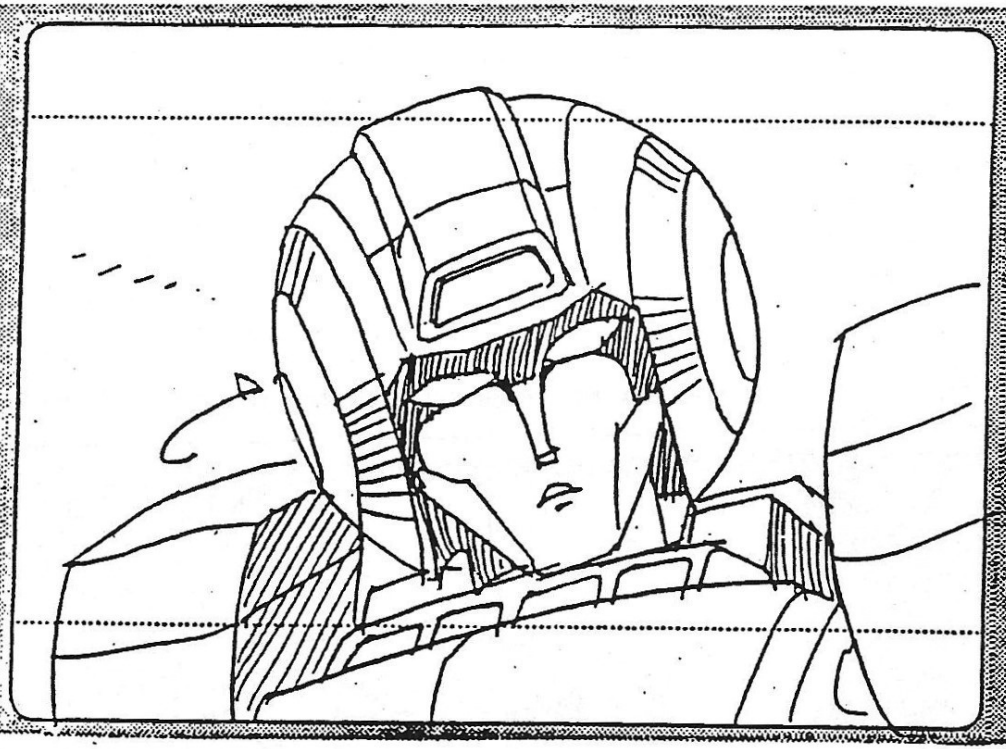
DIAL HOT ROD No!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-63



ACTION C.U. ARCEE. SHE TURNS TO HOT ROD...

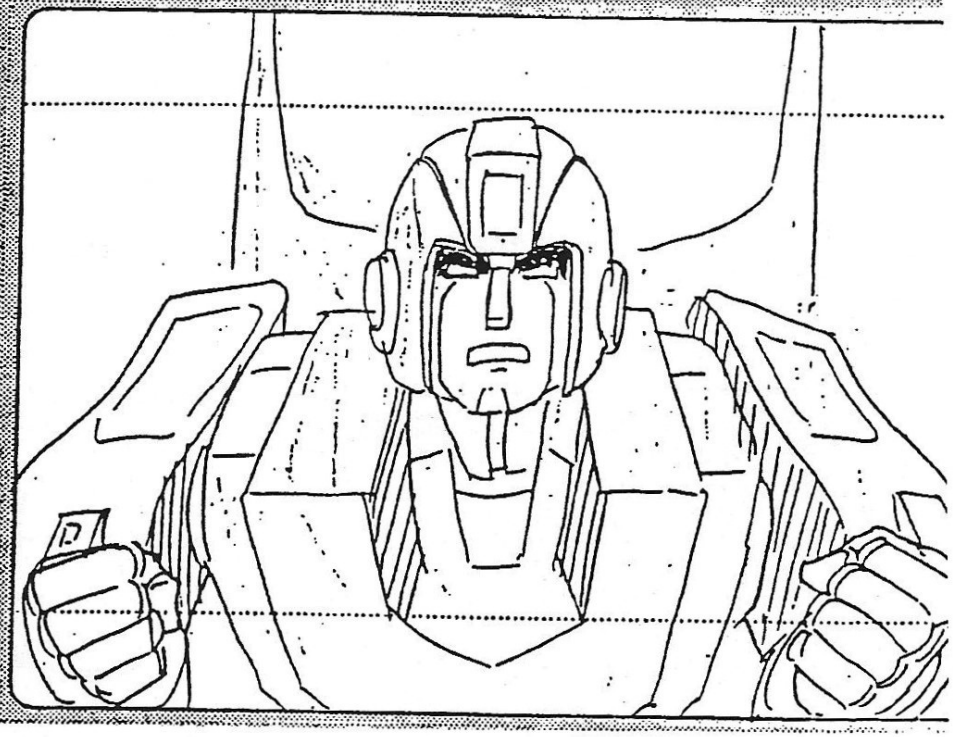
DIAL ARCEE Galvatron has it.

MUSIC/SFX

CAMERA

SC. 26-63A

SEQ. 26 Page 101



ACTION

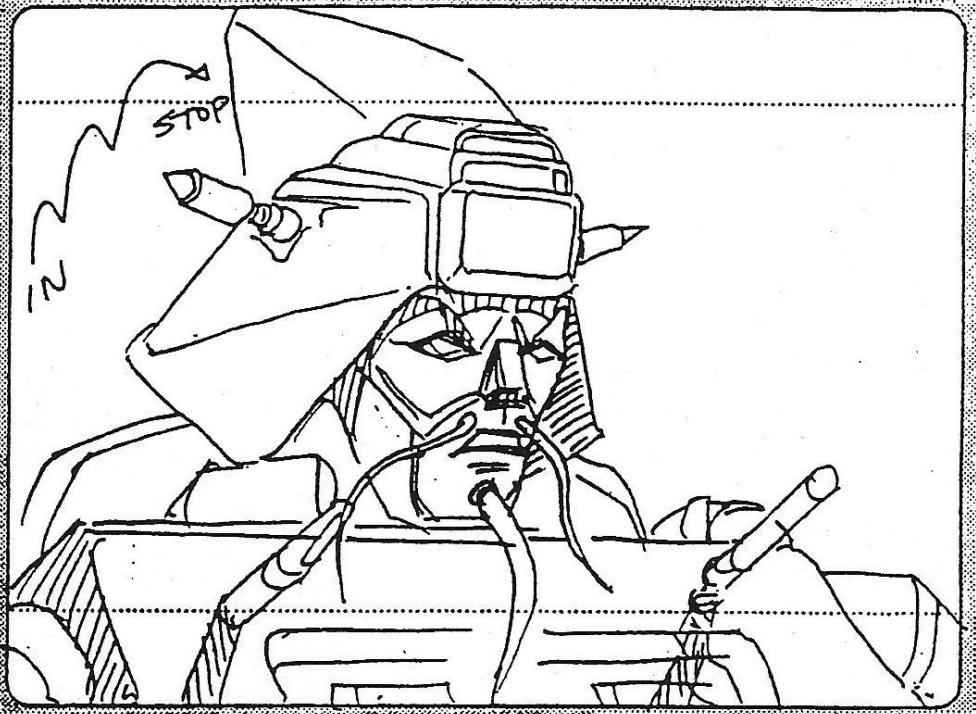
DIAL HOT ROD Where's Galvatron? Where is he?!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 26-63B SEQ. 26 Page 102



CTION

IAL

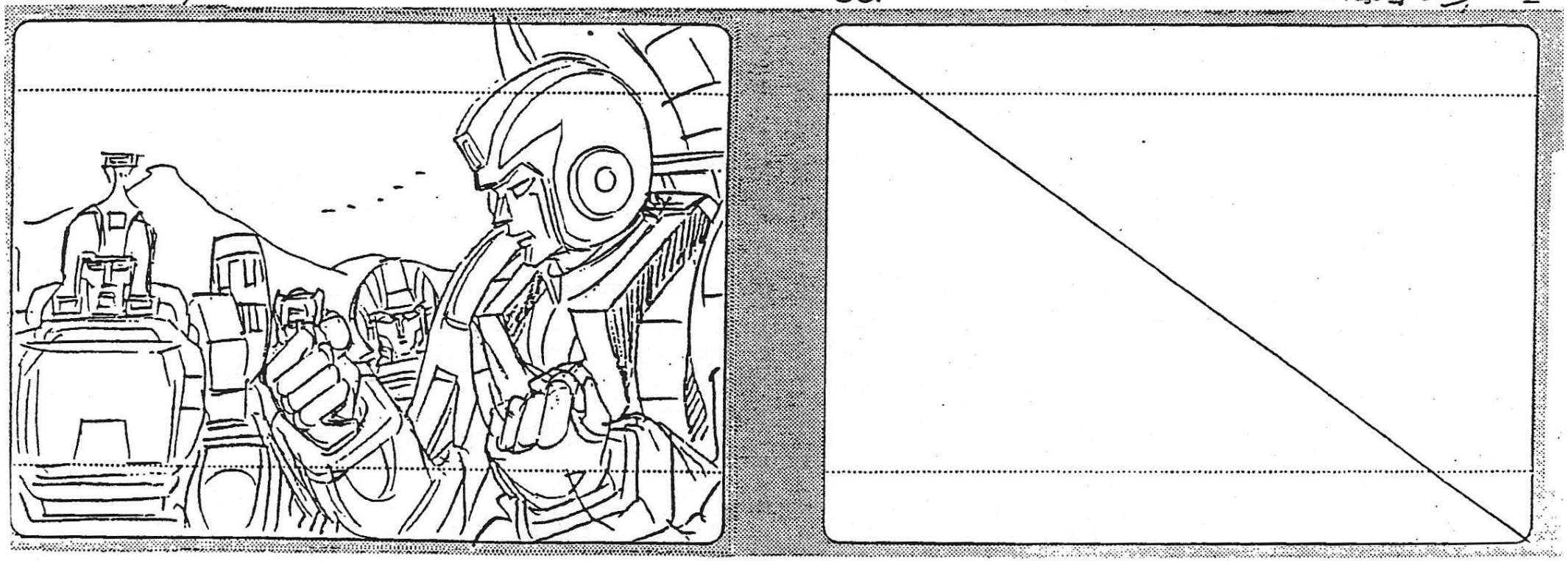
USIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION WRECK GAR STEPS FORWARD INTO A M.C.U. STOPS AND SPEAKS.

DIAL WRECKGAR And the answer is... Unicron!

MUSIC/SFX



TIO M.S. BLURR, ARCEE AND HOT ROD. HOT ROD SHOWS DETERMINATION.

AL HOT ROD Then, we've got to trust in ourselves, and no matter what the odds, destroy Unicron.

SIC.SFX

CAMERA

ACTION

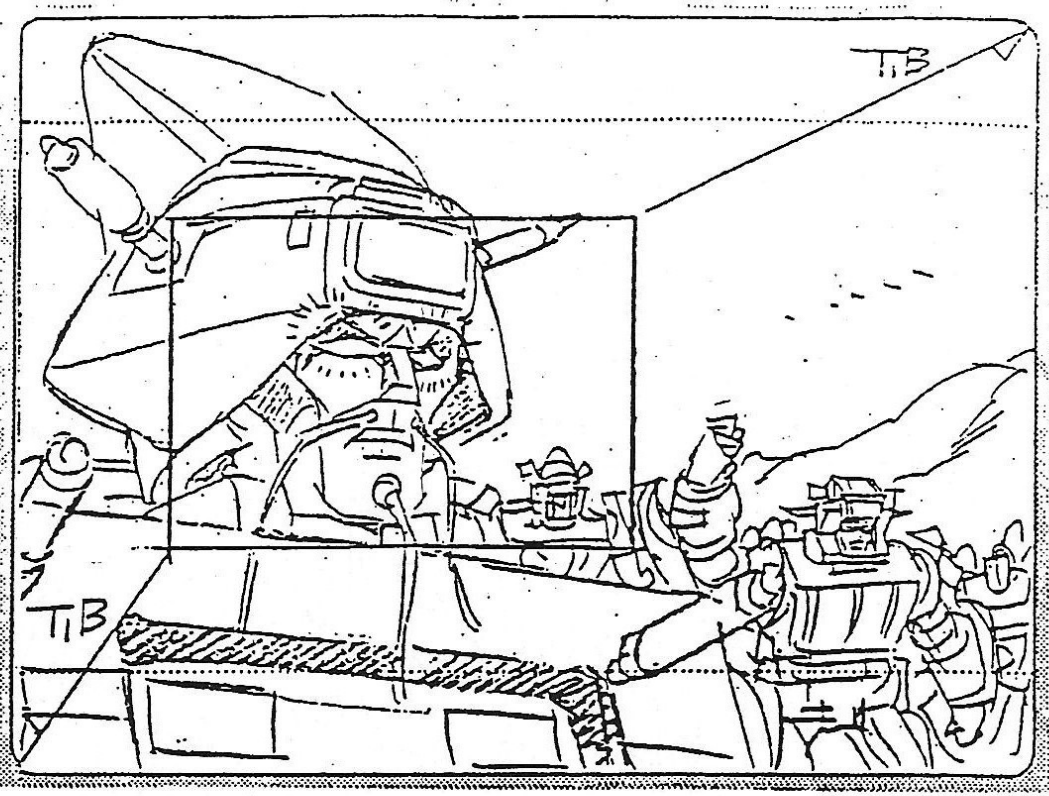
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-65

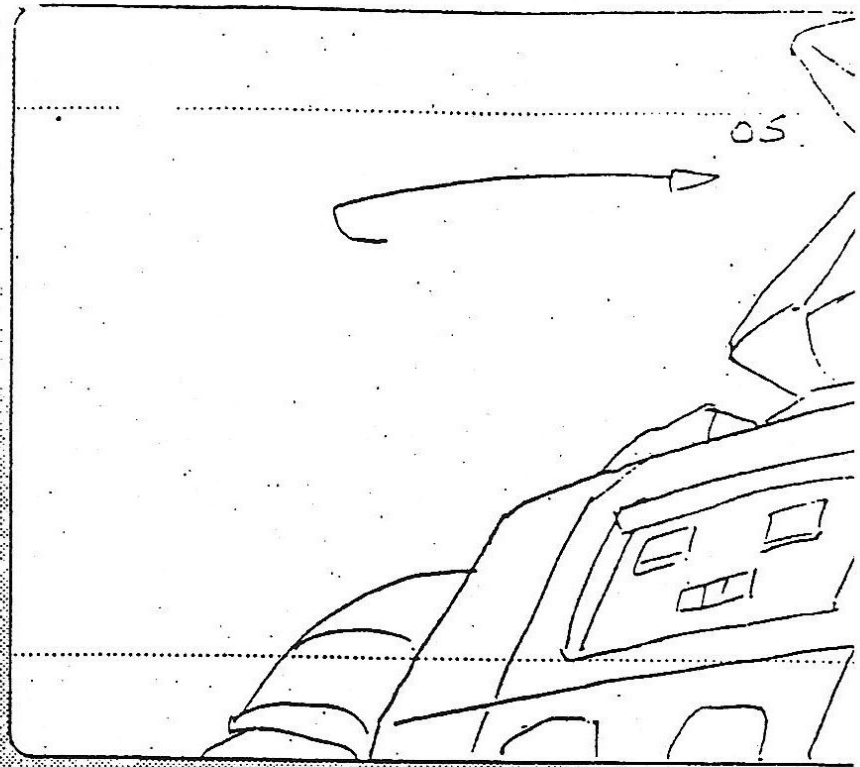


ACTION M.C.U. WRECK GAR AND THE JUNKIONS WHO CHEER IN THE BACKGROUND.

DIAL WRECK-GAR Yeah! Destroy Unicron.... Kill the grand poobah... Eliminate even...

MUSIC/SFX

SC. CONT SEQ. 26



ACTION WRECK GAR MOVES O.S.

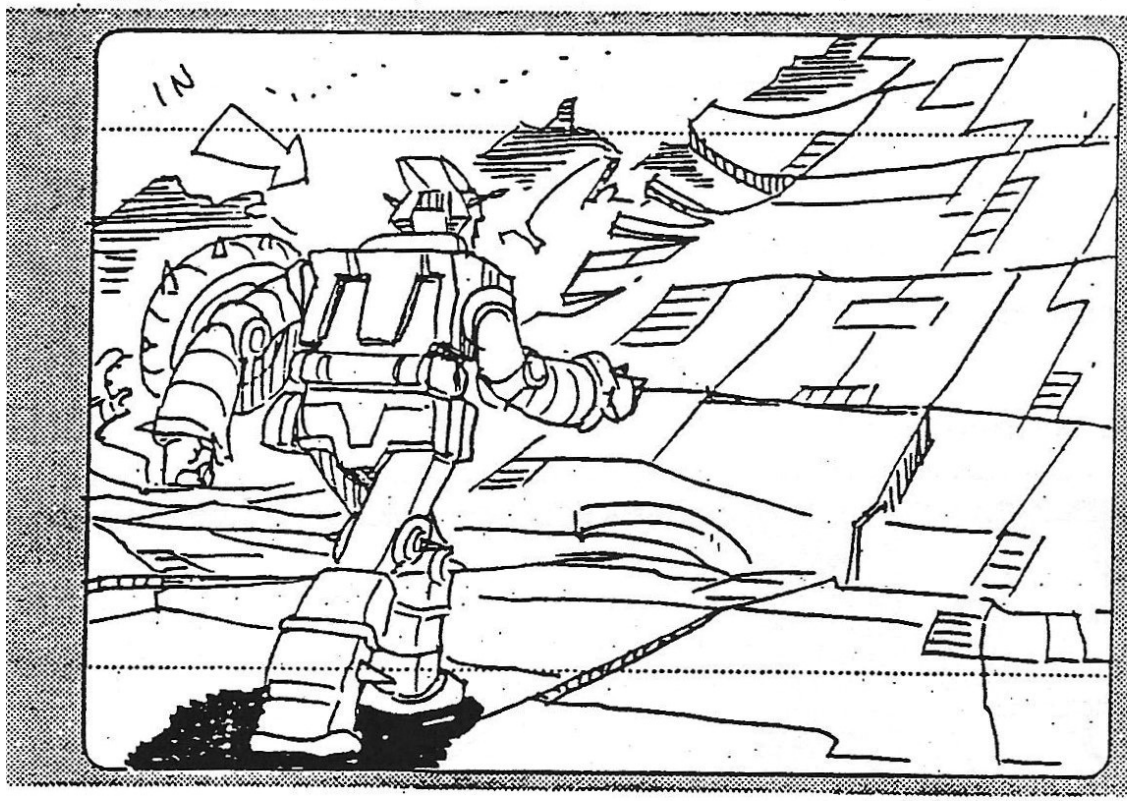
DIAL WRECK-GAR (CONT) ...the toughest stains.

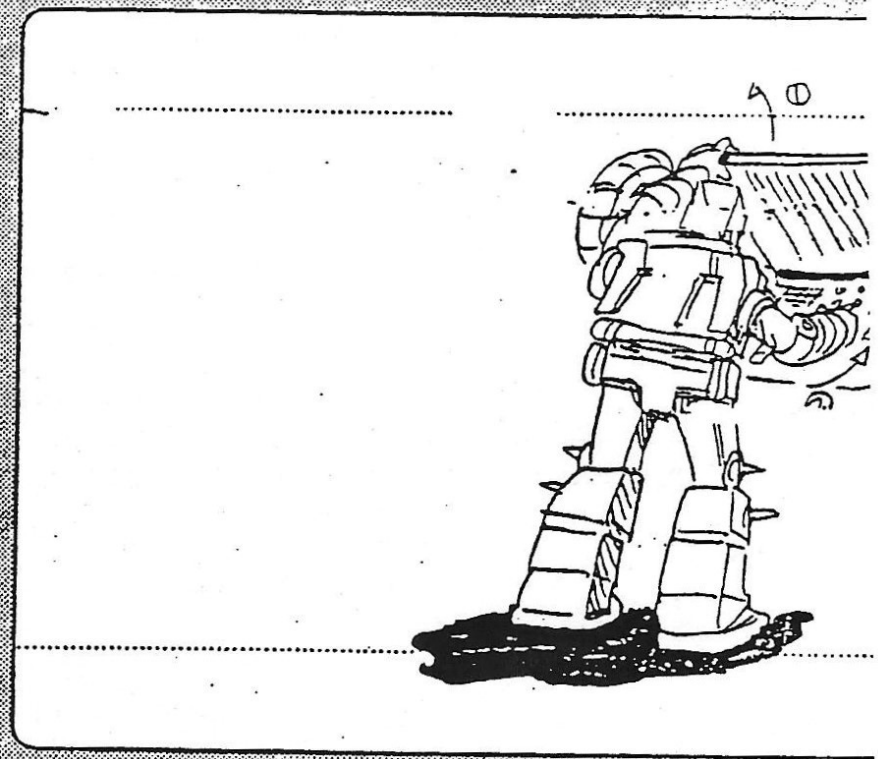
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-65A

SC. CONT





ACTION L.S. WRECK GAR. HE WALKS OVER TO WHAT APPEARS TO BE A PILE OF JUNK.

DIAL WRECK GAR No fuss, no muss. Hurry, hurry, sale must end!

MUSIC/SFX

CAMERA

ACTION ...THEN LIFTS A DOOR REVEALING A CONTROL PANEL.

DIAL WRECK GAR (CONT) Rush right on down and te: drive latest model.

MUSIC/SFX

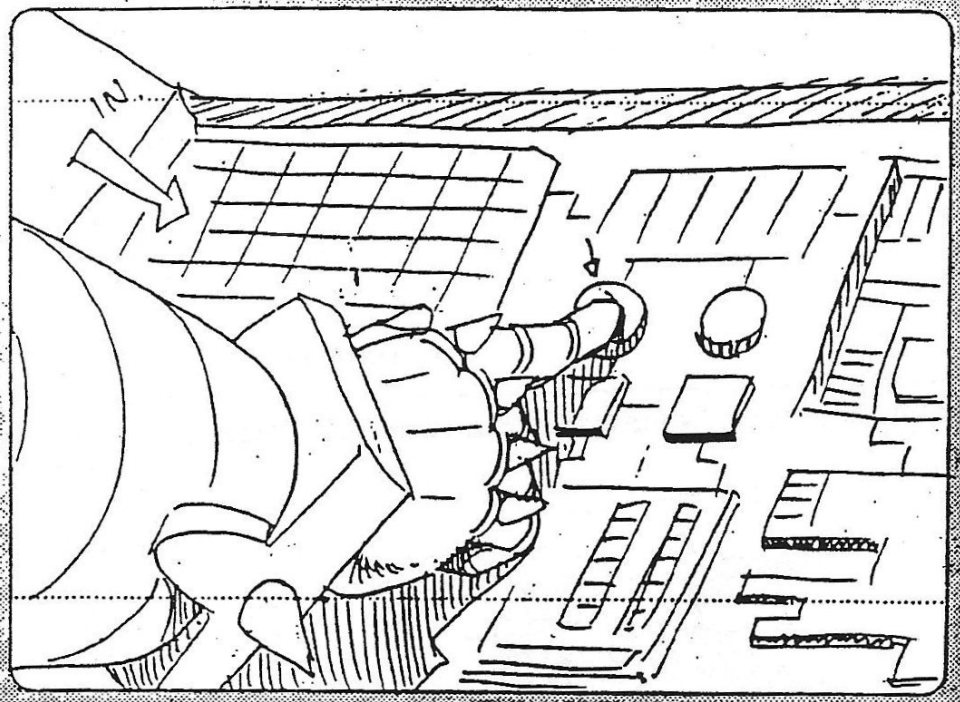
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-65B

SC.

SEQ. 26 Page 106



ACTION C.U. WRECK GAR'S HAND. HE REACHES IN AND PRESSES SOME BUTTONS.

DIAL WRECK GAR (CONT) ..with no obligation!

MUSIC/SFX

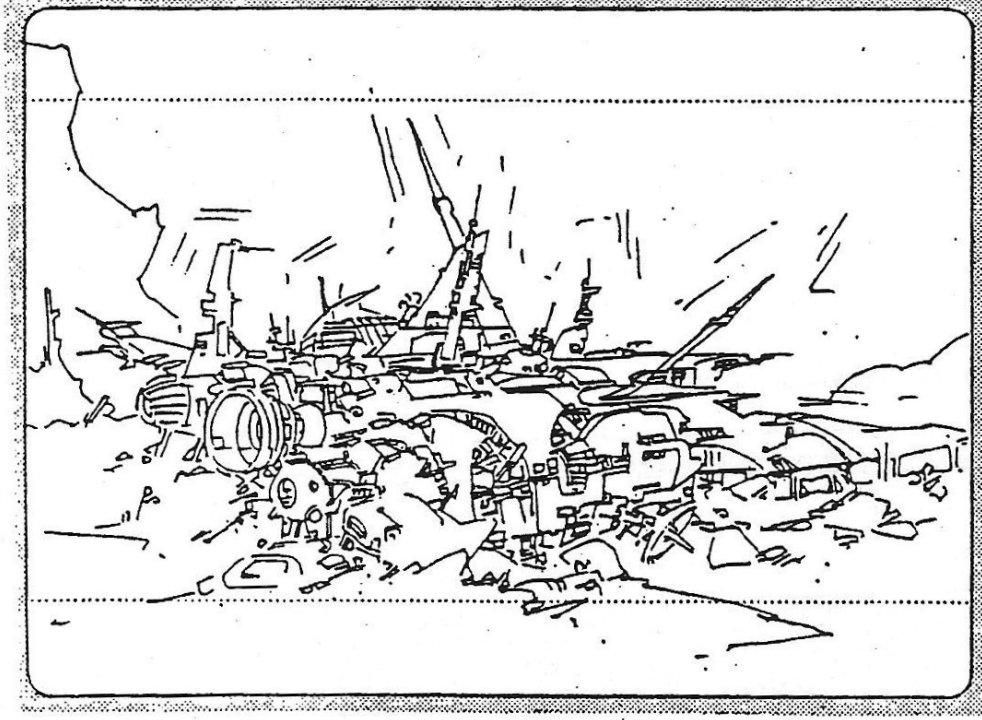
ACTION

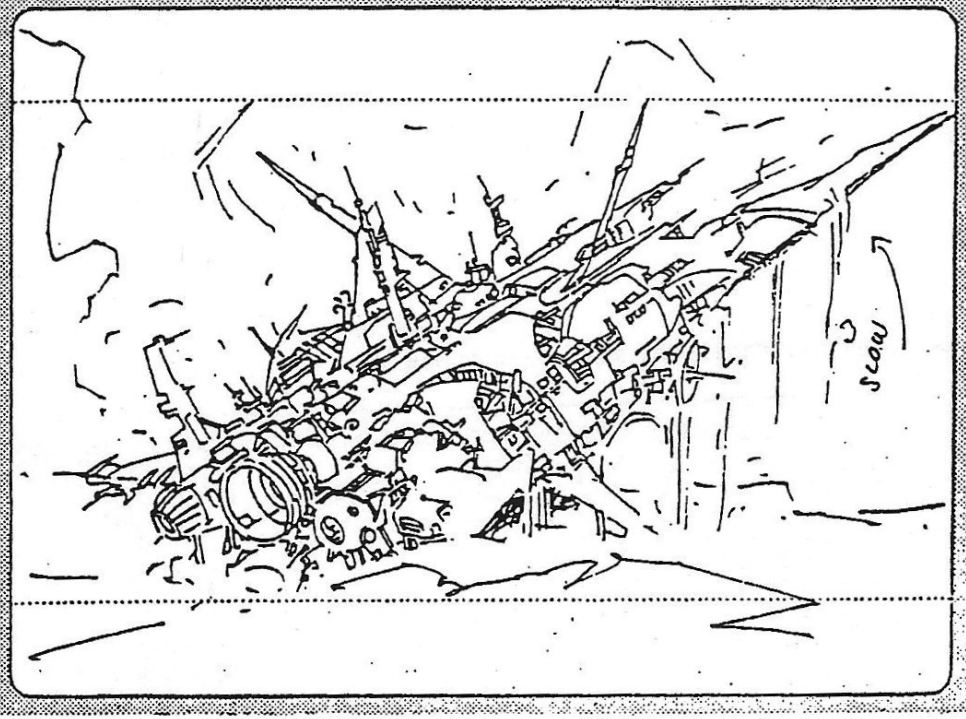
DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-66 SC. CONT SEQ. 26 Page 107





NEXT PAGE 107A

TION: L.S. THE JUNKION SPACE SHIP.

L WRECK GAR New improved Junkion planet.

MUSIC/SFX

CAMERA

ACTION IT RISES FROM OUT OF THE SURFACE OF THE PLANET.

DIAL WRECK GAR (CONT) Is sleek sexy, import with turbo handling.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION C.U. DANIEL. HE LOOKS AMAZED AT THE SIGHT OF THE JUNKION SHIP.

DIAL

MUSIC/SFX

CAMERA

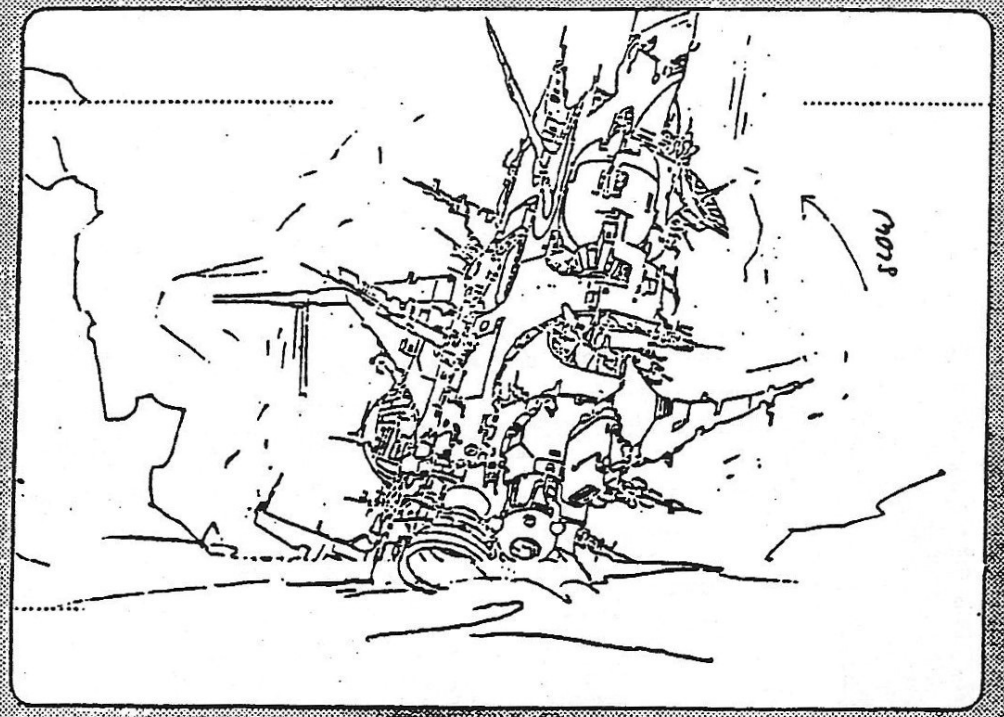
ACTION M.S. HOT ROD AND KUP ARE SURPRISED AND HAPPY SEEING THE JUNKION SHIP.

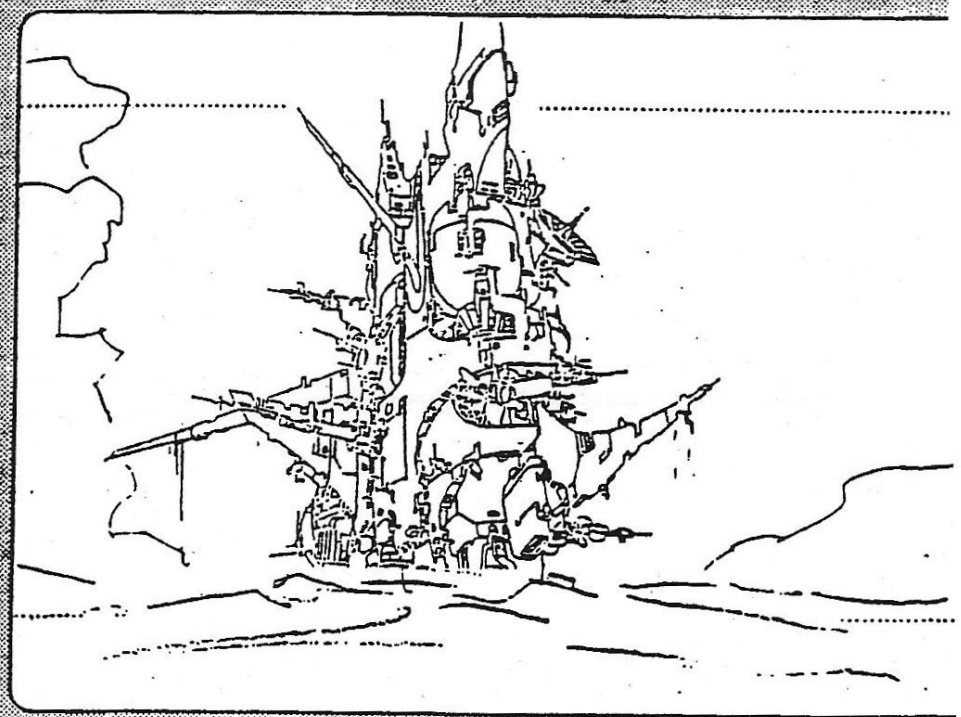
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...STRAIGHTENS UP...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND STANDS ON ITS END.

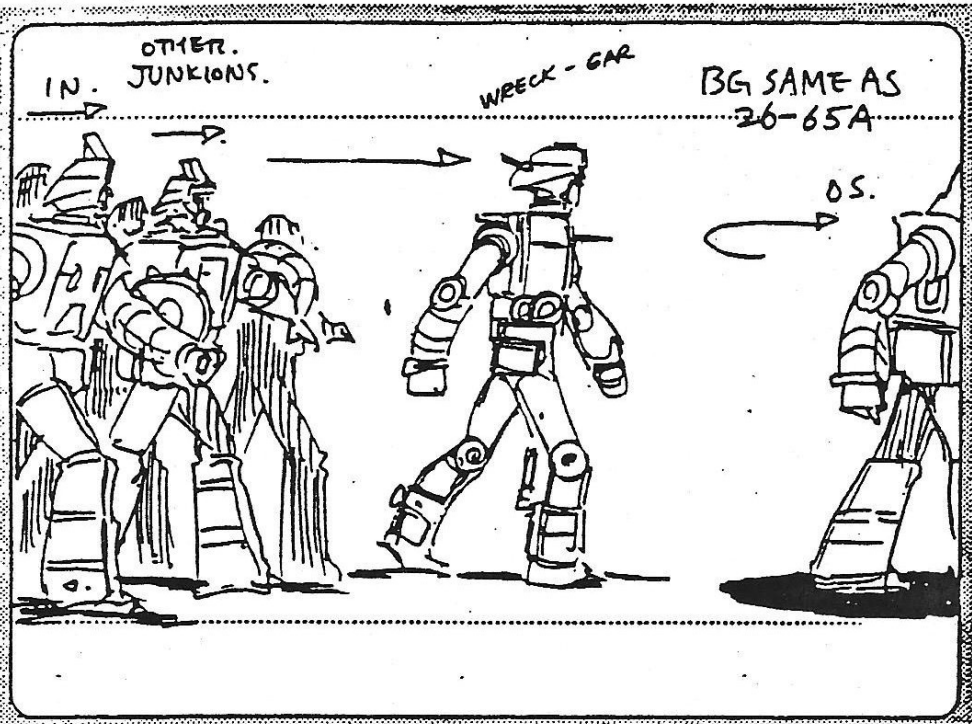
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-67



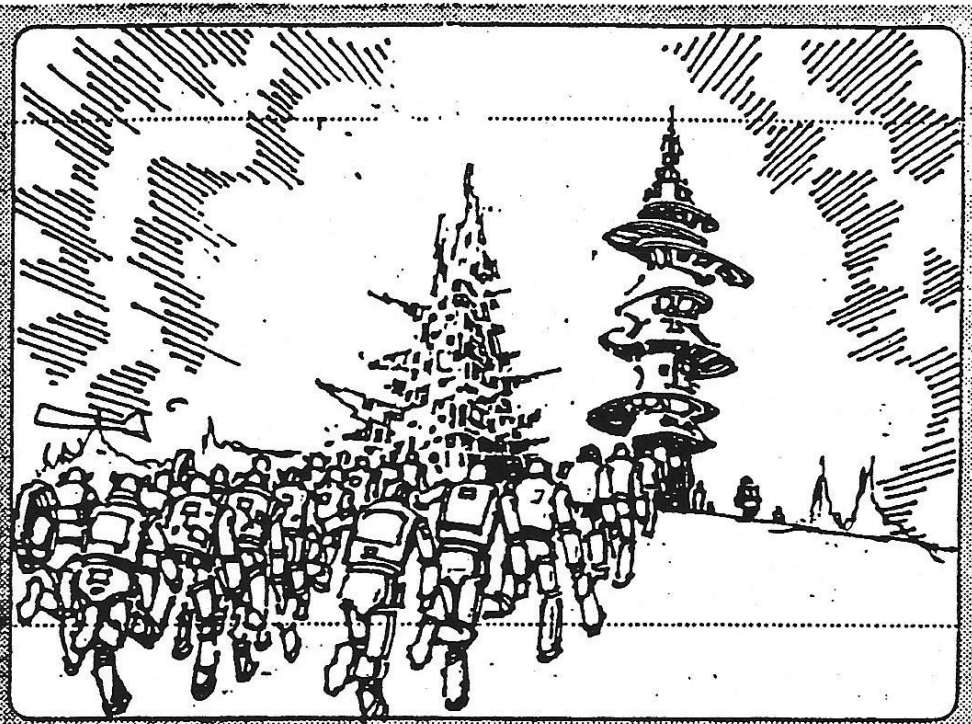
ACTION WRECK GAR WALKS O.S. OTHER JUNKIONS, RUNNING, FOLLOW HIM.

DIAL JUNKIONS (ALMOST CHANTING) Yeah! Destroy Unicron... kill the grand poobah...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 26-68 SEQ. 26 Page 109

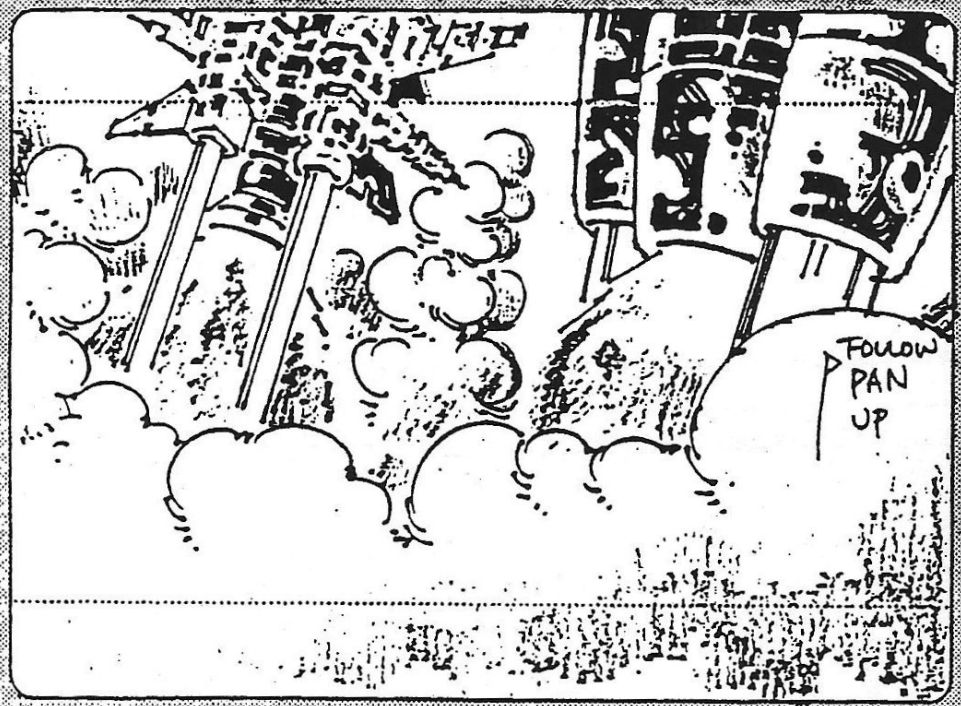


ACTION X.L.S. THE JUNKION AND THE QUINTESSON SPACE SHIPS. AS THE JUNKIONS AND AUTOBOTS RUN TOWARD THEM AND GO INSIDE...

DIAL JUNKIONS (CONT) ..eliminate even the toughest stains.

MUSIC/SFX

SC. 26-69 FOLLOW PAN SC. SEQ 26 Page 110



ACTION ...THEN THE TWO SHIPS BLAST OFF AND CLIMB...

DIAL

MUSIC/SFX

CAMERA

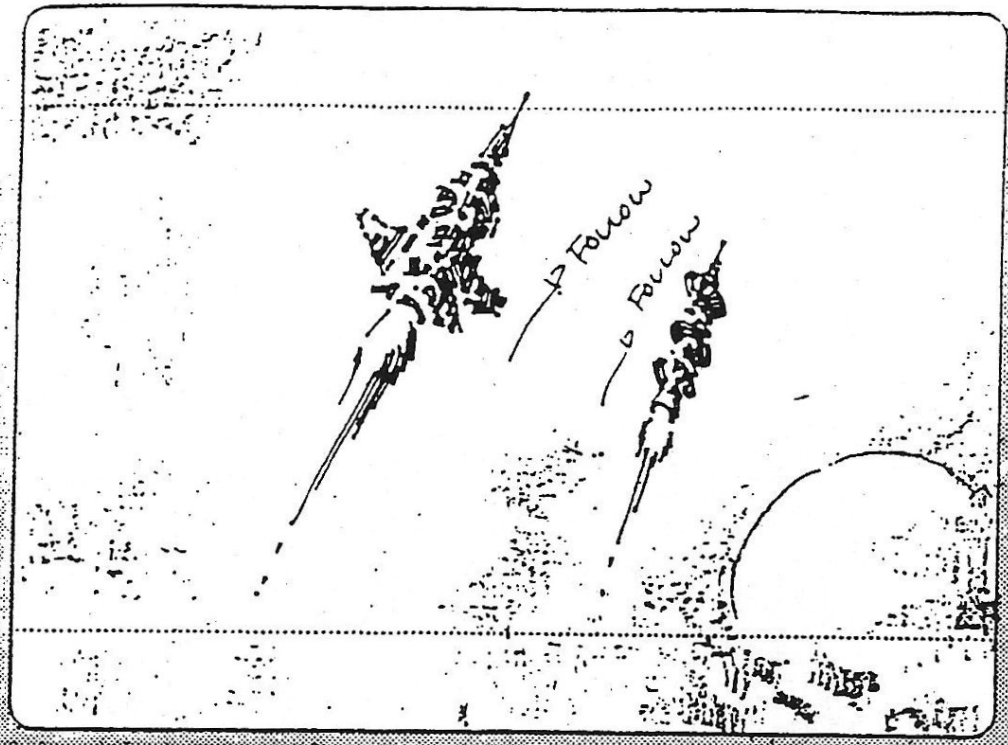
ACTION

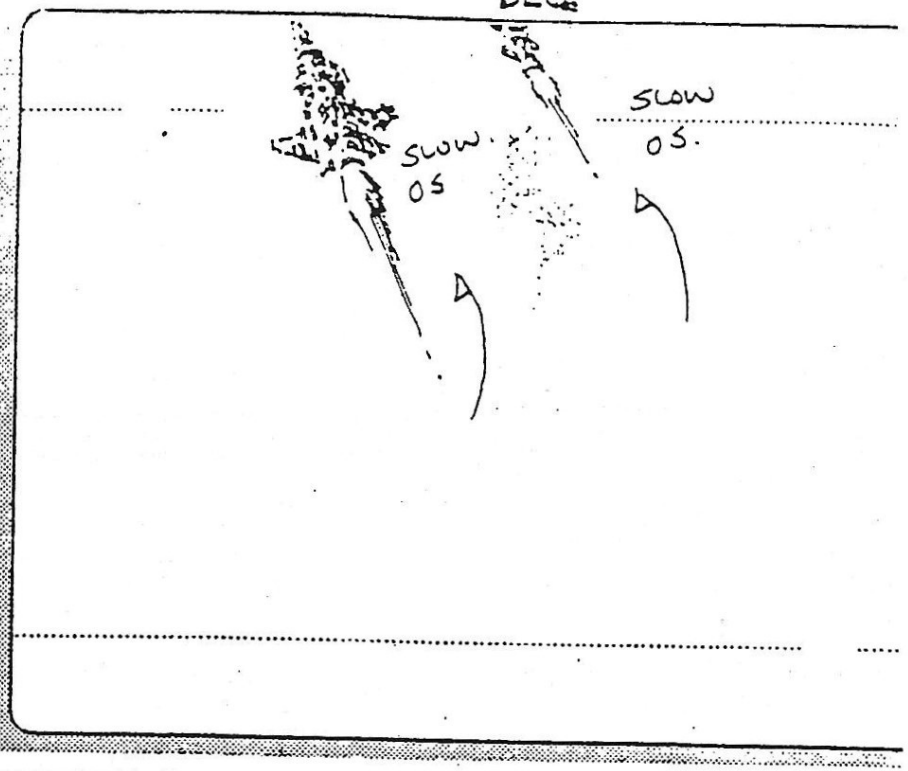
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...WE PAN WITH THEM AS THEY FLY OUT INTO SPACE.

DIAL

MUSIC/SFX

CAMERA

ACTION THEY BANK OFF TO THE LEFT AND GO O.S.

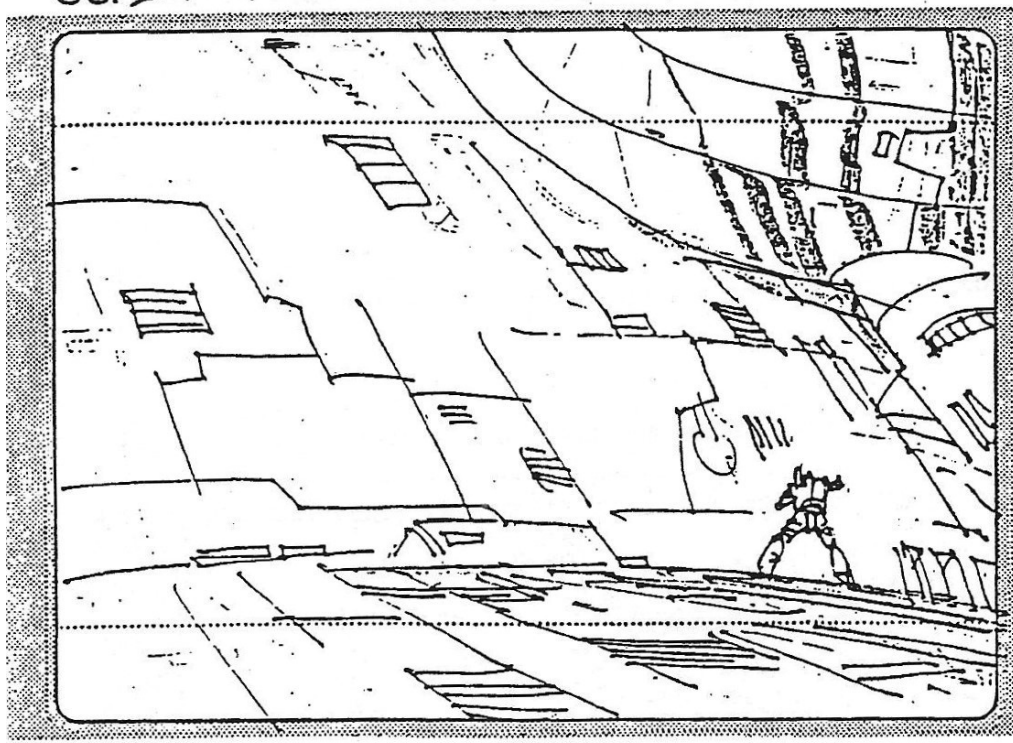
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-1



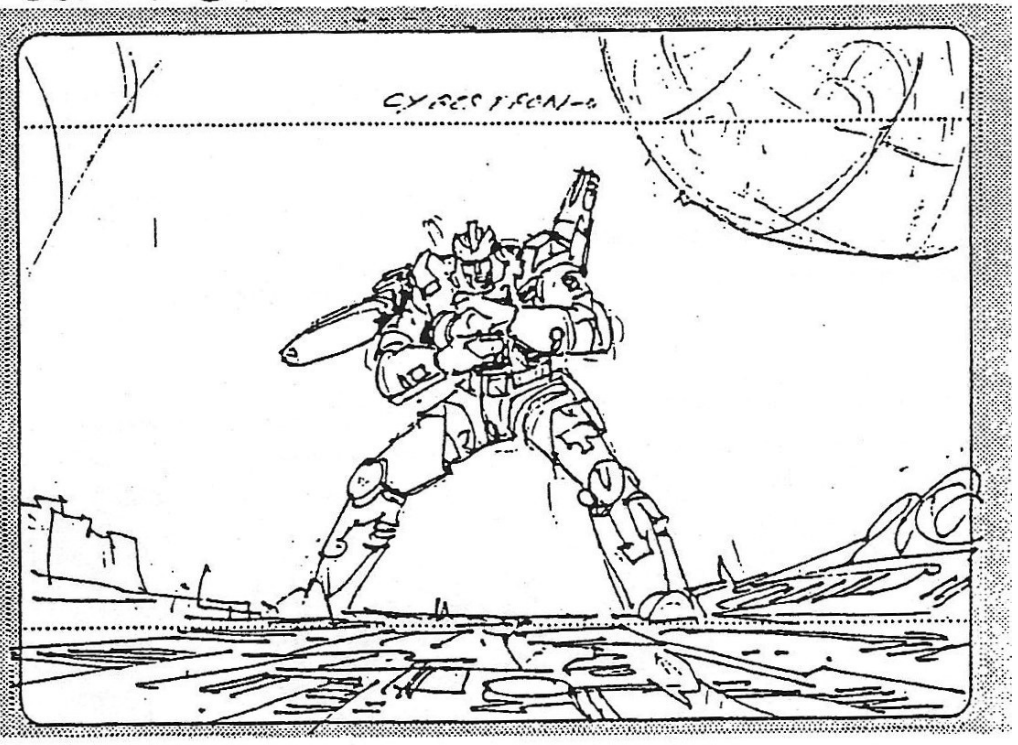
ACTION L.S. GALVATRON. HE STANDS ON THE SURFACE OF UNICRON, HOLDING THE MATRIX.

DIAL GALVATRON Unicron! Unicron!...

MUSIC/SFX

CAMERA

SC. 27-2 SEQ. 27 Page 1



ACTION X.L.S. GALVATRON FACING UNICRON.

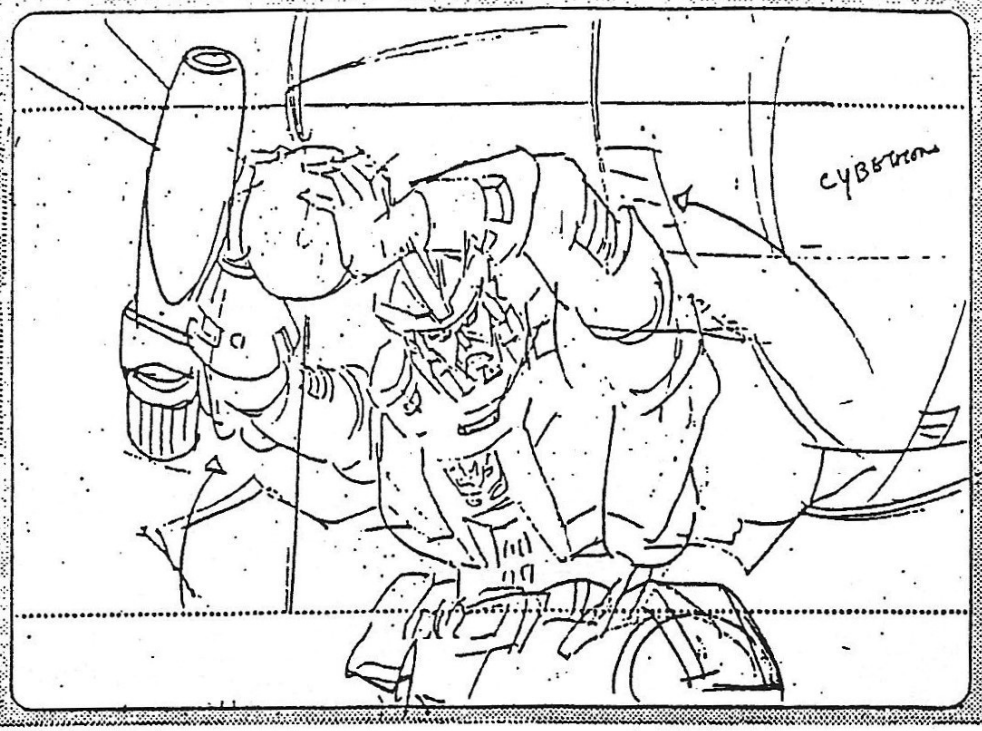
DIAL GALVATRON (CONT) ...Unicron!! Answer me...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-5



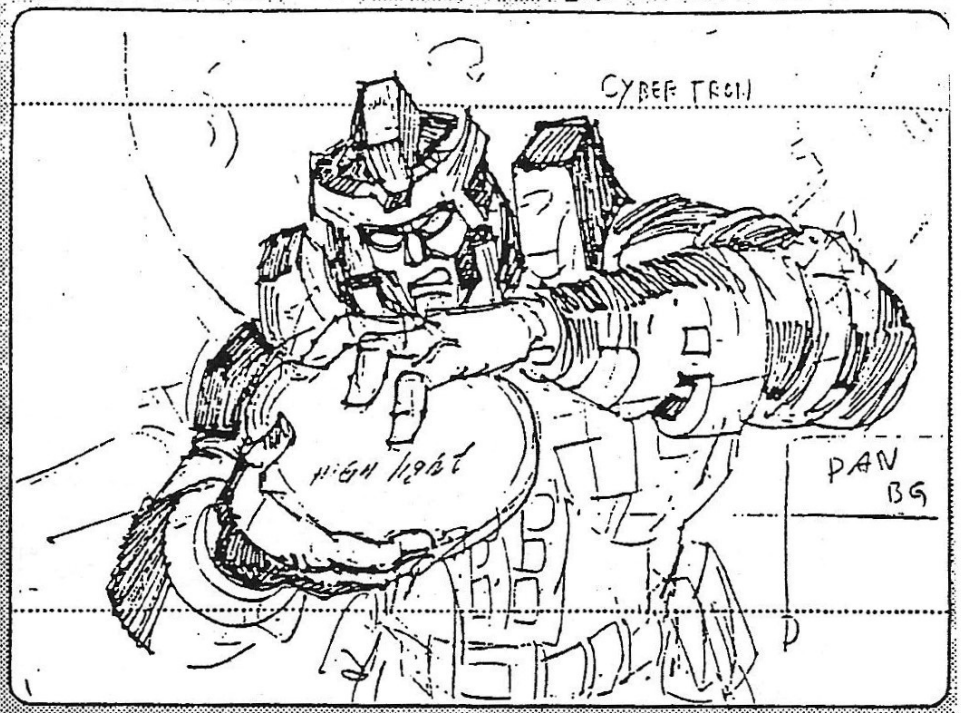
ACTION M.S. GALVATRON. HE LIFTS THE MATRIX HIGH OVER HIS HEAD. WE TRUCK IN.

DIAL

GALVATRON (CONT) . . . See this. The Matrix.

MUSIC/SFX

SC. 27-7 TRUCK IN SEQ. 27 Page 2



ACTION HE LOWERS THE MATRIX AND HOLDS IT OUT IN FRONT OF HIM.

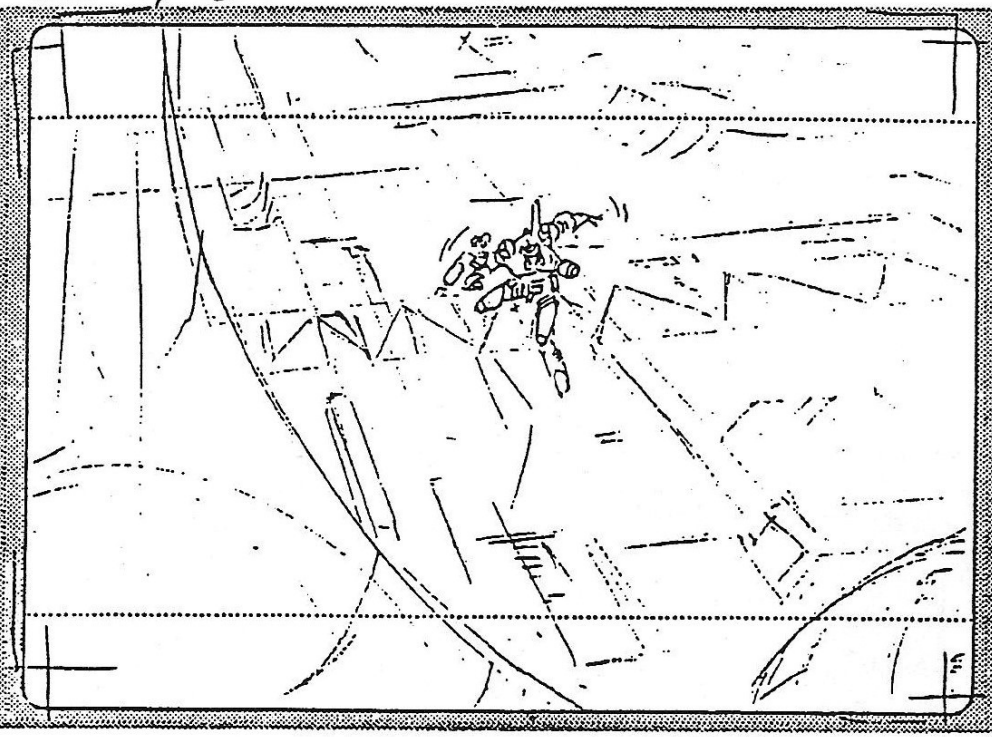
DIAL

GALVATRON I now possess that which you most fear.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-5 CAM. SHAKE.



ACTION X.L. DOWN SHOT GALVATRON. UNICRON STARTS SHAKING. GALVATRON IS BEWILDERED. HE LOOKS AROUND, TRIES TO STAND.

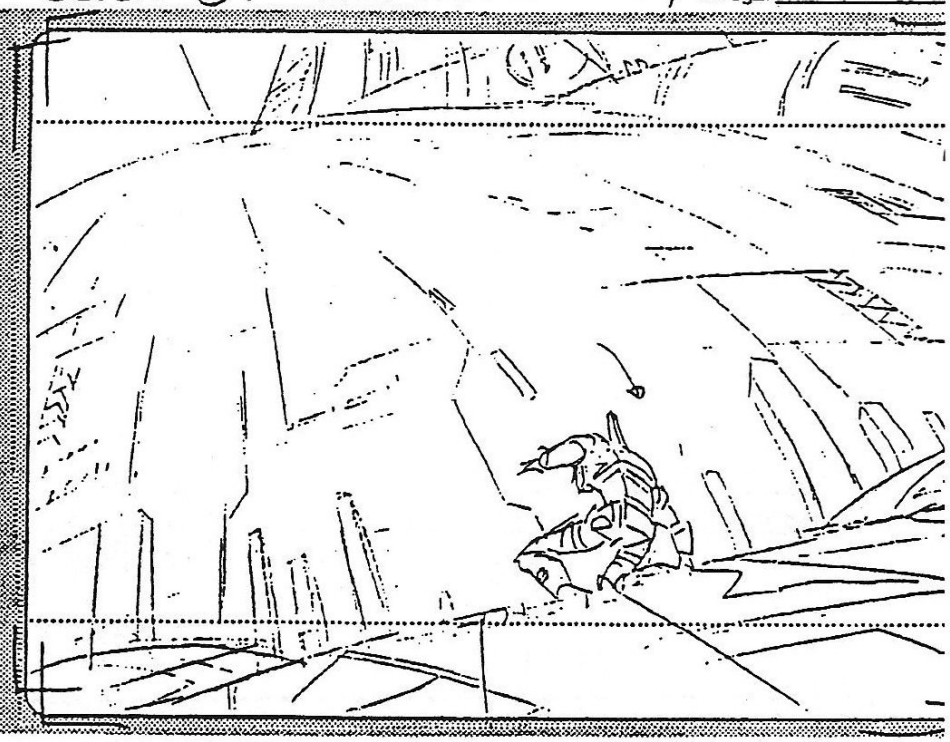
DIAL

UNICRON (Roars with laughter)

MUSIC/SFX

CAMERA

SC. 27-6: CAM SHAKE



ACTION GALVATRON FALLS BACK DOWN, BRACES HIMSELF.

DIAL

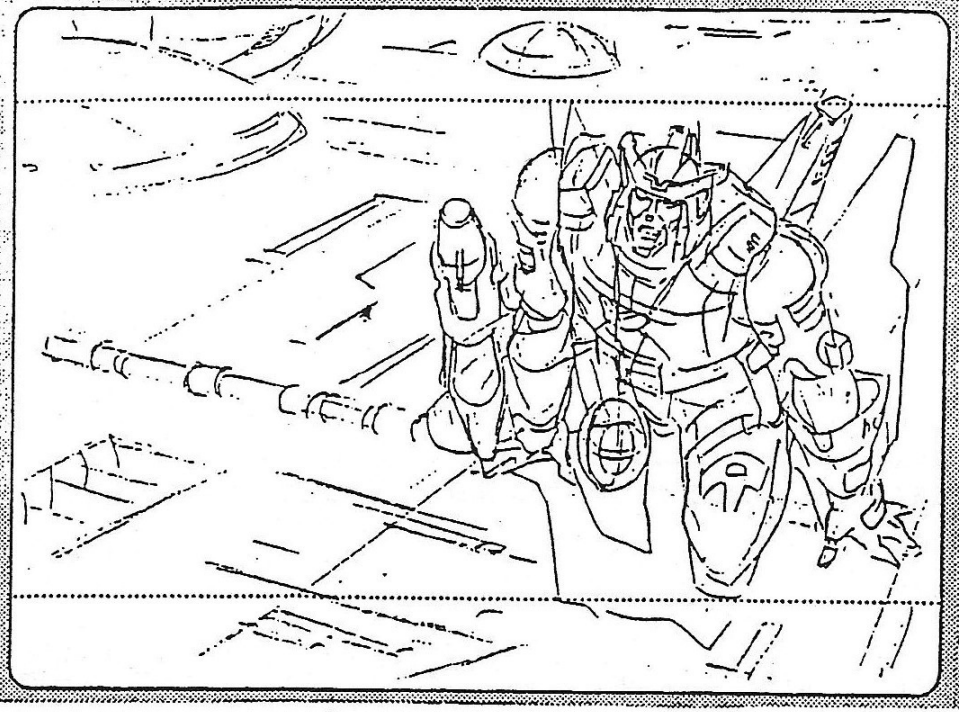
UNICRON (CONT) (Laughs)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-7



ACTION M.L.S. GALVATRON ON HIS KNEES.

DIAL GALVATRON You will do my bidding...

MUSIC/SFX

CAMERA

SC. 27-8

SEQ. 27. Page 4

ACTION X.C.U. GALVATRON. THE SECTION OF UNICRON SHOWING BEHIND HIM STARTS TO MOVE.

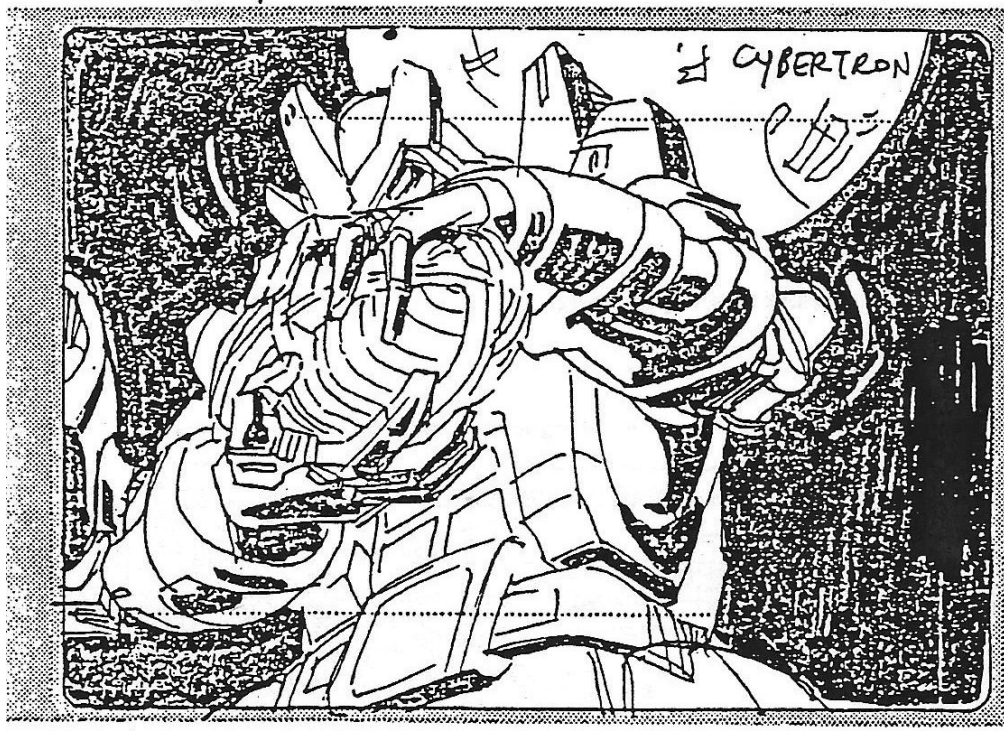
DIAL GALVATRON ...or taste my wrath.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-9



ACTION M.S. GALVATRON. HE STRUGGLES TO OPEN THE MATRIX.

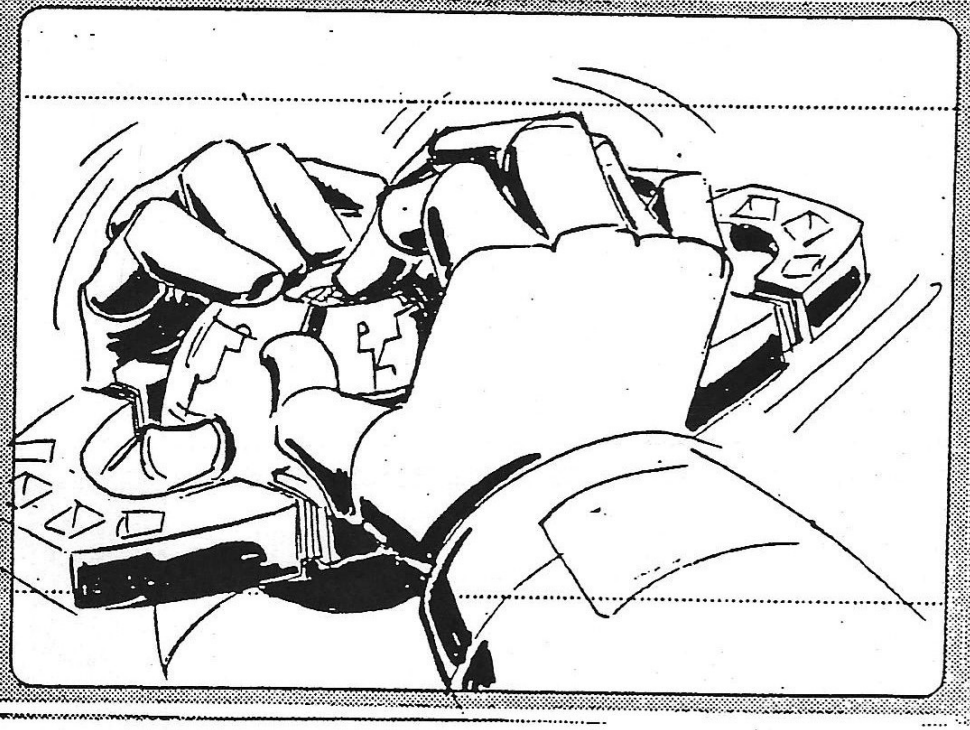
DIAL

MUSIC/SFX

CAMERA

SC. 27-9A

SEQ. 27 Page 15



ACTION C.U. GALVATRON'S HANDS HOLDING THE MATRIX. HE TURNS IT OVER, TWISTS IT FROM SIDE TO SIDE, TRYING UNSUCCESSFULLY TO MAKE IT WORK.

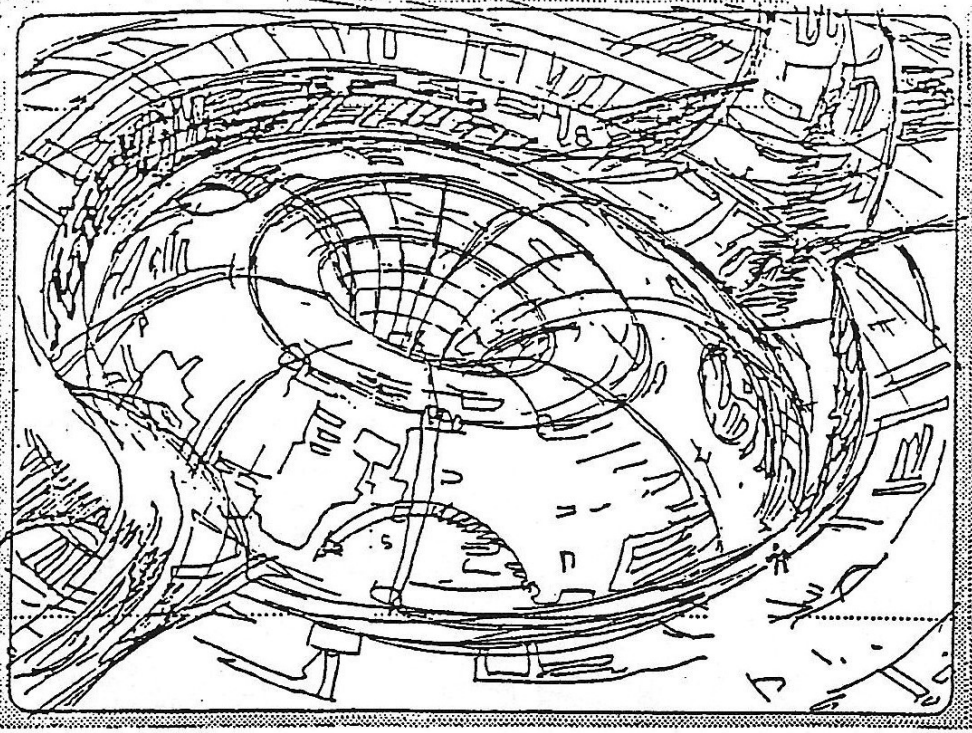
DIAL UNICRON You underestimate me, Galvatron.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. SEQ. Page



ACTION UP SHOT UNICRON'S MOUTH AREA.

DIAL UNICRON You underestimate me, Galvatron.

MUSIC/SFX

CAMERA

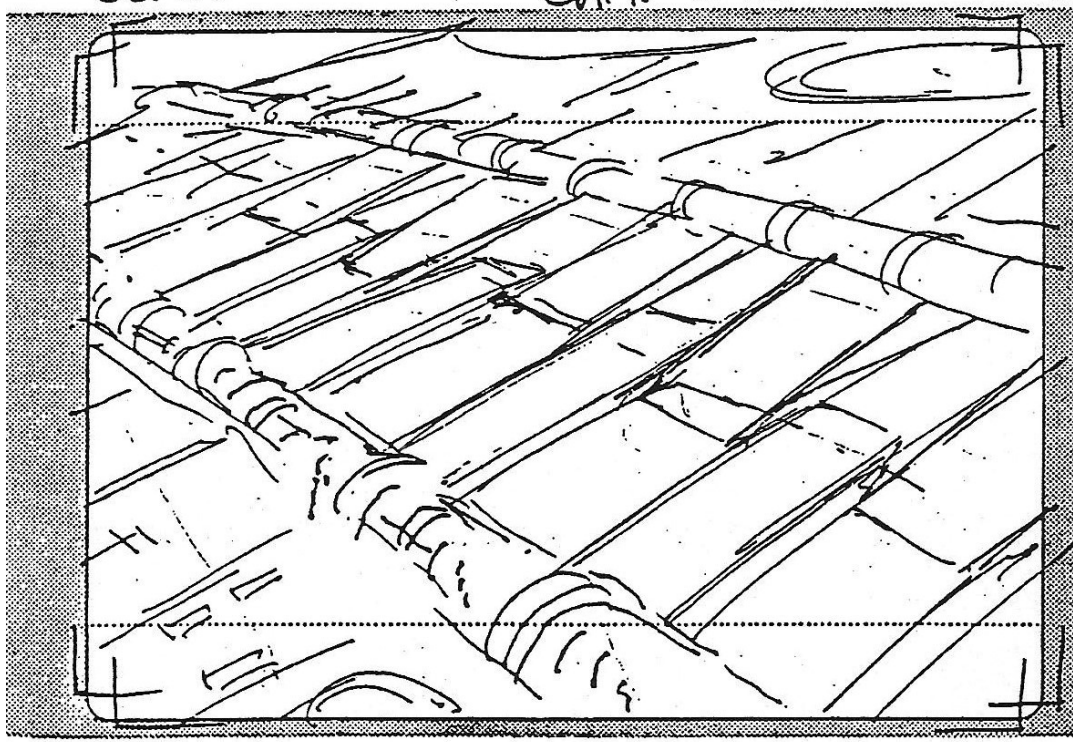
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-10 CAM. SHAKE



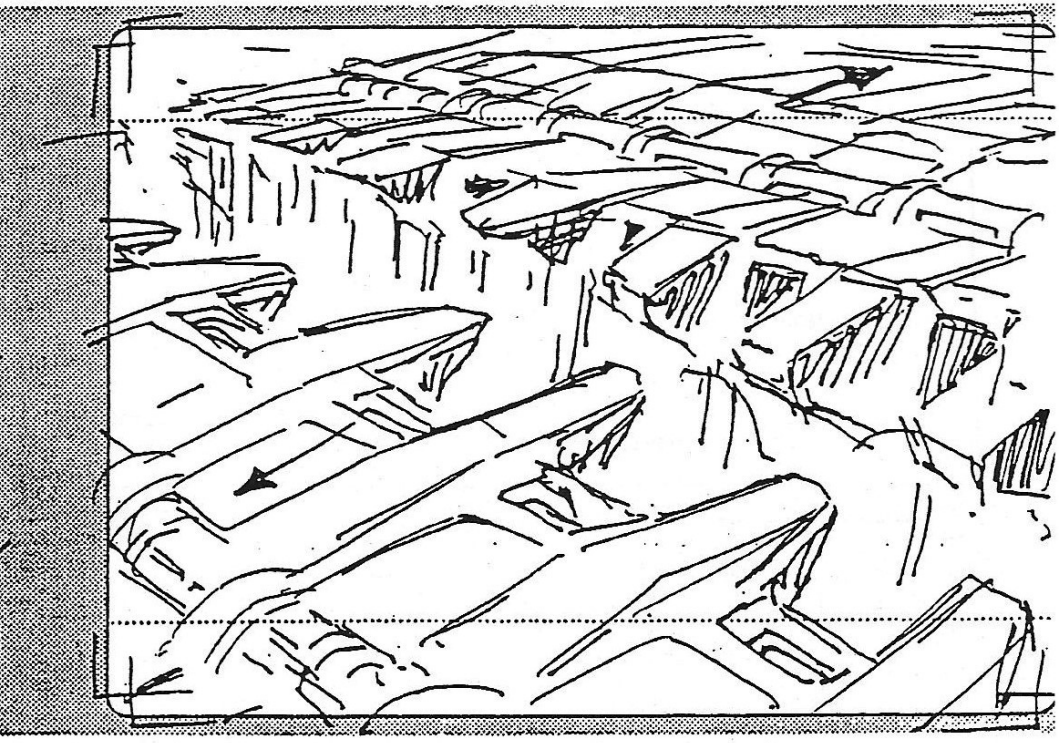
ACTION M. DOWN SHOT ON AN AREA OF UNICRON'S SURFACE.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

CONT. SC. CONT CAM. SHAKE



ACTION THE SURFACE SHAKES AS A CHASM FORMS WHERE GIANT METAL PLATES START SPLITTING APART.

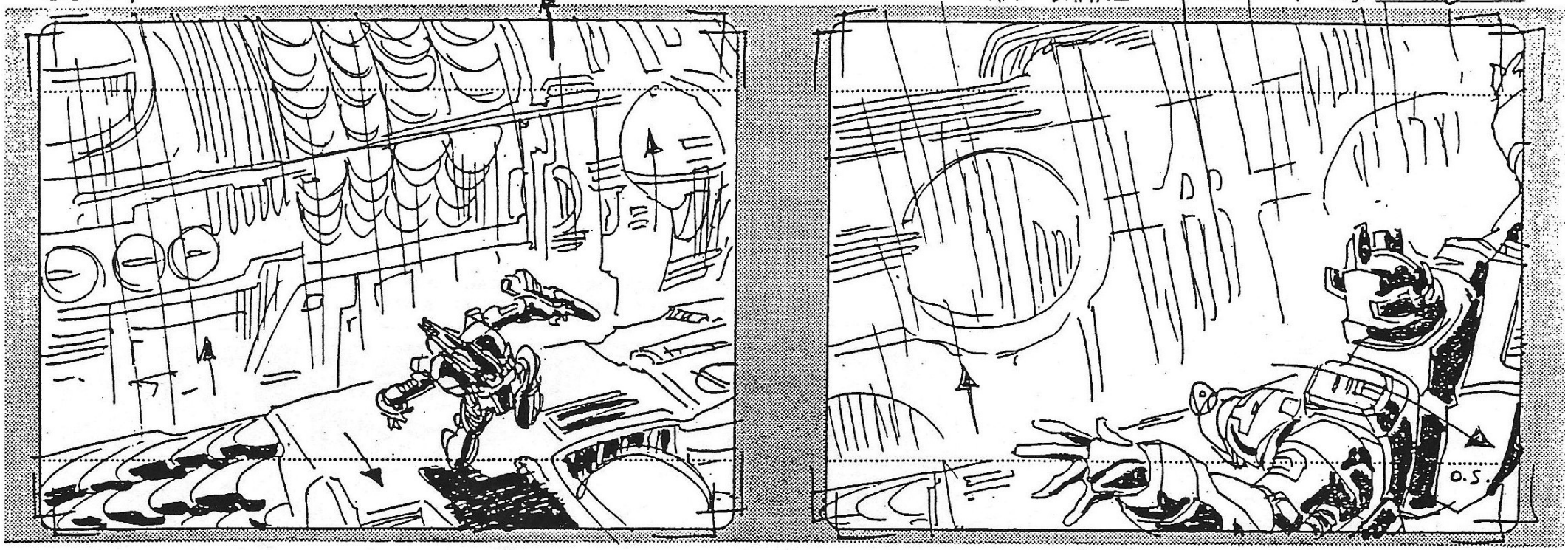
DIAL

MUSIC/SFX

CAMERA CAM. SHAKE.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-11 CAM. SHAKE CONT. SC. CAM. SHAKE SEQ. 27 Page 8



ACTION L. DOWN SHOT OF GALVATRON AT RIM'S EDGE. THE MOUND RISES UP THROUGH SCENE, ON THIS SMALL SCALE, IT APPEARS TO SHOOT UP VERY RAPIDLY. THE RIM...

DIAL

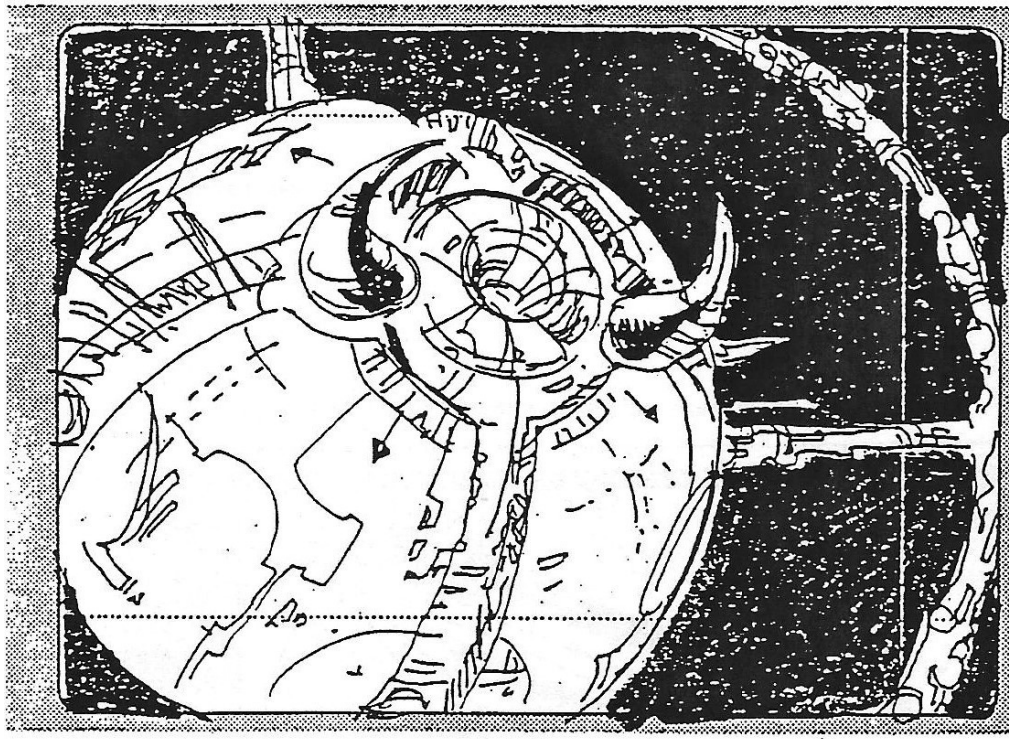
MUSIC/SFX

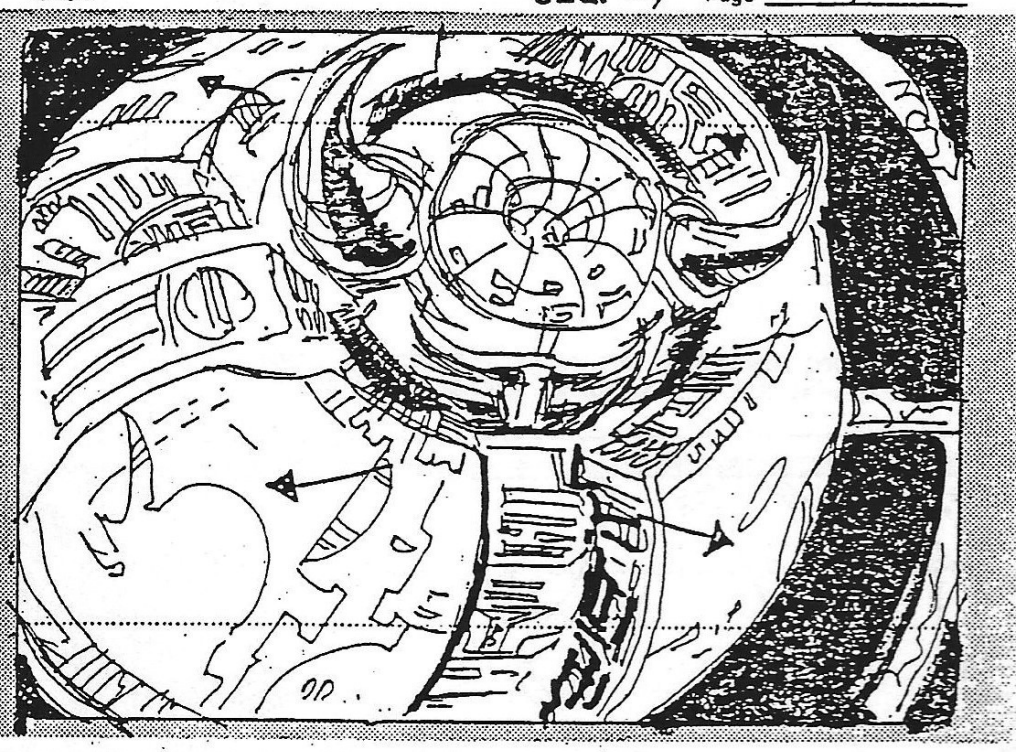
ACTION ...RECEDES TO ALLOW THE MOUND TO RISE. GALVATRON IS CARRIED BACKWARDS ALONG WITH IT, AND O.S.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. UNICRON FROM SPACE. UNICRON'S SURFACE HAS SPLIT INTO FOUR QUARTERS WHICH CONTINUE...

DIAL

MUSIC/SFX

CAMERA

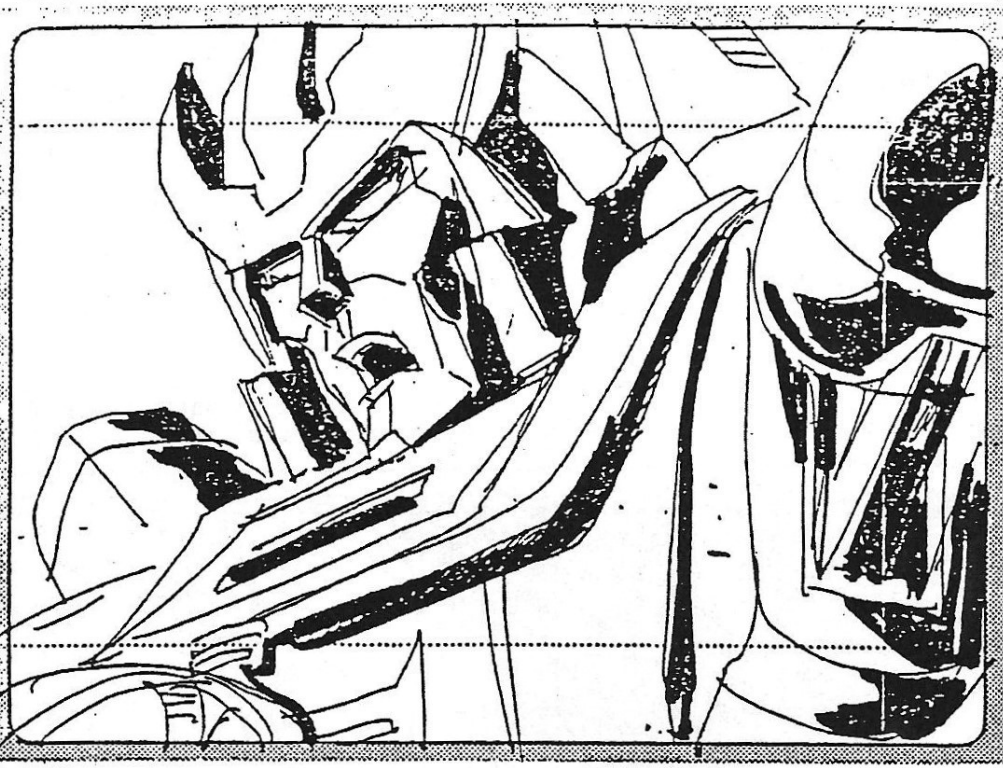
ACTION ...SPLITTING APART SLOWLY AS THE CENTRAL MOUND (THE HEAD) PUSHES ITSELF OUTWARD.

DIAL

MUSIC/SFX

CAMERA

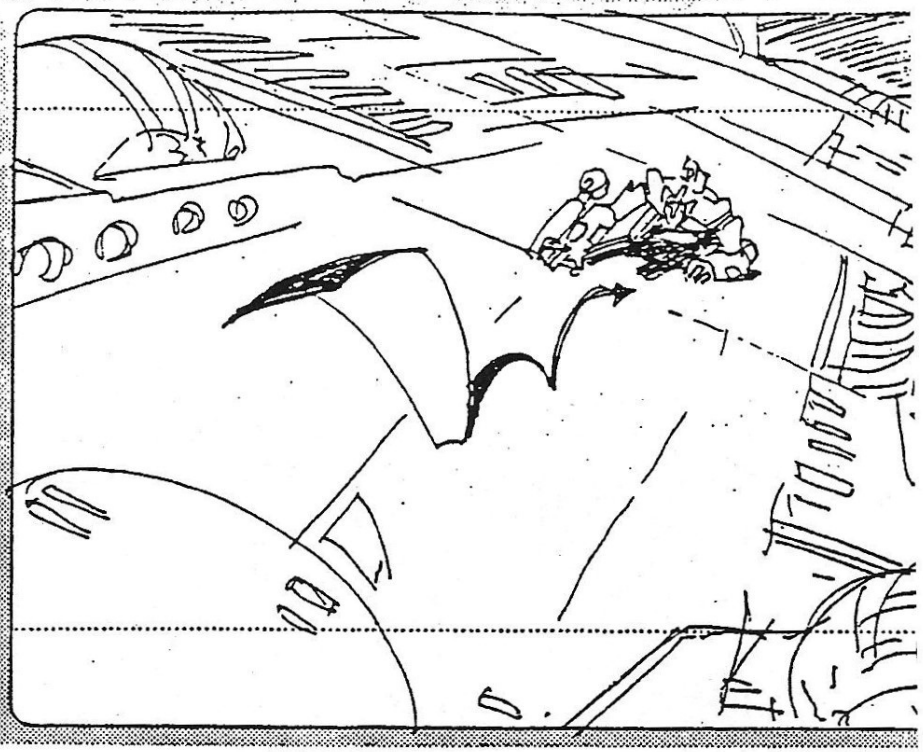
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.C.U. GALVATRON TUMBLES AWAY FROM CAMERA...

DIAL

MUSIC/SFX



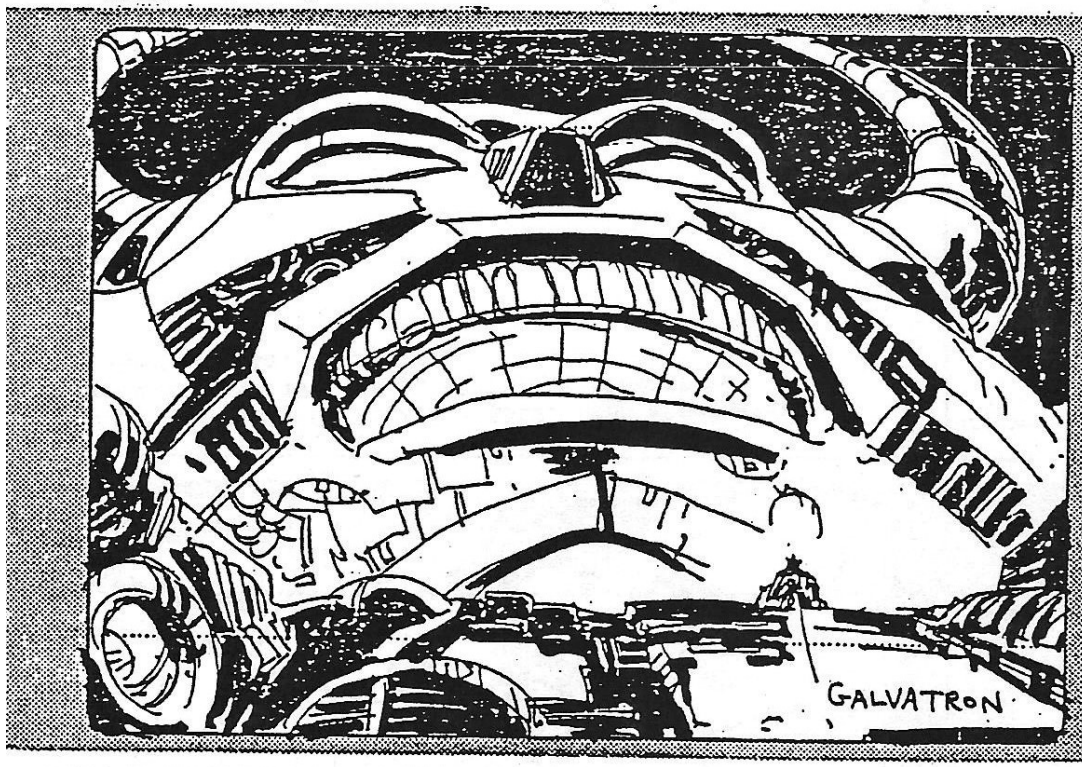
ACTION ...AND FALLS TO HIS KNEES AS UNICRON SHAKES ALL AROUND HIM. THE SHAKING STOPS AND GALVATRON LOOKS UP O.S.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-14



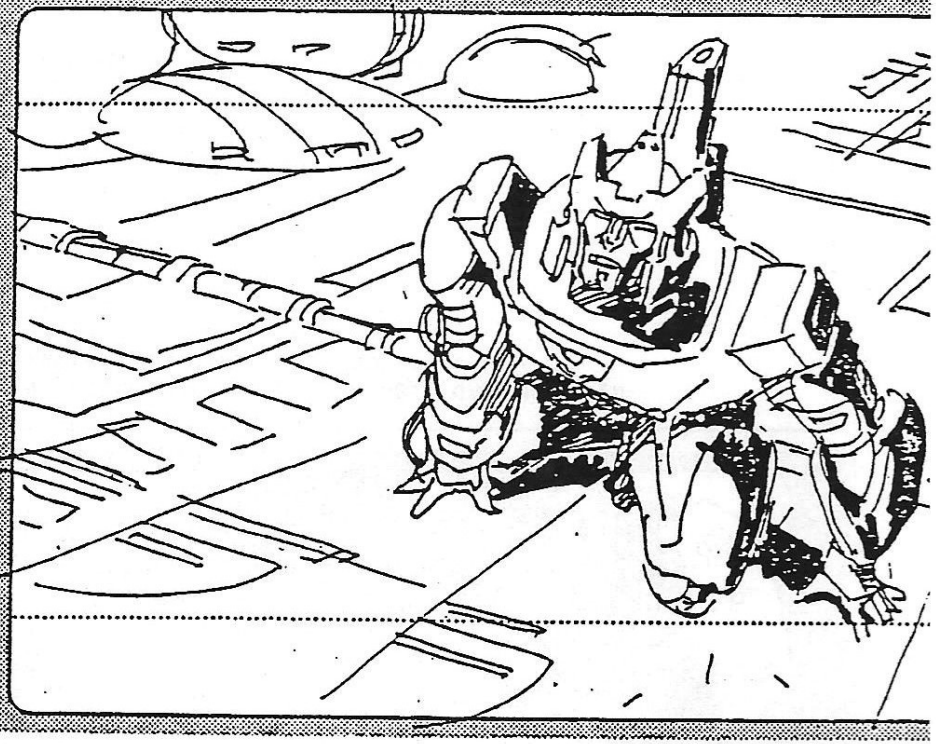
ACTION X.L. UP SHOT GALVATRON KNEELS ON THE RIM WHICH SURROUNDS UNICRON'S ENORMOUS HEAD, WHICH HAS COMPLETED ITS EMERGENCE.

DIAL

MUSIC/SFX

CAMERA

SC. 27-15



CTION M.L.S. GALVATRON LOOKS UP IN FEAR AND AMAZEMENT.

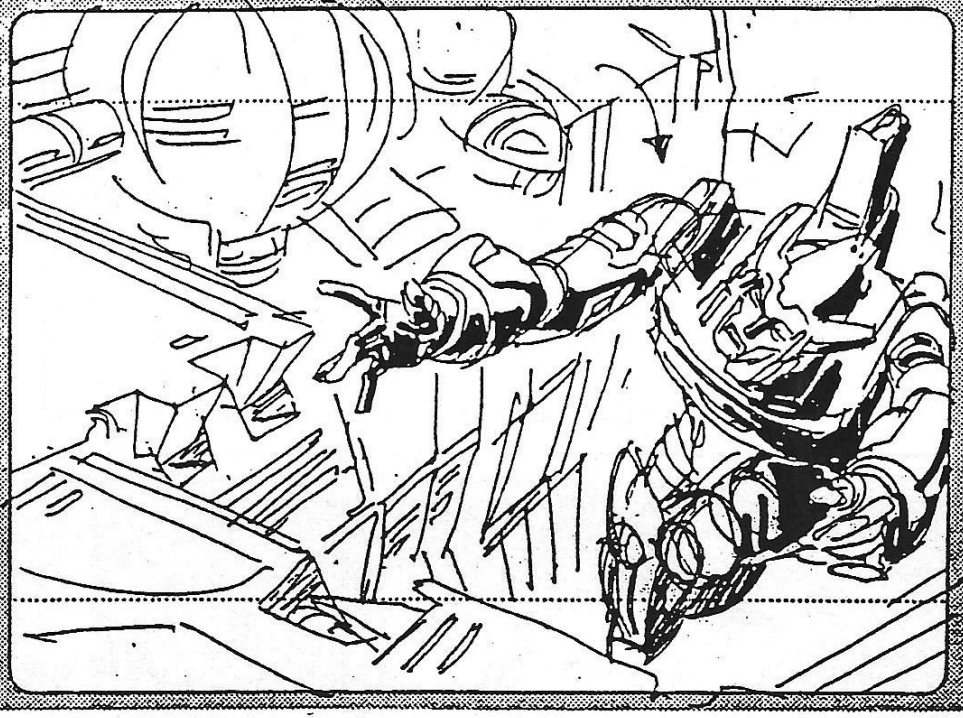
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 27-15



SC. 27-16 GALVATRON SEQ. 27 Page 12

ACTION SUDDENLY, THE METAL SURFACE HE KNEELS ON DROPS AWAY, AND HE FALLS THROUGH.

DIAL

MUSIC/SFX

CAMERA

ACTION CLOSE ON NEWLY FORMED CLIFF ON UNICRON'S FRONT. GALVATRON FALLS INTO SCENE...

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 27-16 START PAN → STOP SEQ. 27 Page 13

ACTION ...AND STOPS HIMSELF BY STEPPING AND GRABBING ONTO SMALL LEDGES IN THE CLIFF.

DIAL

MUSIC/SFX

CAMERA PAN RIGHT.

ACTION PAN RIGHT TO A SERIES OF MECHANISTIC LEDGES IN FRONT OF GALVATRON.

DIAL

MUSIC/SFX

CAMERA

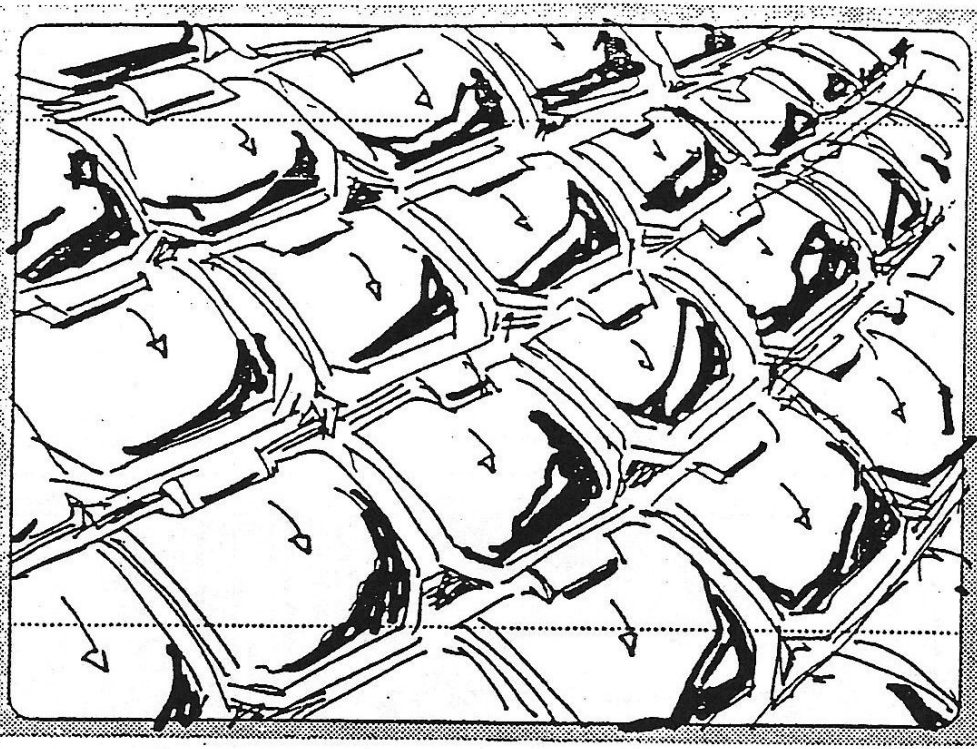
CONT.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 27-16

SC.

SEQ. 27 Page 17



ACTION THE LEDGES COLLAPSE AND FORM A SMOOTH METAL SURFACE.

DIAL

MUSIC/SFX

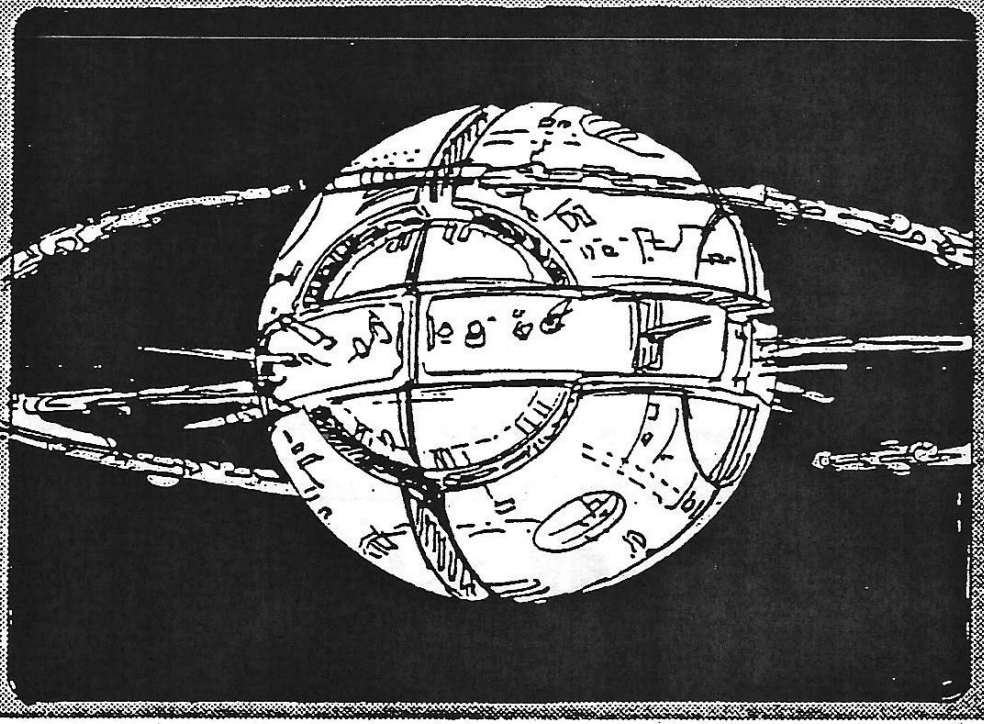
CAMERA

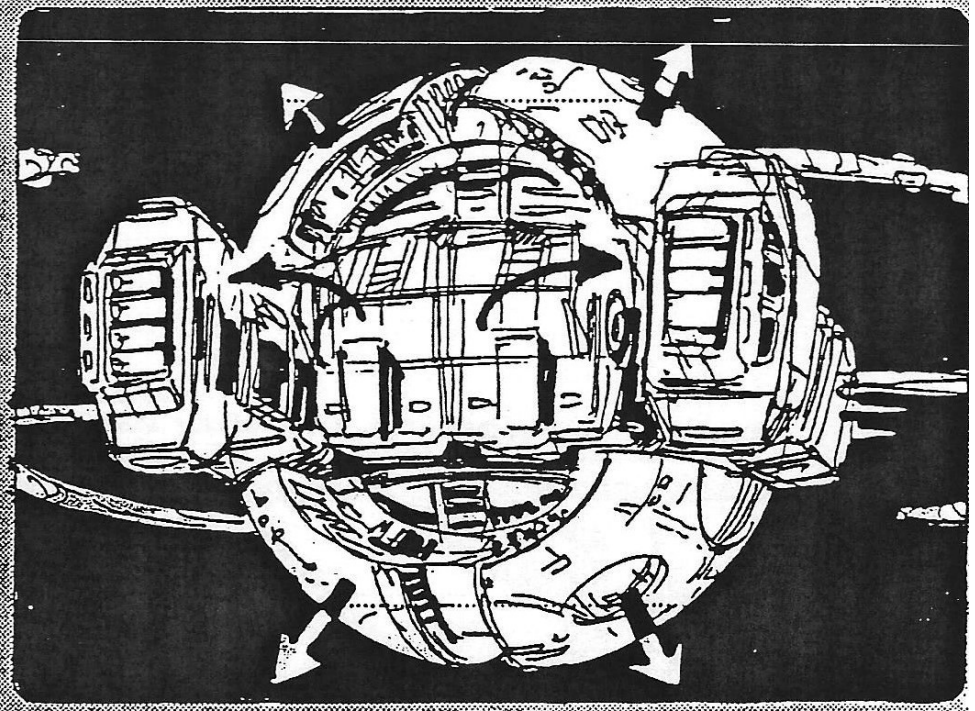
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. REAR VIEW OF UNICRON IN SPACE.

DIAL

MUSIC/SFX

CAMERA

ACTION AS THE FOUR QUARTERS CONTINUE SPLITTING AWAY FROM EACH OTHER, THE CIRCULAR PANEL WHICH HAD BEEN THE PLANET UNICRON'S REAR HINGES OPEN AND OUTWARD, ALONG THE THICK BAND OF UNICRON'S EQUATOR.

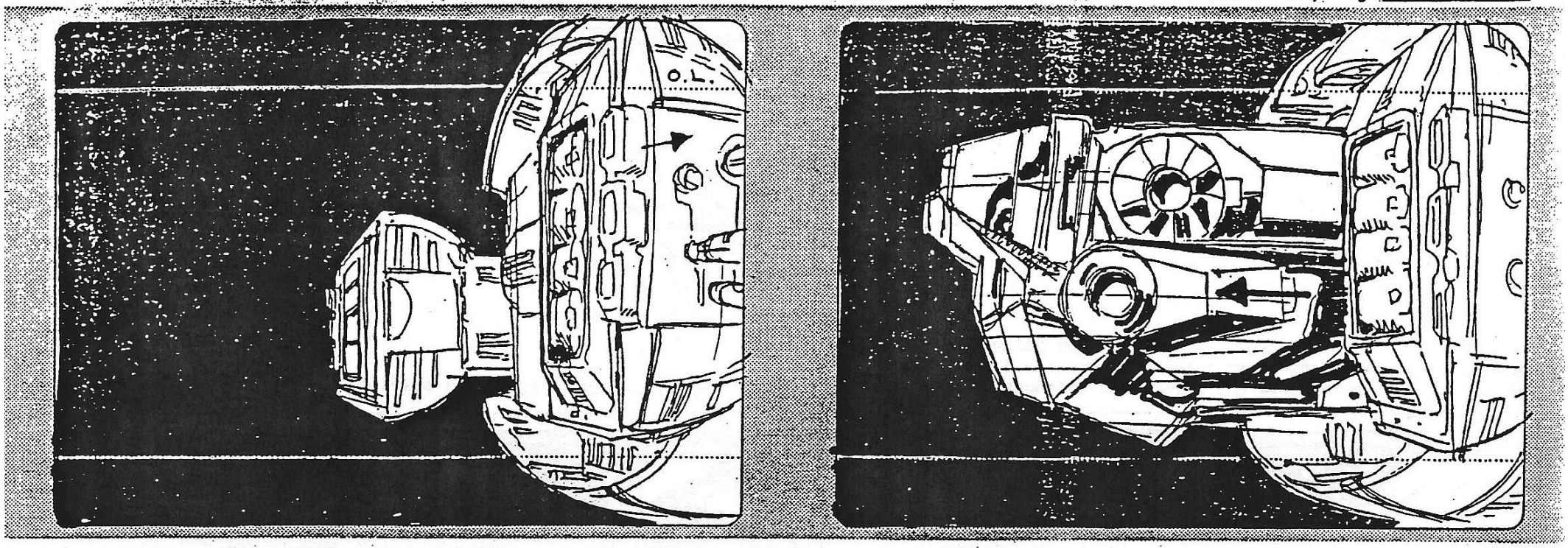
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-18 CONT. SC. 1 FOLLOW PANSEQ. 27 Page 16



ACTION M.S. SIDE VIEW OF NEWLY FORMED REAR OPENING. AS THE - REAR PANELS (WHICH WILL FORM ROBOT UNICRON'S FOREARMS) CONTINUE TO SLOWLY MOVE APART...

DIAL

MUSIC/SFX

CAMERA

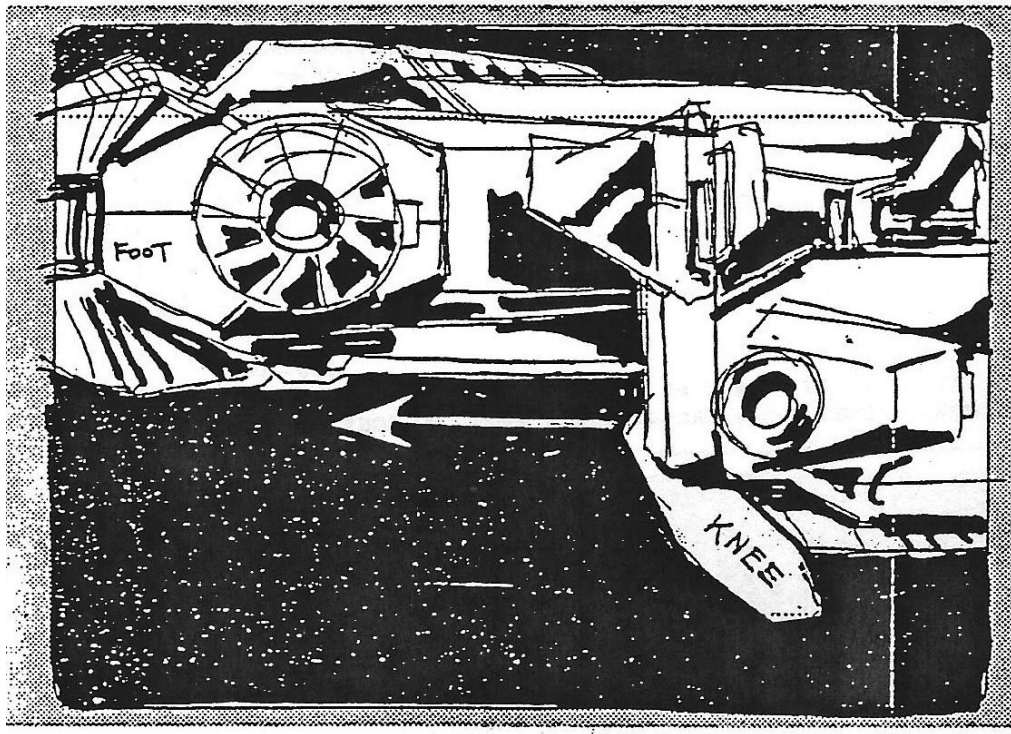
ACTION ...UNICRON'S LEGS, COMPACTLY FOLDED UP, SLIDE OUTWARD.

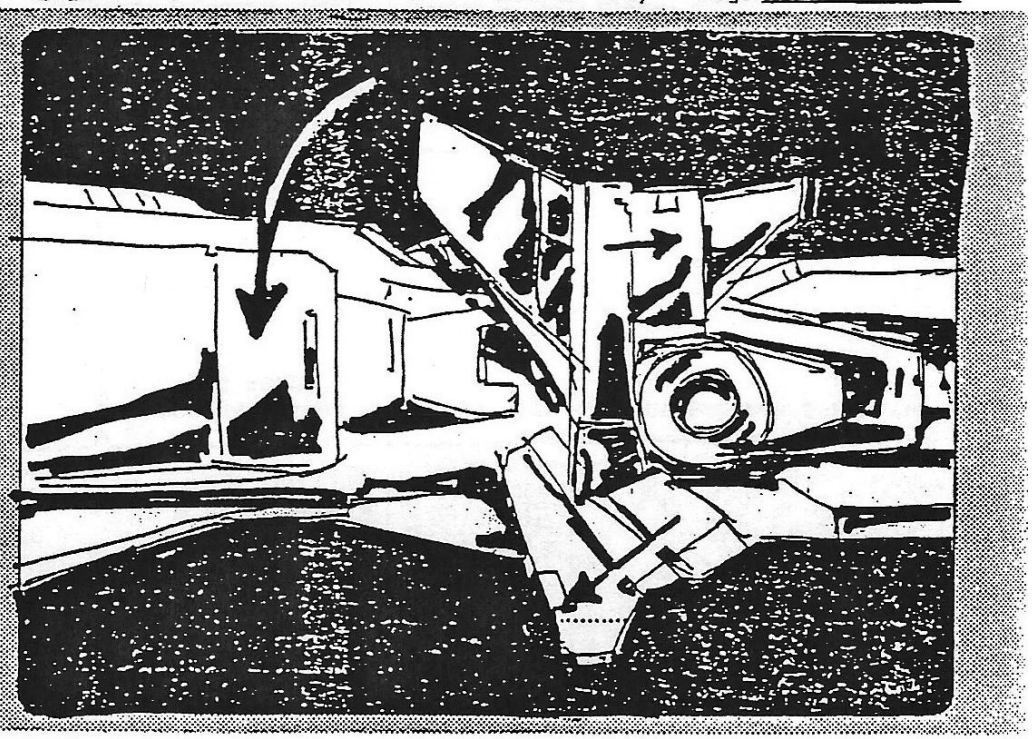
DIAL

MUSIC/SFX

CAMERA FOLLOW PAN ON UNICRON'S LEGS.

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION CAMERA PANS TO FOLLOW ACTION AS THE THIGH SECTIONS LOCK INTO THEIR EXTENDED POSITION, WHILE THE LOWER LEGS CONTINUE SLIDING OUT...

DIAL

MUSIC/SFX

CAMERA

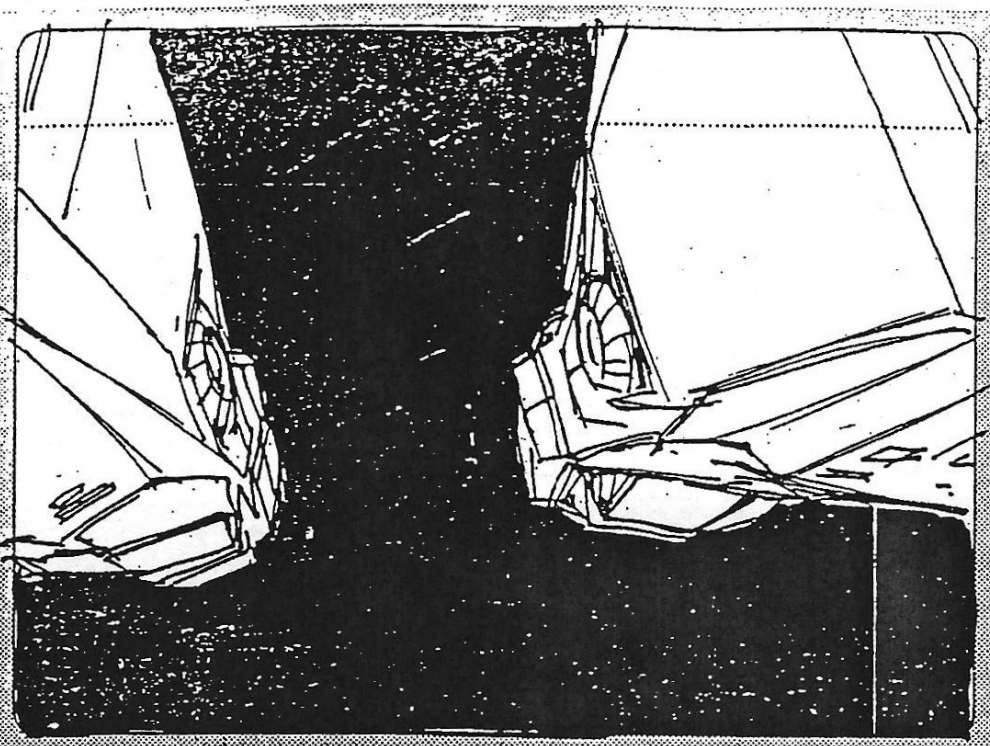
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

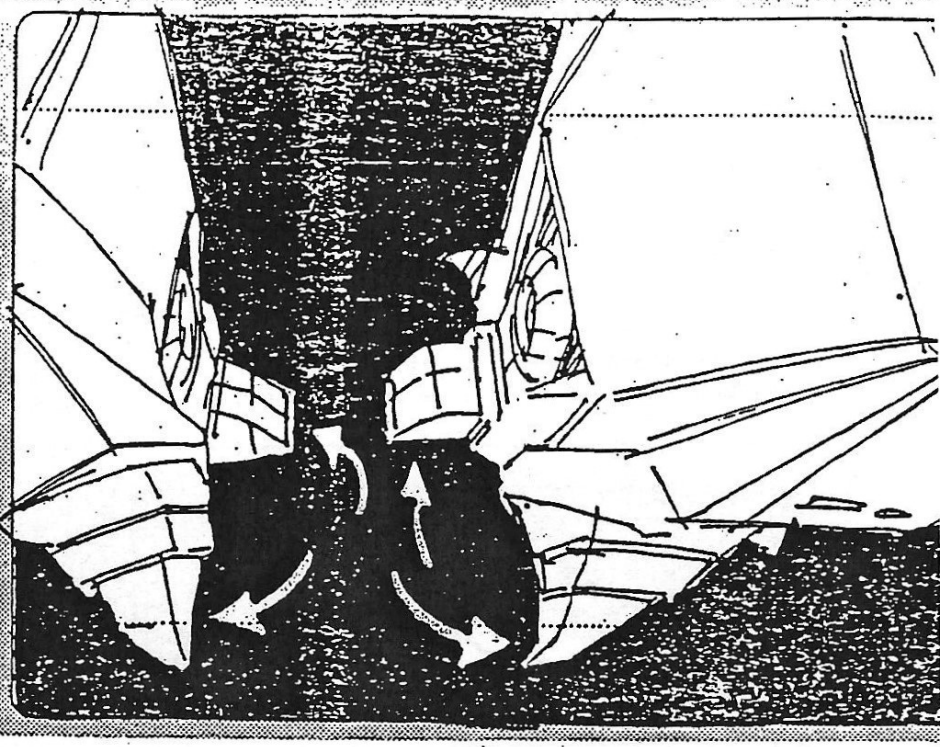
ACTION ...THEN, WHEN THE LOWER LEG SECTIONS HAVE SLID OUT COMPLETELY THEY DROP DOWN TO LINE UP WITH THE THIGHS. OTHER SECONDARY ACTIONS LOCK INTO PLACE TO COMPLETE THE TRANSFORMATION. (KNEE UNFOLDS: WINGS BEHIND THE KNEE SLIDE OUT).

DIAL

MUSIC/SFX

CAMERA





ACTION C.U. UP SHOT ON FRONT SIDES OF UNICRON'S LEGS. (UNICRON LIES IN A HORIZONTAL POSITION IN SPACE, AS IF ON HIS STOMACH).

DIAL

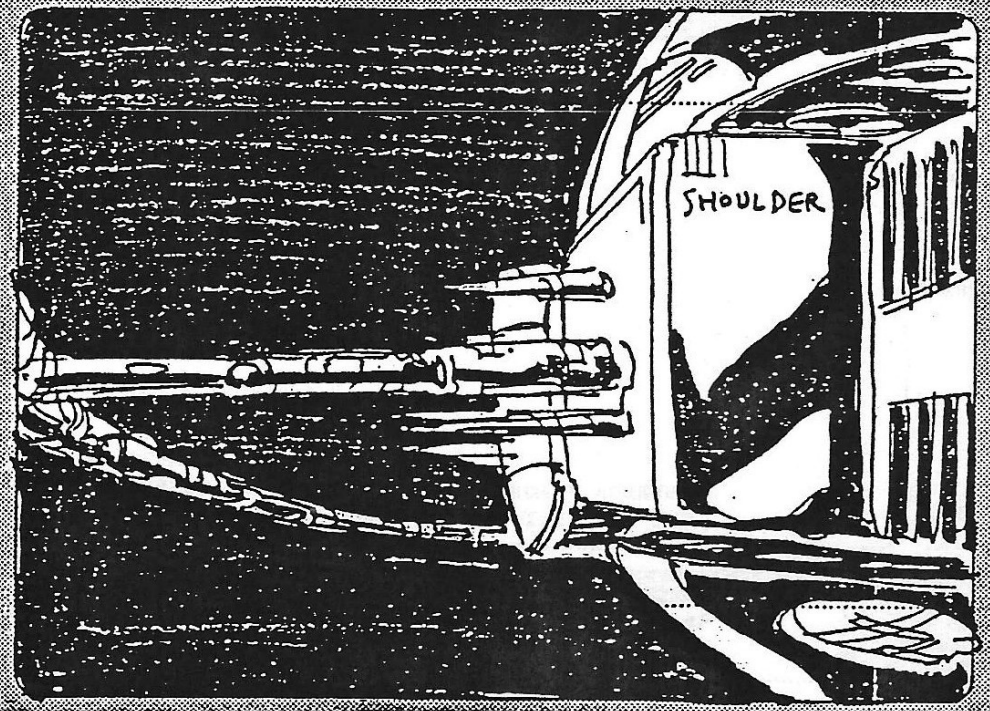
MUSIC/SFX

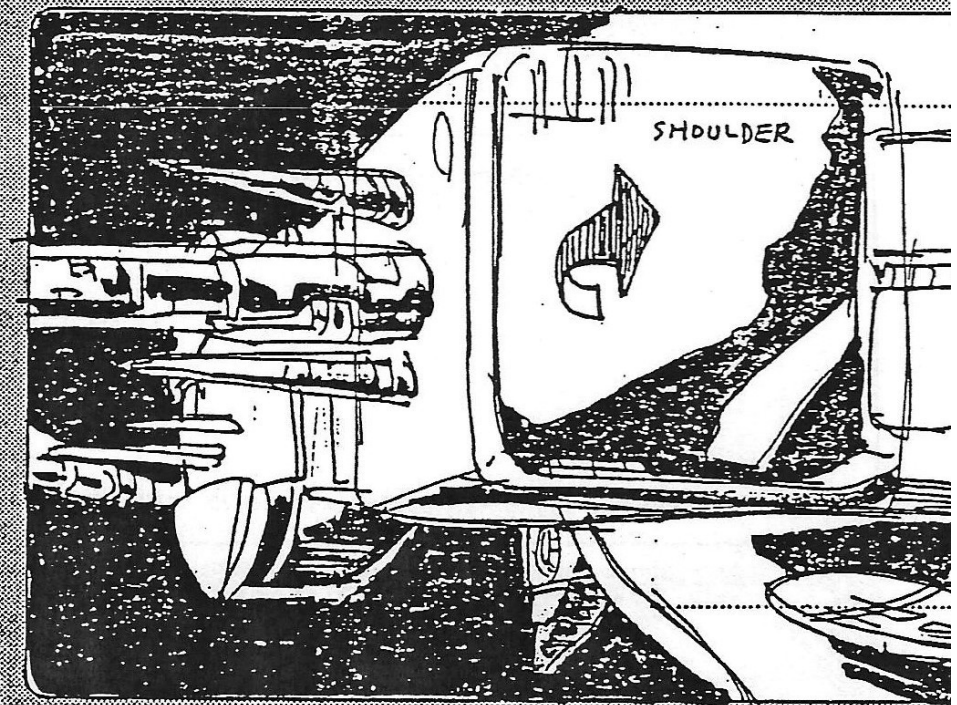
ACTION GIANT CLAWS UNFOLD AT THE BASES OF UNICRON'S FORMING THE FEET.

DIAL

MUSIC/SFX

TF RAW
From Revelation To Beast Hunters and Beyond!!!!



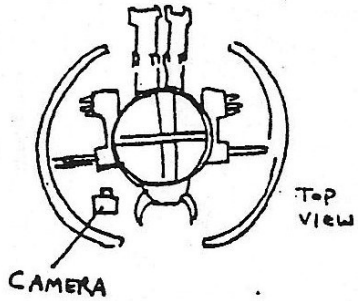


ACTION C.U. FRONT VIEW OF ROBOT UNICRON'S RIGHT SHOULDER.

DIAL

MUSIC/SFX

CAMERA



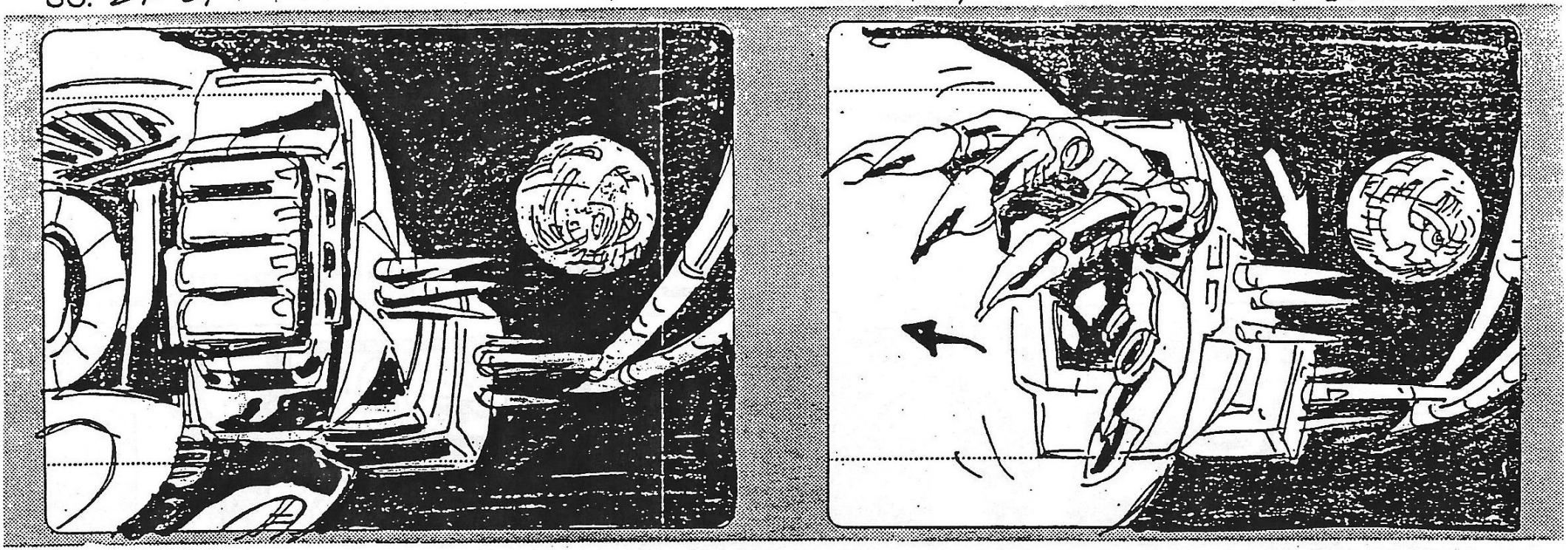
ACTION THE SHOULDER AND ENTIRE ARM ASSEMBLY SLIDES AWAY FORM THE BODY, AND FORWARD, LOCKING INTO PLACE WITH THE SHOULDER NEAR THE HEAD, O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M. UP SHOT REVERSE ANGLE, WITH CYBERTRON VISIBLE IN SPACE B.G. WE ARE CLOSE ON THE RIGHT HALF OF THE SPLIT CIRCULAR REAR PANEL (SCEEN IN SC. 16). IT SLIDES FORWARD...

DIAL

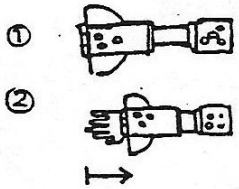
MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

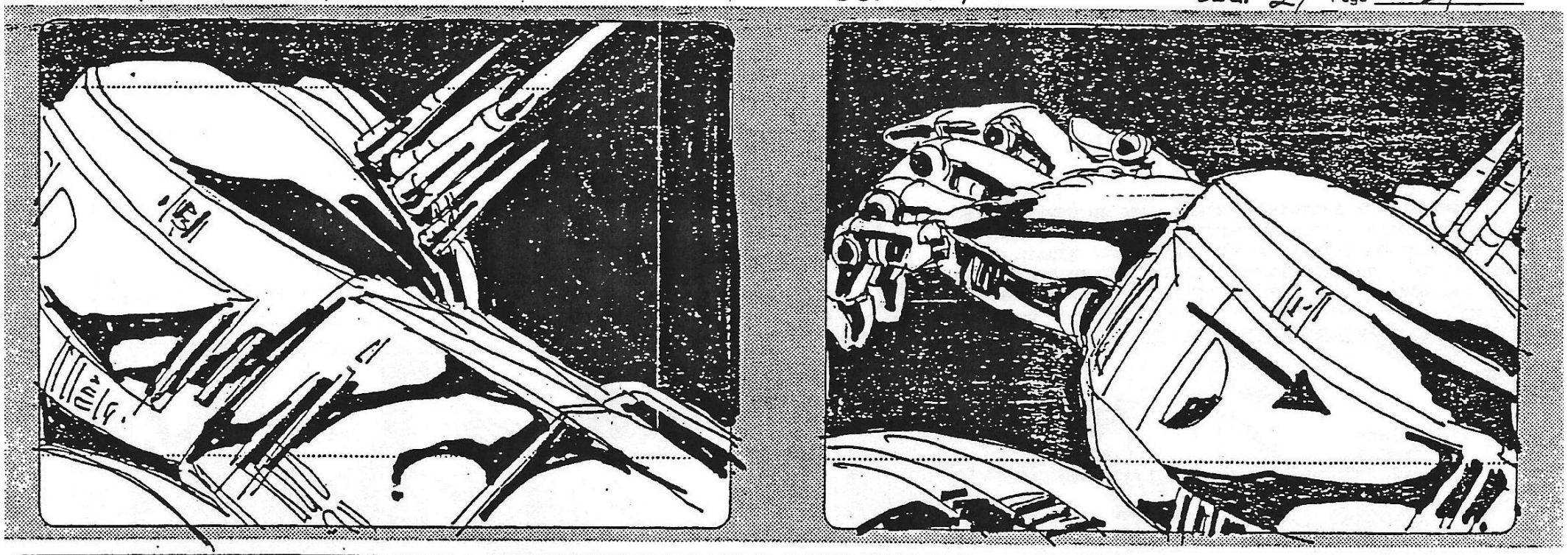
ACTION ...ALONG THELENGTH OF THE ARM, WHILE UNICRON'S RIGHT HAND EMERGES AND UNFOLDS.

DIAL

MUSIC/SFX



SC. 27-22 SC. CONT SEQ. 27 Page 21



ACTION C.U. SIDE VIEW ON UNICRON'S LEFT ARM.

DIAL

MUSIC/SFX

CAMERA

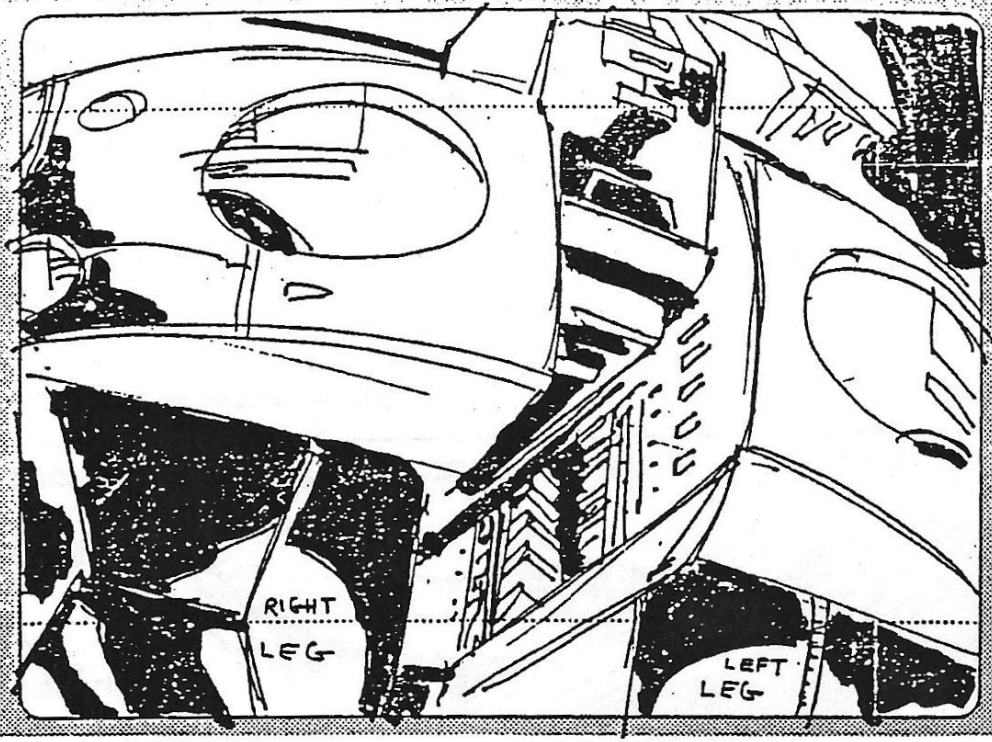
ACTION IT LIKEWISE SLIDES FORWARD, RELEASING THE LEFT HAND.

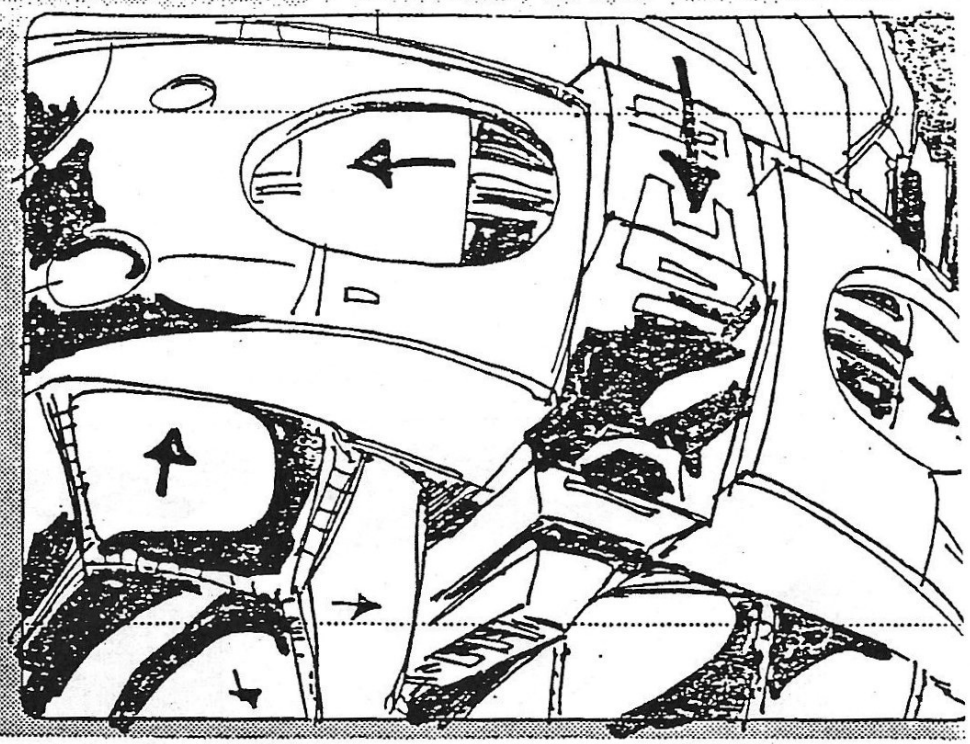
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C. UP SHOT UNICRON'S PELVIC AREA.

DIAL

MUSIC/SFX

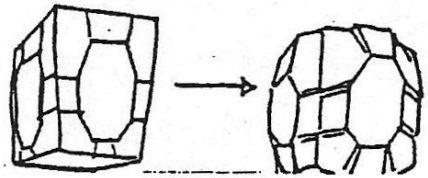
CAMERA

ACTION A VERTICAL "GROIN" SECTION SLIDES DOWN IN BETWEEN THE TWO HALVES OF THE PELVIS. SIMULTANEOUSLY, OTHER PANELS SLIDE WITHIN THE PELVIC BLOCKS. (THEIR MOVEMENT IS SEEN THROUGH THE LARGE CIRCULAR OPENINGS.) ALSO, UNICRON'S THIGHS SWELL UP FROM THEIR PREVIOUSLY FLAT FORMS.

DIA

MUSIC/SFX

THIGHS:

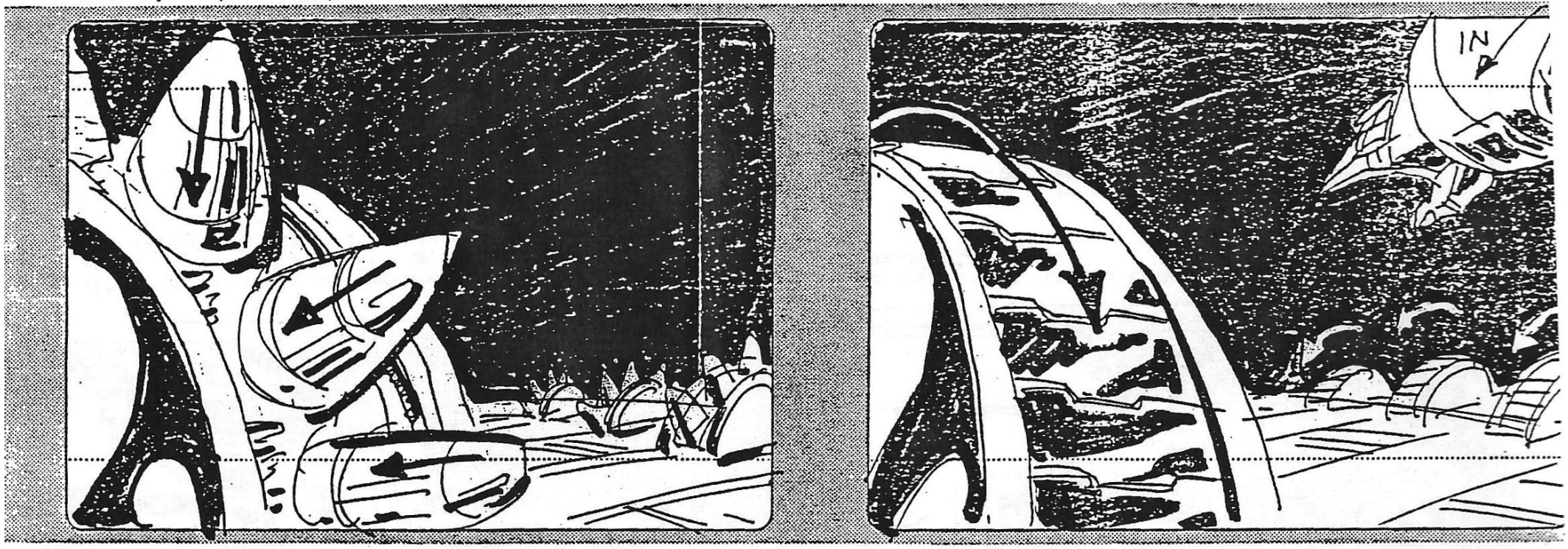


CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 27-24 CAM. - SHAKE

SC. CONT CAM. SHAKE SEQ. 27 Page 23



ACTION CLOSE UP ON AN UNSPECIFIED REGION OF UNICRON'S BODY.
PIKE-LIKE PROTUBERANCES RECEDE INTO CIRCULAR HOUSINGS.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

ACTION A FLEXIBLE METAL SHIELD SLIDES OVER THE HOUSINGS.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

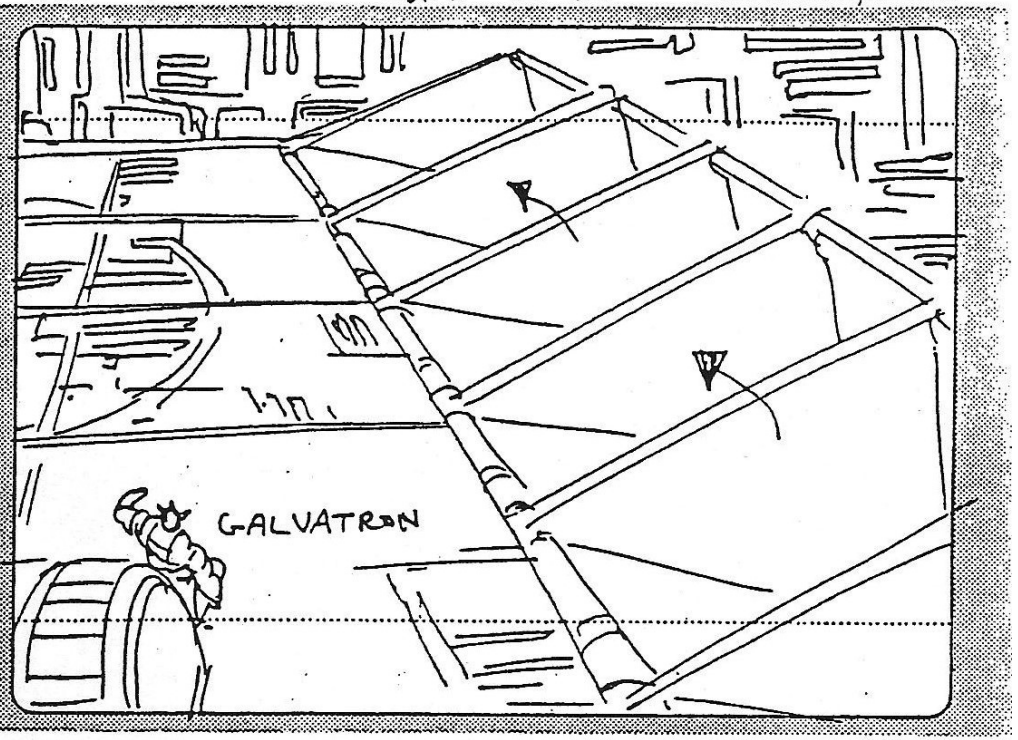
SC. CONT 27-24 CAM. SHAKE

ACTION M.S. GALVATRON (WITH MATRIX STILL AROUN NECK) STEPS BACK INTO SCENE..HE STOPS AND LEANS AGAINST THE SHIELDED CIRCULAR STRUCTURE. HE LOOKS O.S. IN FEAR.

DIAL

MUSIC/SFX

SC. 27-25 CAM. SHAKE



ACTION WIDE DOWN SHOT _ REVERSE ANGLE. GALVATRON LOOKS ON AS LARGE RECTANGULAR BOXES RISE FROM THE GROUND..

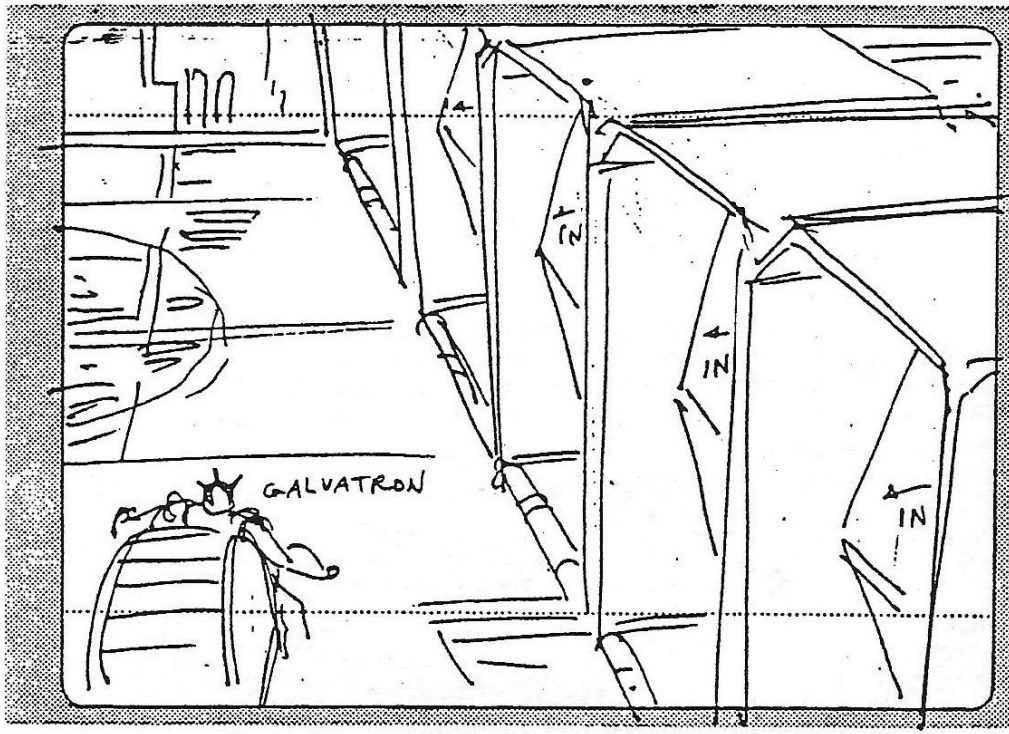
DIAL

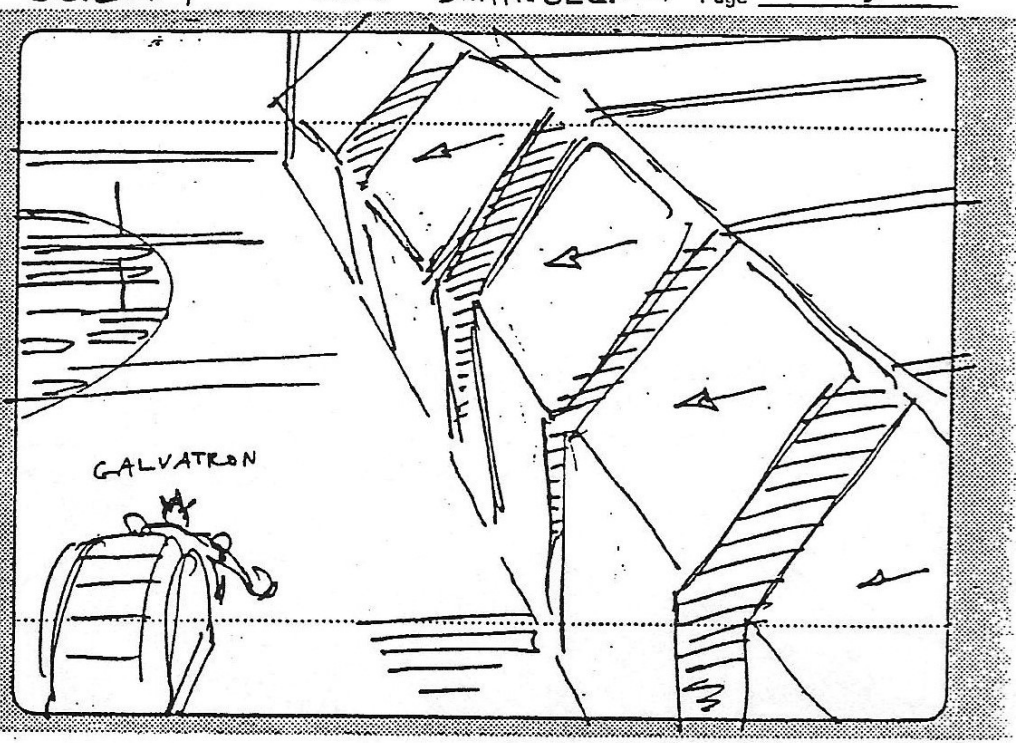
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 27-25 CAM. SHAKE

SC. CONT CAM. SHAKE SEQ. 27 Page 25





ACTION ...THEY STAND UP AND STOP.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

ACTION ANGULAR EDGES FILL THE BOXES, LOCKING THEM IN PLACE.

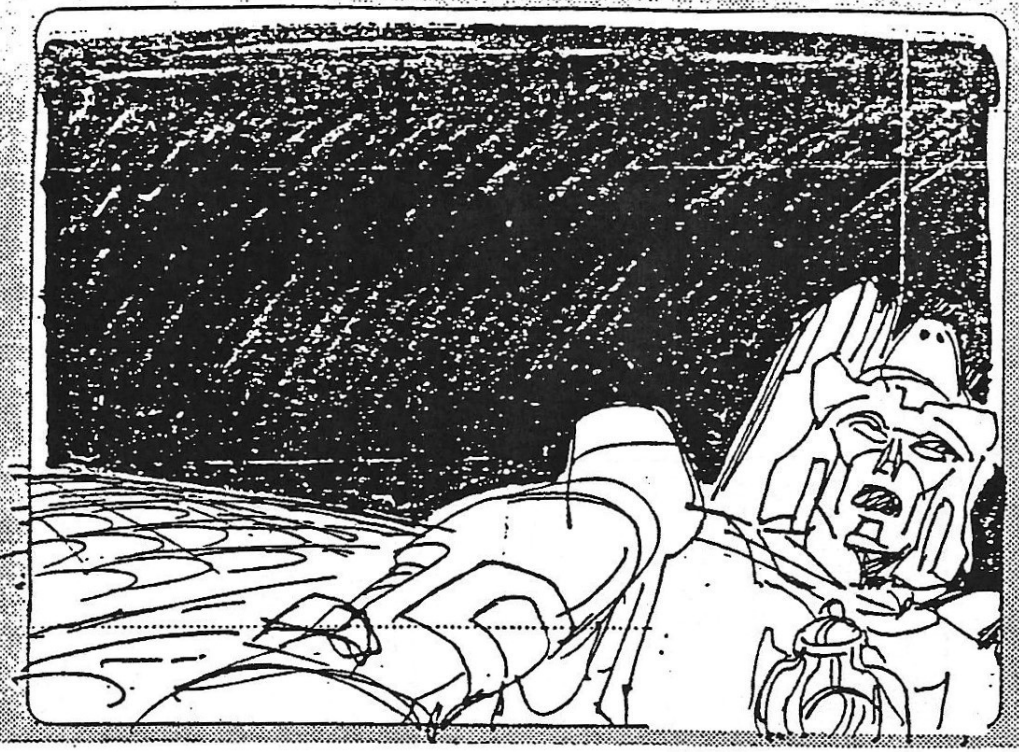
DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible] CAM. SHAKE



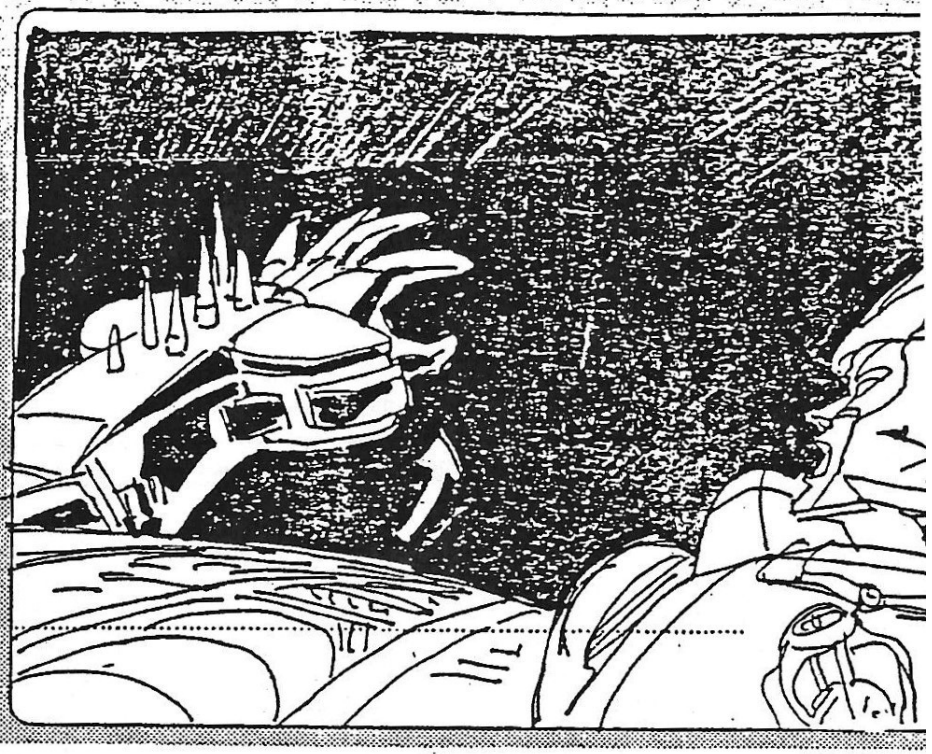
ACTION UP SHOT _ C.U. GALVATRON REACTS TO THE GIANT TRANSFORMING STRUCTURES. (FROM HIS SCALE, HE CAN'T GET THE FULL PICTURE OF UNICRON'S FORM - HE IS MERELY BEING BUFFETED AROUND BY UNICRON'S MINUTE "FINISHING TOUCHES".)

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

SC. CONT. CAM. SHAKE



ACTION THEN, FROM THE HORIZON BEHIND HIM, UNICRON'S HAND RISES UP. GALVATRON TURNS HIS HEAD AND REACTS IN SURPRISE.

DIAL

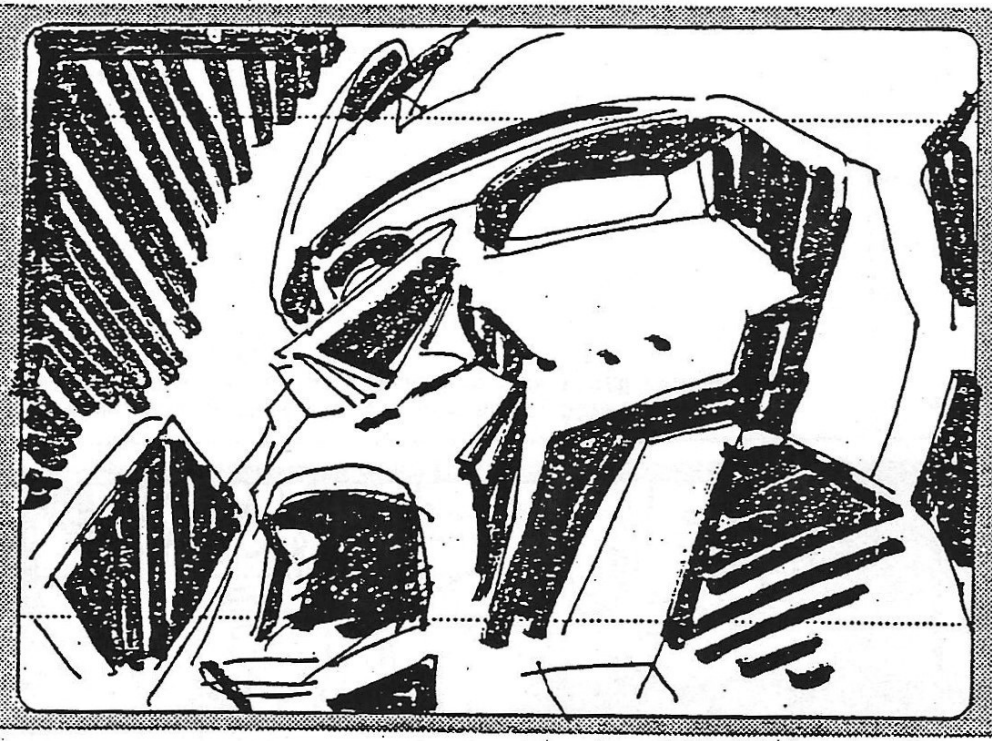
MUSIC/SFX

CAMERA

TF RAW
From Transformers to Beast Wars and Beyond

SC. CONT 27-26

SC. 27 - Page 27



ACTION X.C.U. GALVATRON SCREAMS IN TERROR.

DIAL

MUSIC/SFX

CAMERA CAM. SHAKE

ACTION

DIAL

MUSIC/SFX

CAMERA

L-40

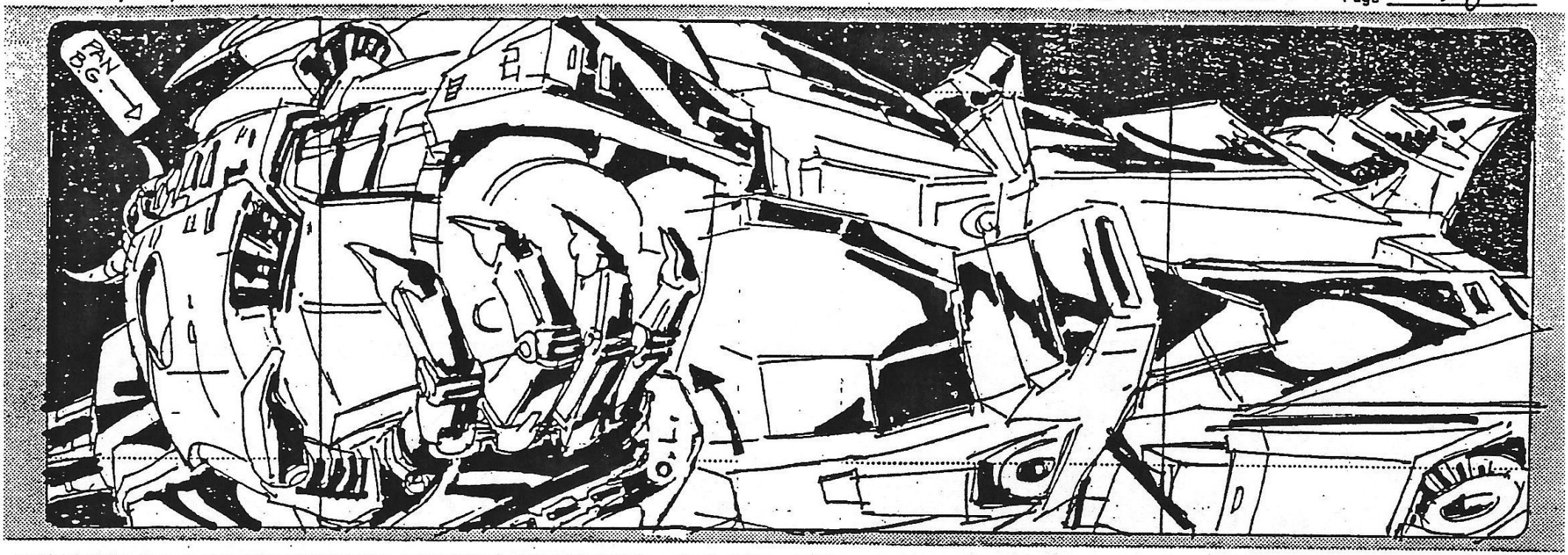
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.27-27 STOP

PAN UP

SEQ. 27 START

Page 28



ACTION VIEW FROM SPACE, THE FULLY TRANSFORMED ROBOT - MODE UNICRON. CAMERA PANS UP FROM HIS FEET, STOPPING ON HIS BARELY VISIBLE HEAD.

DIAL UNICRON — For a time, I considered sparing your measly...

MUSIC/SFX

CAMERA PAN UP WITH HORIZONTAL PAN ON STARFIELD B.G.

ACTION

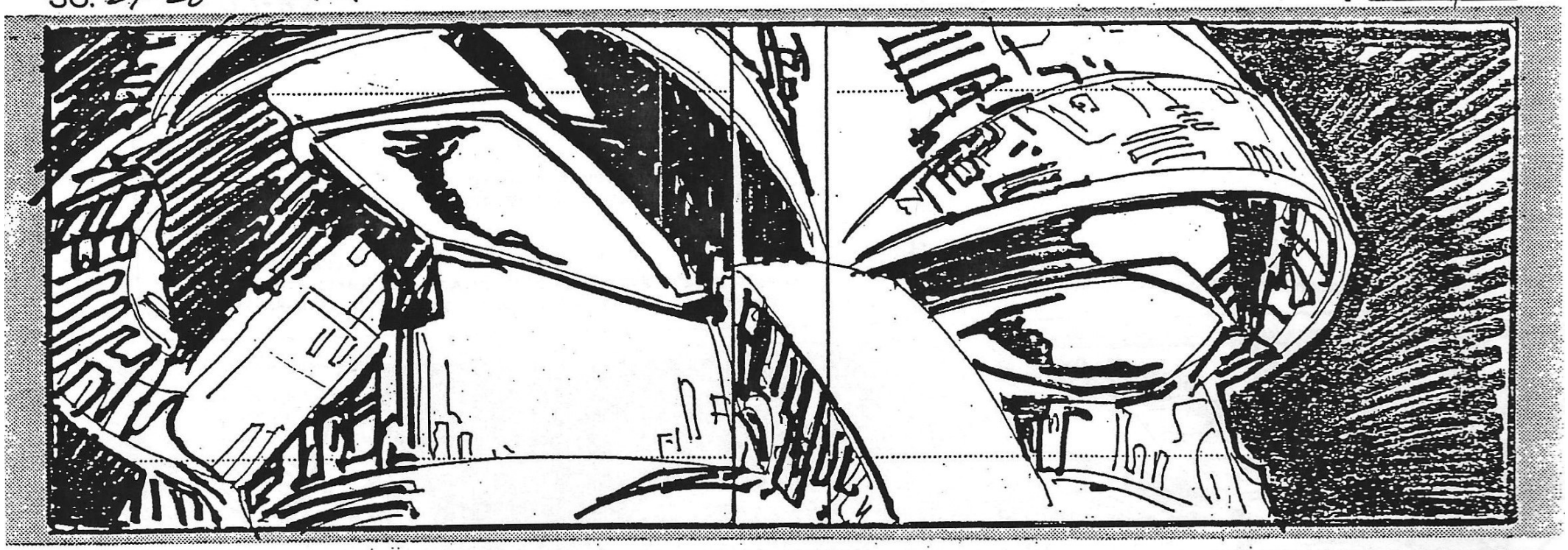
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 27-28 STOP ← PAN → START SEQ. 27 Page 29



ACTION X. CLOSE (THOUGH ACTUALLY QUITE FAR) UP ON UNICRON'S EYES. PAN ACROSS THE ENORMOUS FACE - THE SURFACE OF WHICH IS INTRICATELY DETAILED WITH MECHANISTIC PANELING. THE EYES GLOW WITH HOT ANGER.

DIAL

UNICRON (CONT). ...little planet, Cybertron.

MUSIC/SFX

CAMERA PAN LEFT. WITH B.G. PAN. BACKLIT EYE GLOW.

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!

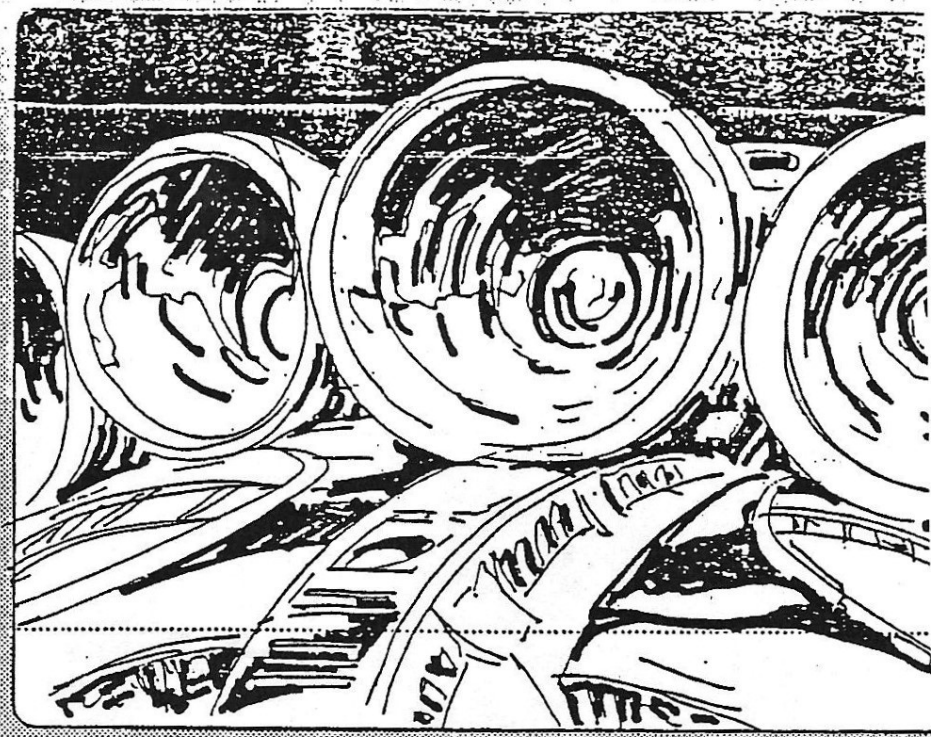
ACTION

← PAN STARFIELD B.G.

DIAL

MUSIC/SFX

CAMERA



ACTION CYBERTRON IN DEEP SPACE, LOOKING LONELY AND VULNERABLE. UNICRON'S GIANT HEAD MOVING INTO THE SCENE GLIDES TOWARD IT MENACINGLY.

DIAL

UNICRON (CONT) ...But now you shall witness his dismemberment.

MUSIC/SFX

CAMERA

ACTION X. CLOSE ON UNICRON'S REAR ROCKET THRUSTERS.

DIAL

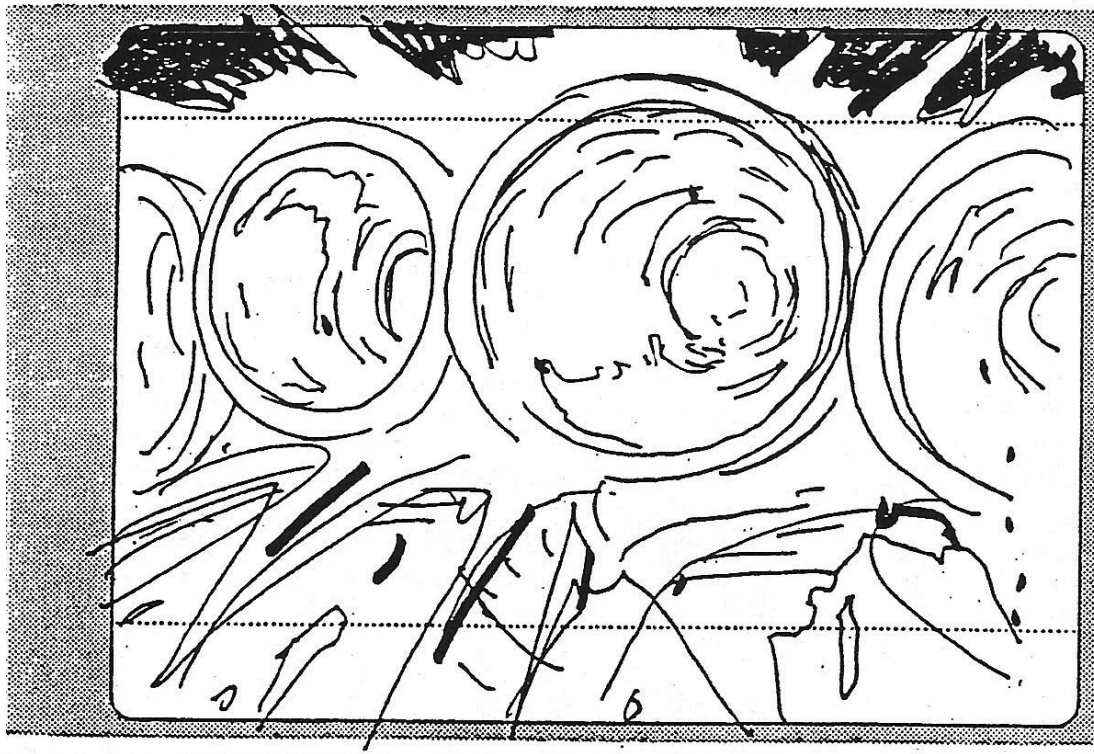
MUSIC/SFX

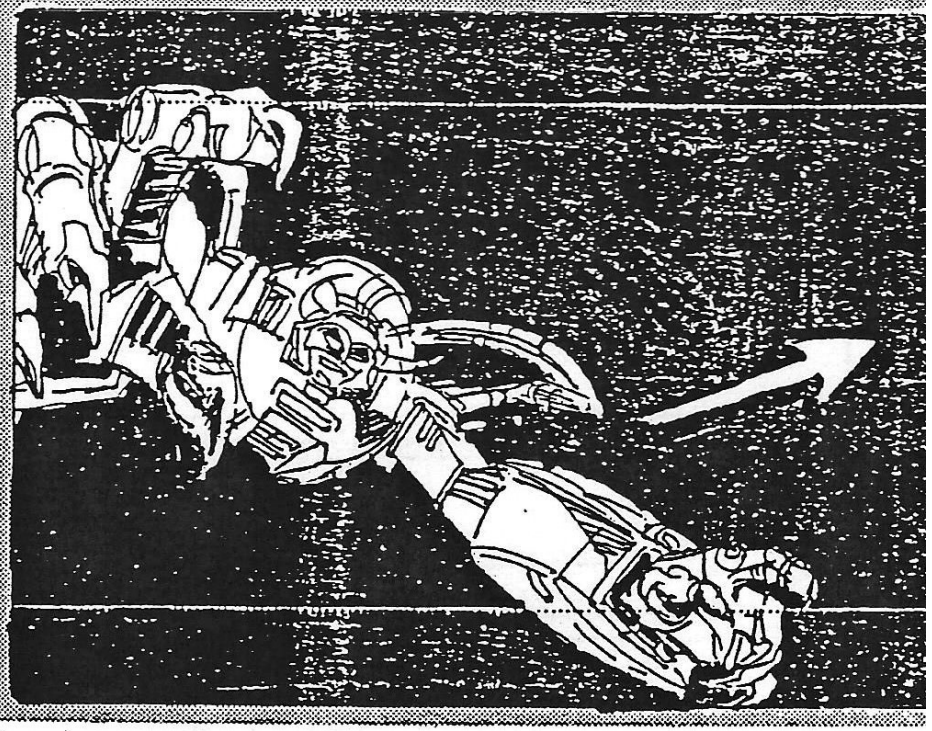
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

CONT. SC. 27-30

SC. 27-31

SEQ. 27 Page: 31





ACTION THEY LIGHT UP AND BLAST OFF.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. UNICRON FLIES TOWARD CYBERTRON, O.S.

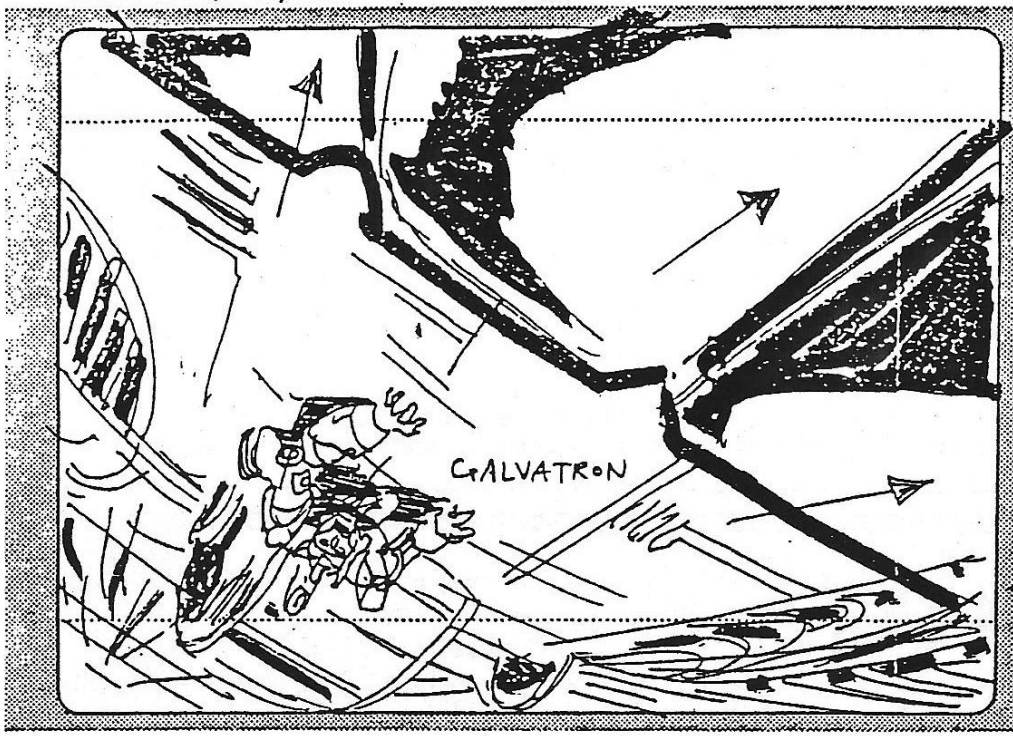
DIAL

MUSIC/SFX

CAMERA

CON

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION AS UNICRON FLIES CLOSE PAST CAMERA, WE SPOT GALVATRON HELPLESSLY RIDING ALONG.

DIAL

MUSIC/SFX

CAMERA

ACTION GALVATRON'S FACE FILLS THE SCREEN AS HE SCREAMS, PROTESTING.

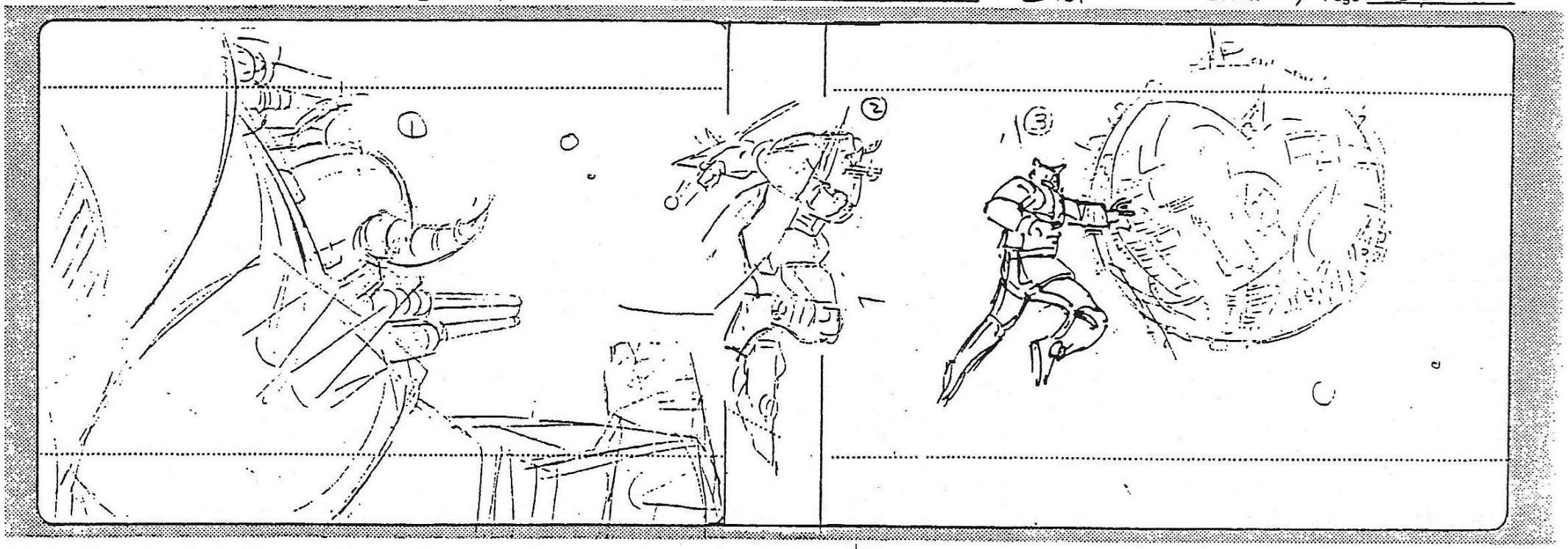
DIAL GALVATRON No!!!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-32 START PAN STOP SEQ. 27 Page 33



ACTION M.C.U. UNICRON. HE FLIES FORWARD AND GAINS AS WE PAN OVER TO...

DIAL

MUSIC/SFX

CAMERA

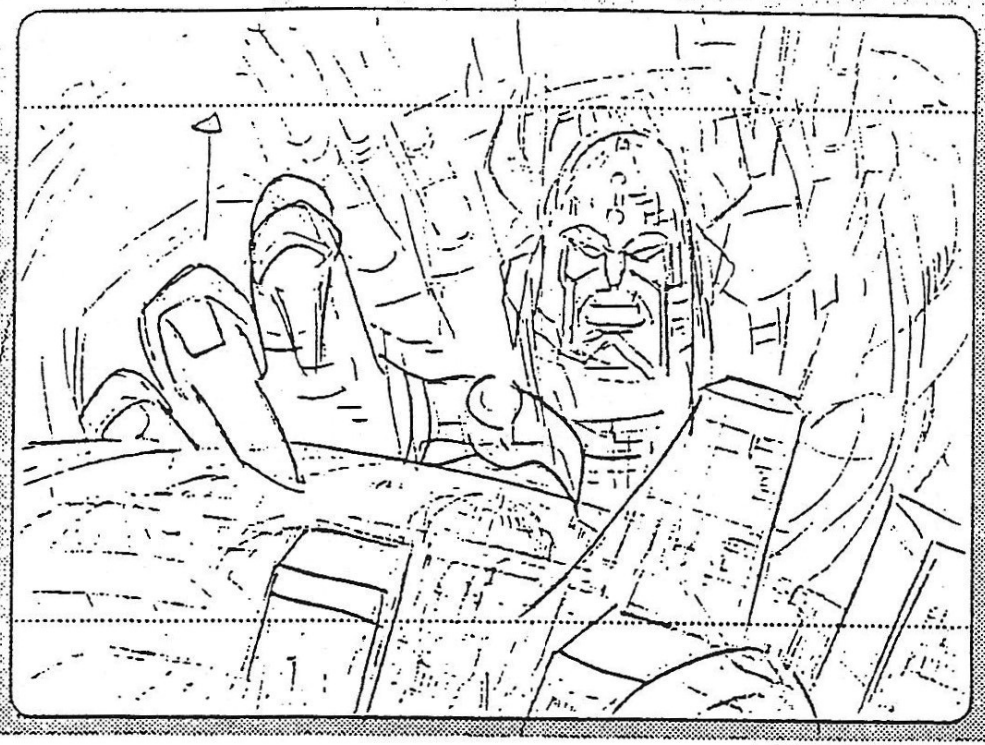
ACTION ...CYBERTRON. UNICRON CLOSES IN ON THE METALLIC PLANET.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

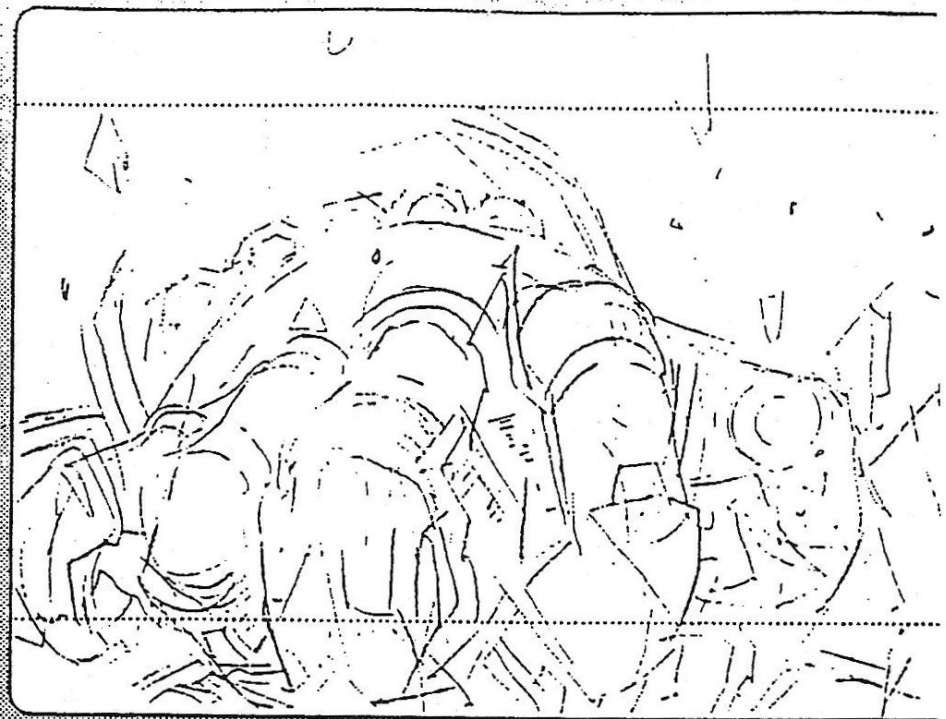


ACTION M.L.S. UNICRON WITH CYBERTRON IN THE FOREGROUND. UNICRON REACHES FORWARD.

DIAL

MUSIC/SFX

CAMERA



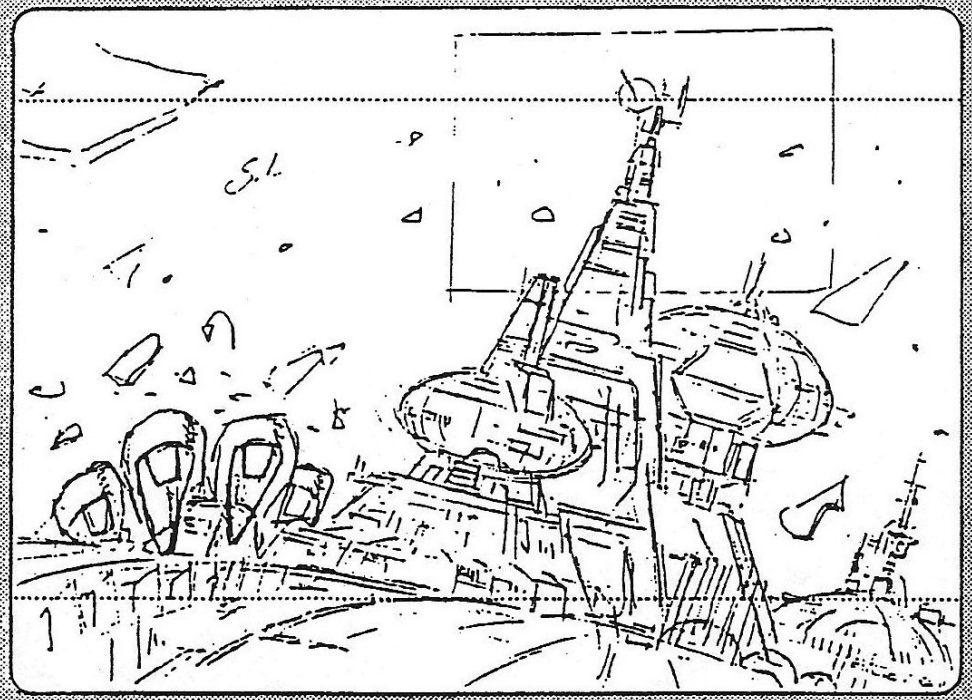
ACTION ...AND DIGS HIS CLAWS INTO THE SURFACE OF CYBERTRON.

DIAL

MUSIC/SFX

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!

SC. 27-34 CAM. : SHAKE.



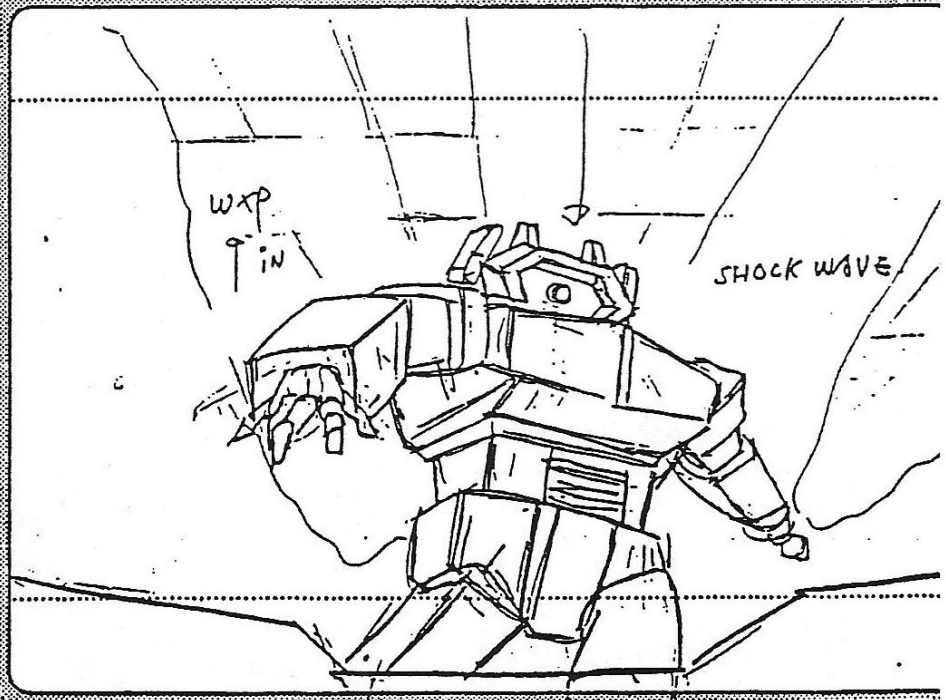
ACTION M.S. CYBERTRON AS UNICRON'S CLAWS MOVE IN AND TAKE AHOLD OF A SECTION OF THE PLANET.

DIAL

MUSIC/SFX

CAMERA

SC. 27-35 CAM SHAKE. SEQ. 27 Page 35



ACTION M.S. SHOCKWAVE. HE STANDS IN THE CONTROL CENTER AND SHOUTS COMMANDS TO THE DECEPTICONS.

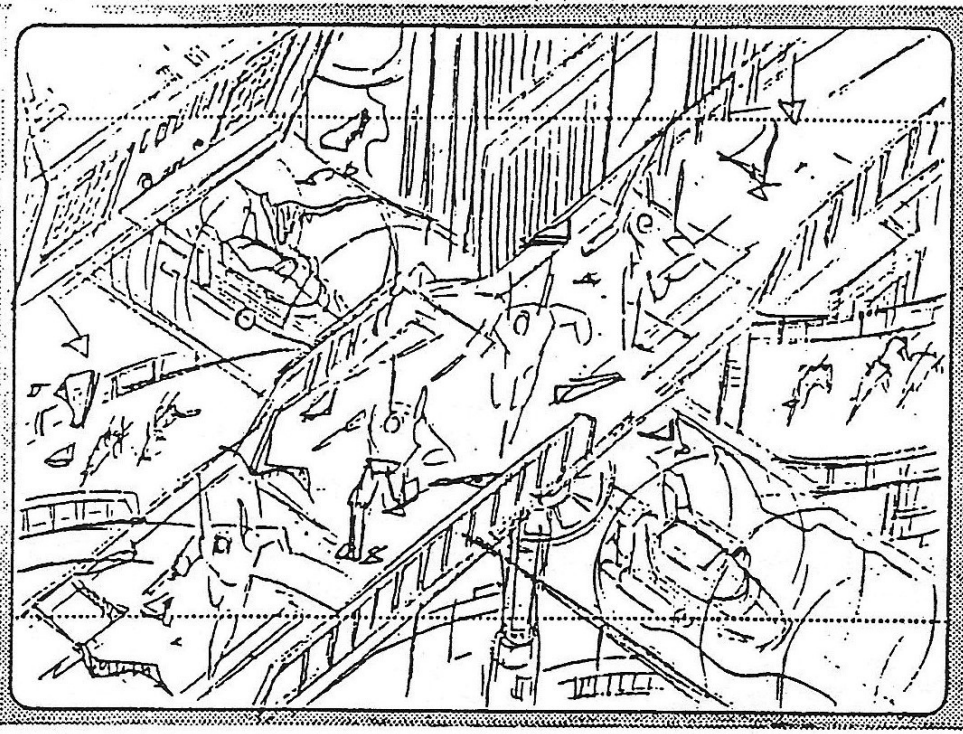
DIAL SHOCKWAVE Decepticons... We're under attack..! Scramble...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-36



ACTION L. DOWN SHOT DECEPTICONS FROM ALL OVER THE PLANET RACE TO THEIR BATTALE STATIONS.

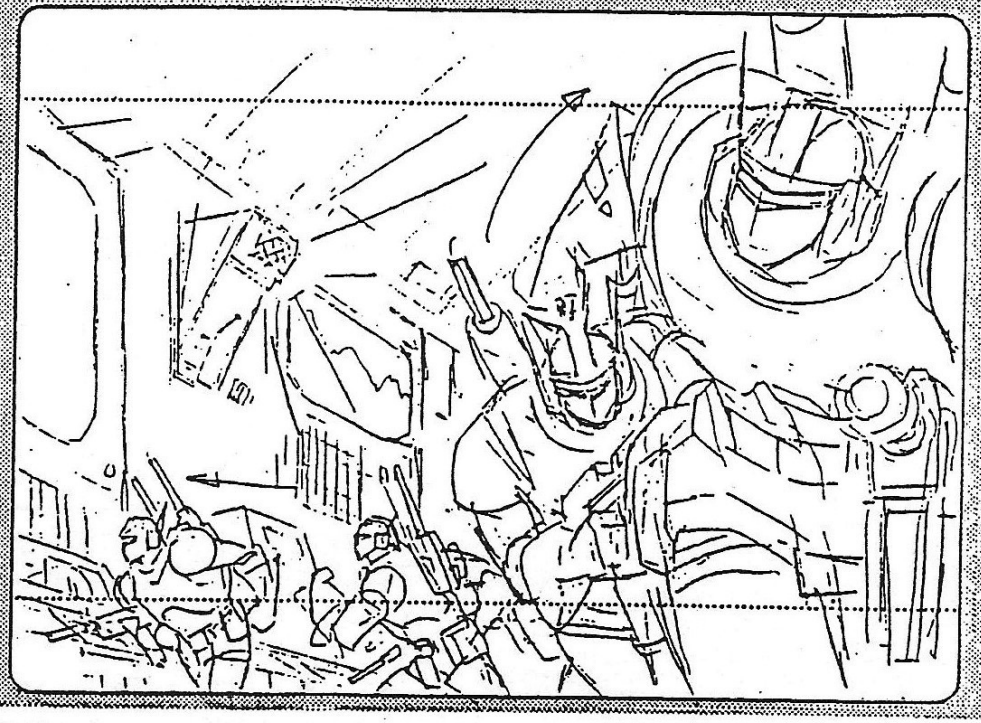
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-37



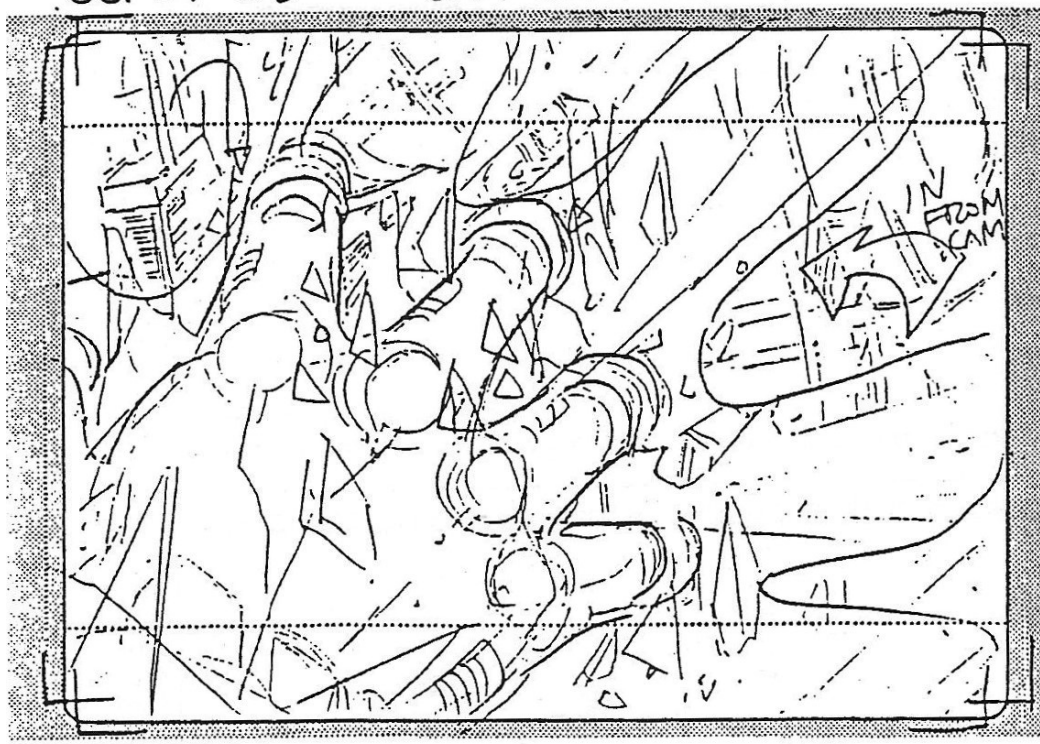
ACTION M.L.S. VARIOUS DECEPTICONS GRAB THEIR WEAPONS AND RUN TO TAKE UP POSITIONS TO BATTLE UNICRON O.S.

DIAL

MUSIC/SFX

CAMERA

SC. 27-38 CAM SHAKE.



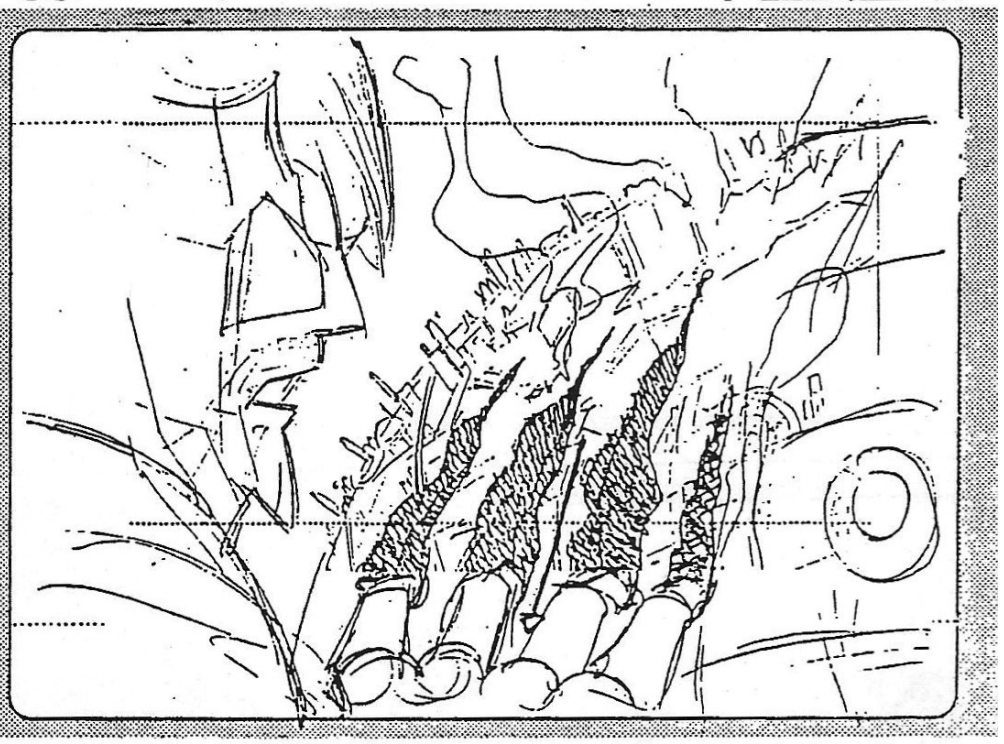
ACTION C.U. UNICRON'S HAND REACHES DOWN FROM CAMERA AND CLAWS AT CYBERTRON.

DIAL

MUSIC/SFX

CAMERA

SC. 27-39



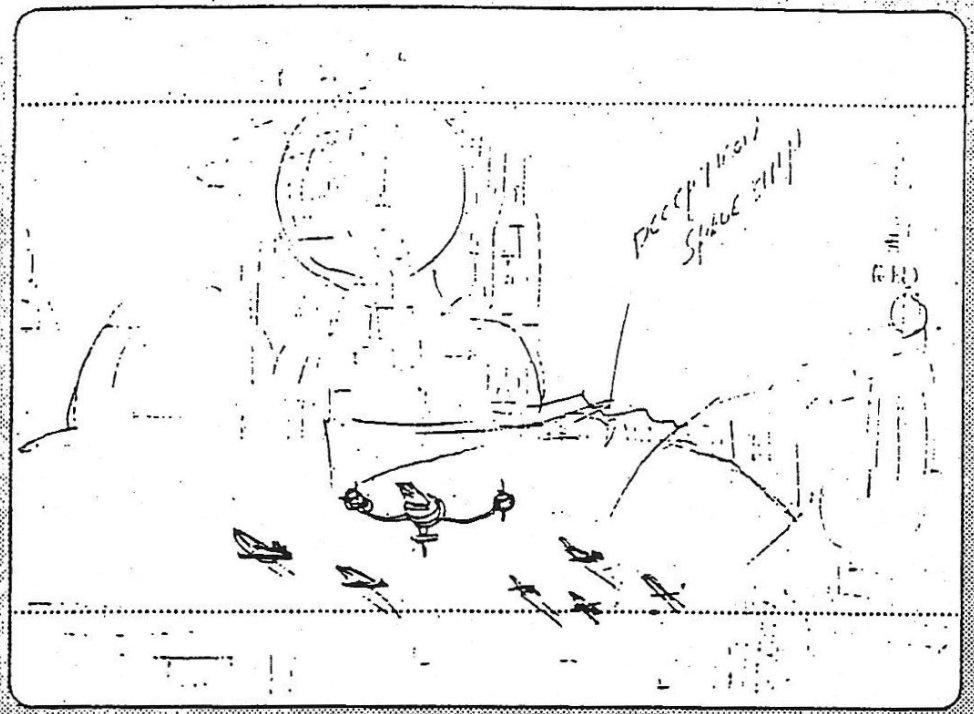
ACTION M.C.U. UNICRON. HIS CLAWS RIP INTO THE SURFACE OF CYBERTRON TEARING LONG GASHES THROUGH ITS COMPLEX OF BUILDINGS.

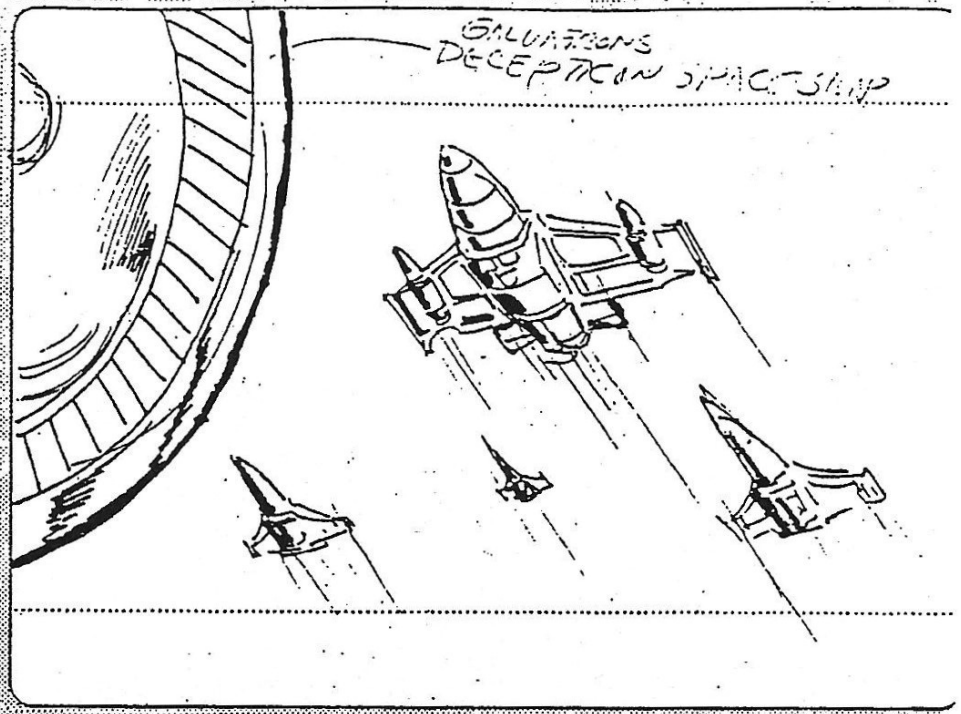
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. CYBERTRON AS SQUADRONS OF DECEPTICON FIGHTERS HEAD UP TOWARD UNICRON O.S.

DIAL

MUSIC/SFX

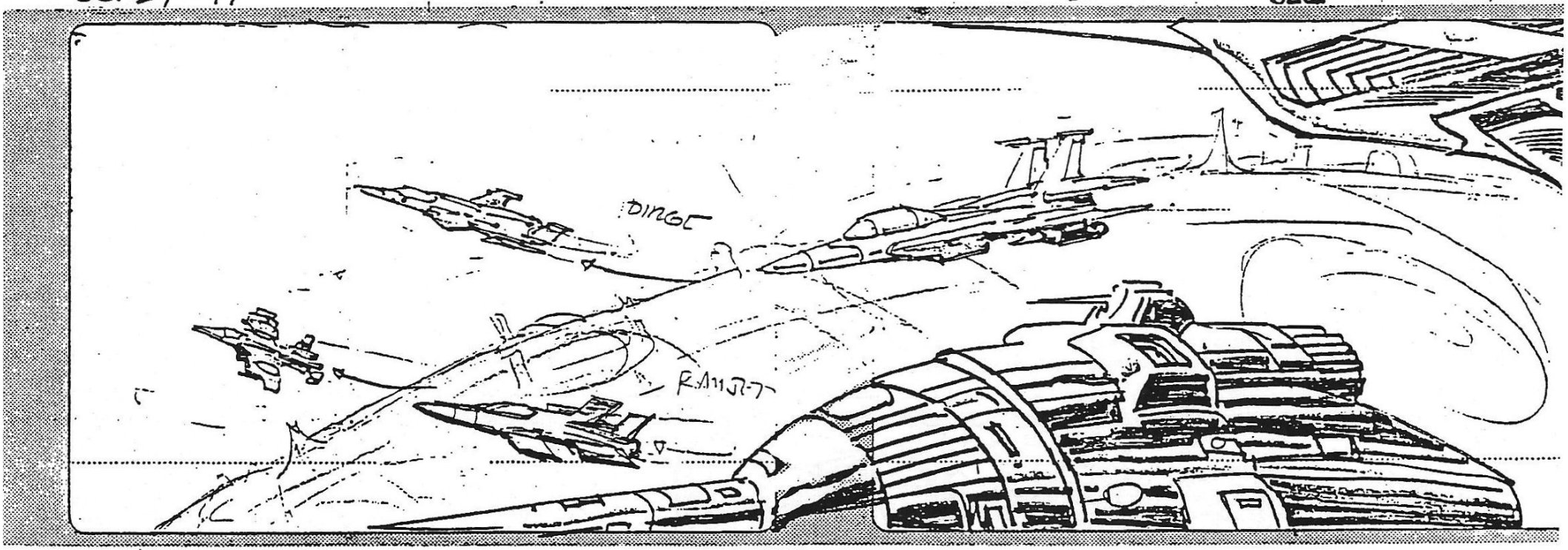
ACTION WE PAN UP WITH THEM AS THEY MOVE IN TOWARD US.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-41 STOP ← PAN START SEQ. 27 Page 39



ACTION X.L.S. THE FLEET OF FIGHTERS MOVES AWAY FROM CYBERTRON.

WE PAN AHEAD OF THE DECEPTICON SPACE SHIP TO SEE THE PLANES START TO CLIMB TOWARD UNICRON O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

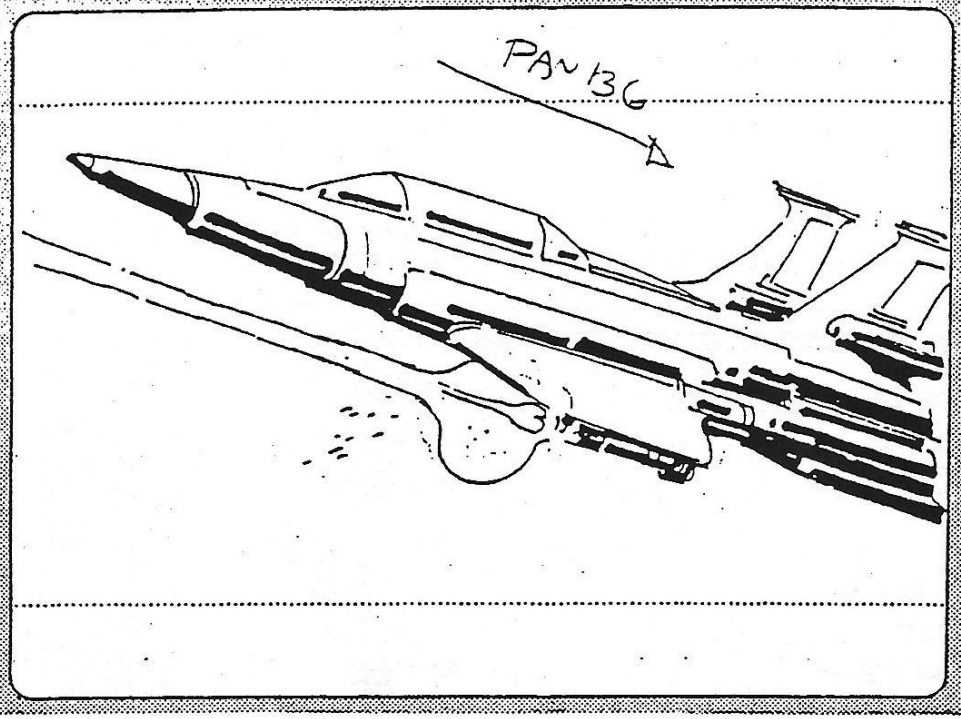
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-41-A

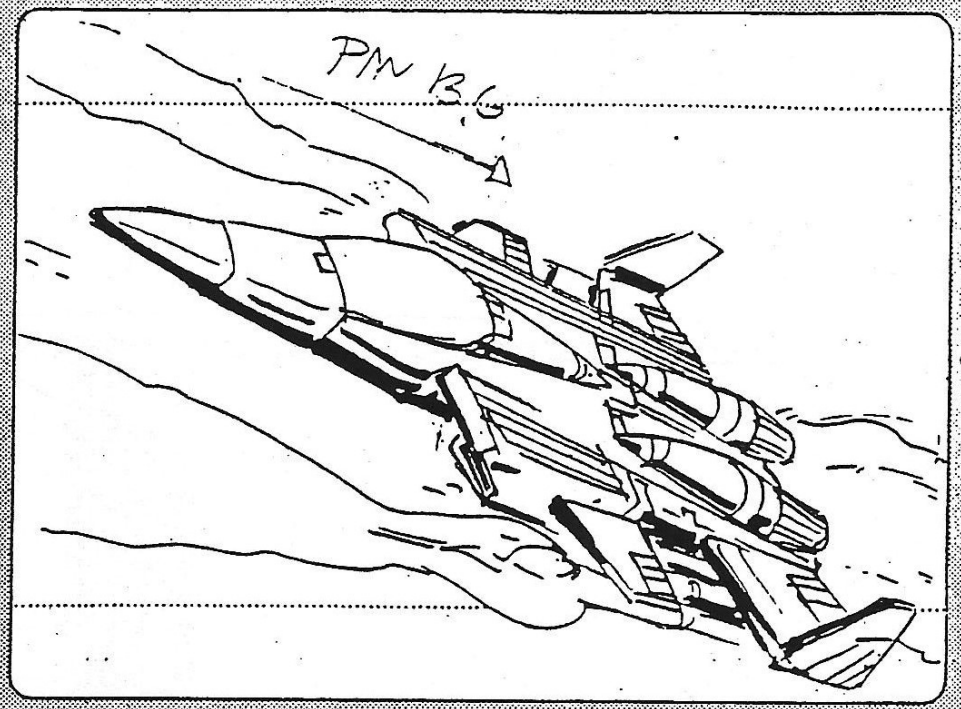


ACTION M.L.S. RAM JET. WE FOLLOW HIM AS HE FLIES UP AND FIRES HIS WEAPONS AT UNICRON O.S.

DIAL

MUSIC/SFX

SC. 27-41-B SEQ 27 Page 39A



NEXT PAGE 40

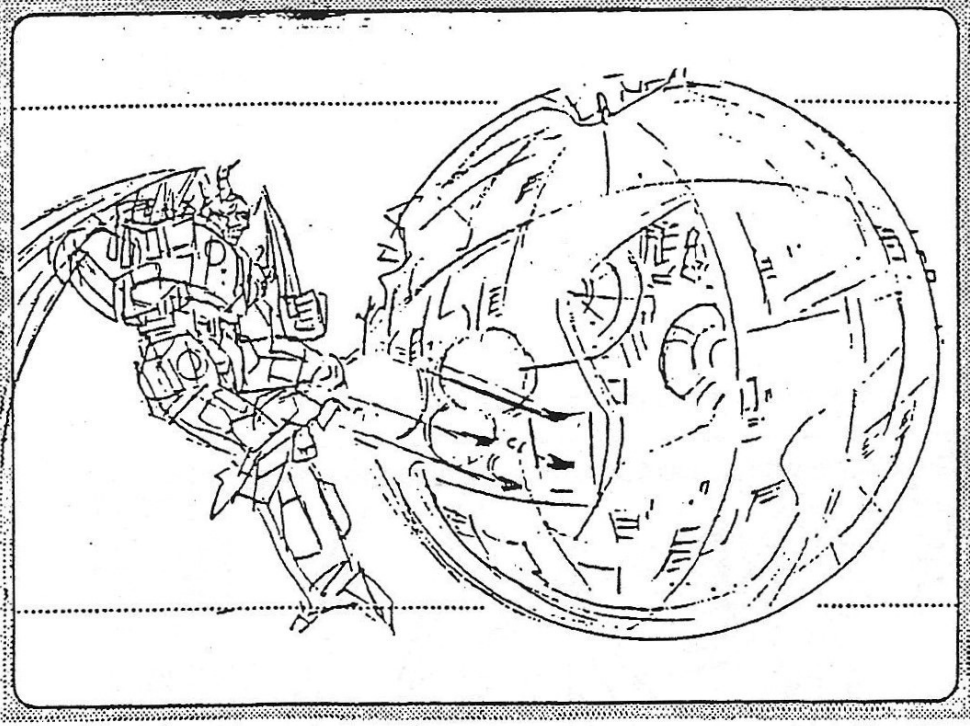
ACTION M.L.S. DIRGE. WE FOLLOW ALONG AS THE JET FIRES AT UNICRON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-42



ACTION L.S. UNICRON NEAR CYBERTRON. THE BLASTS FROM THE ARMADA OF DECEPTICON JETS CAN BE SEEN GOING OFF NEAR CYBERTRON. AS THE FIGHTERS FLY OUT TOWARD UNICRON.

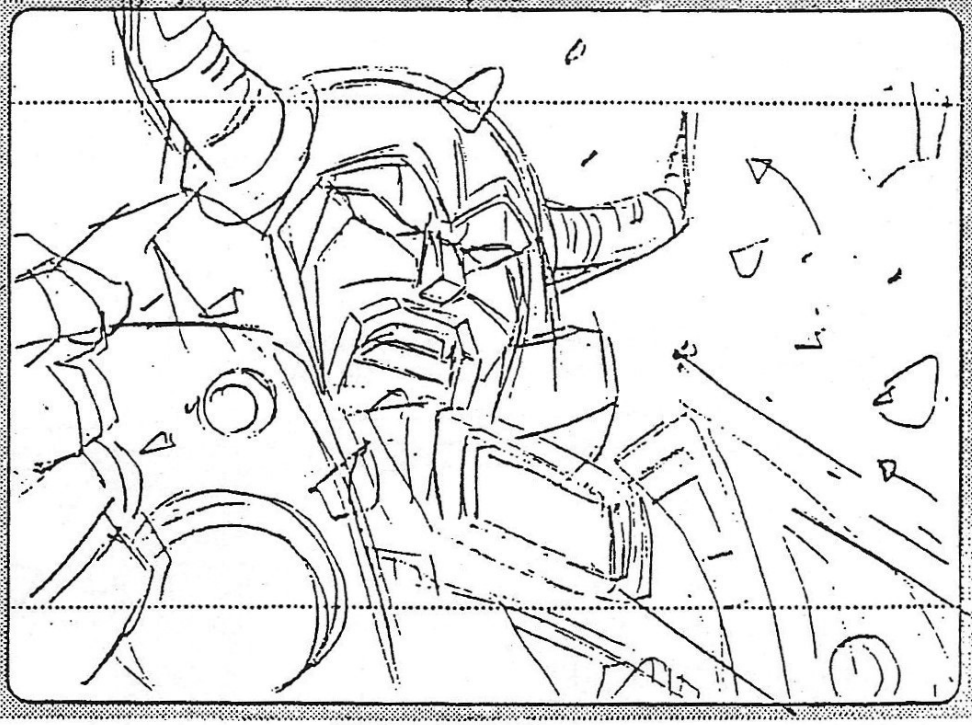
DIAL

MUSIC/SFX

CAMERA

SC. 27-42A

SEQ. 27 Page 40



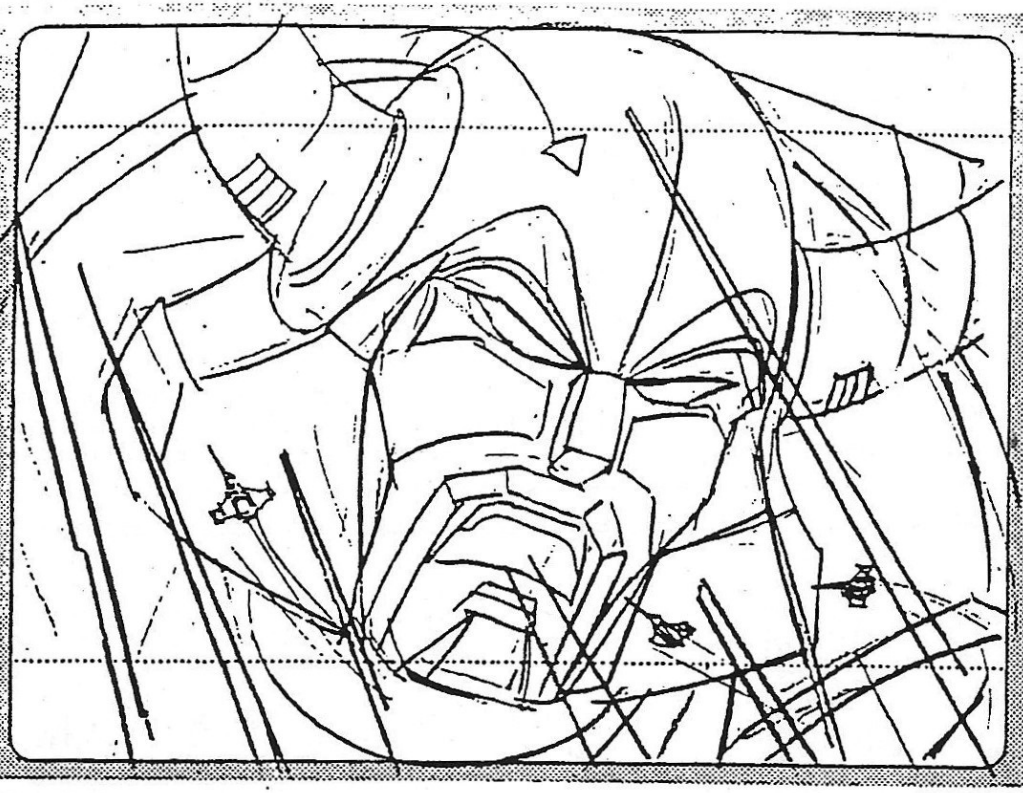
ACTION C.U. UNICRON. THE BLASTS FROM THE PLANES STREAK FOR HIM.

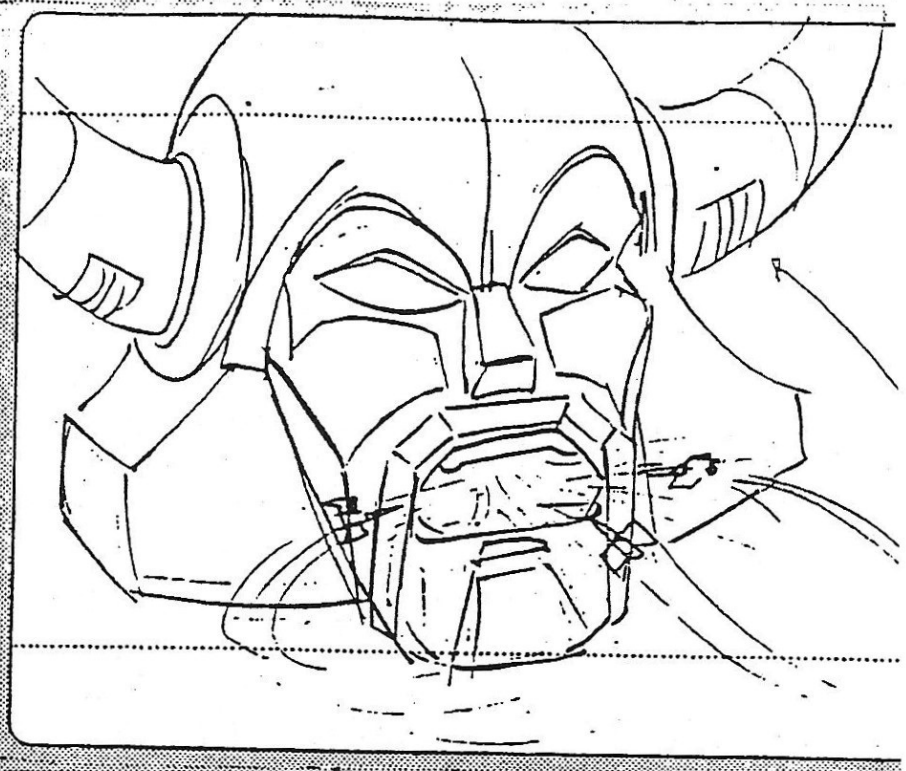
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION HE LEANS FORWARD AND OPENS HIS MOUTH WIDE...

DIAL

MUSIC/SFX

CAMERA

ACTION THEN HE THROWS HIS HEAD BACK AND SUCKS IN ALL THE ROCKETS LASER BLASTS, ECT. THAT THE DECEPTICONS ARE FIRING AT HIM

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-42B

SC.

Page 41A

ACTION X.C.U. UNICRON'S MOUTH. HE SUCKS IN THE DECEPTICONS ARMADA OF FIGHTERS.

DIAL

MUSIC/SFX

CAMERA

ACTION

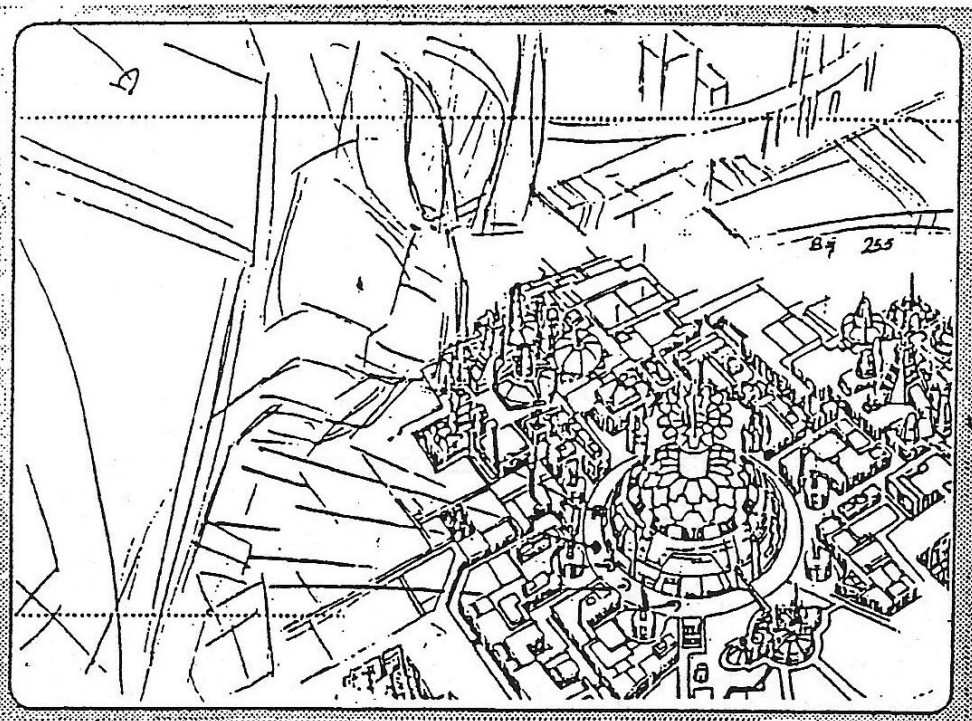
DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-43



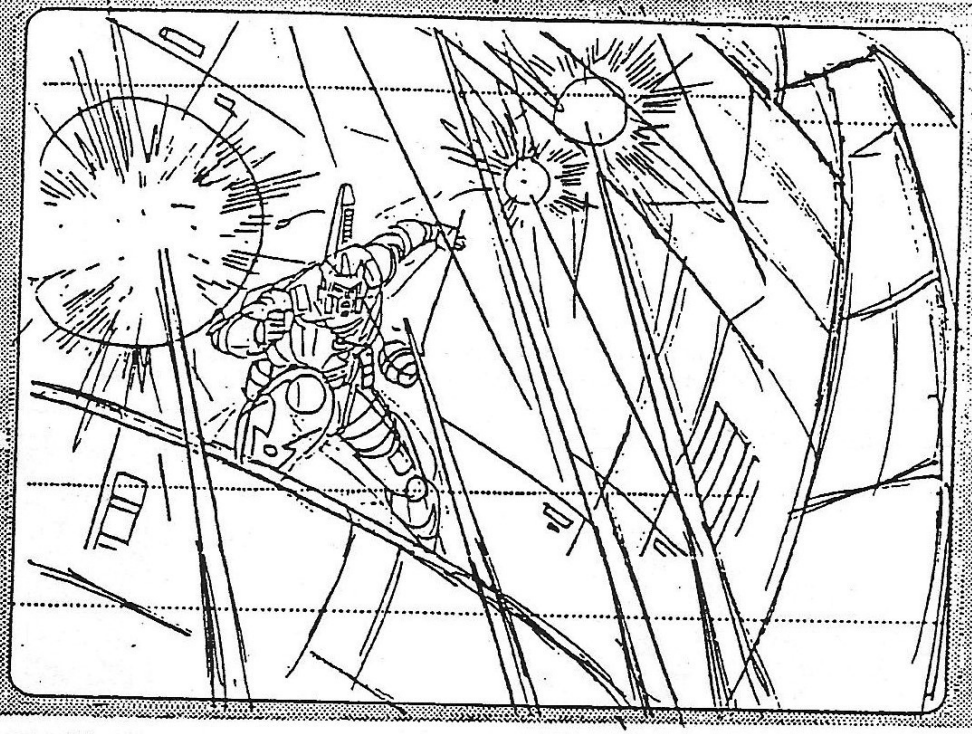
ACTION X.C.U. UNICRON'S FACE FACE AS HE MOVES IN ON THE DECEPTICON HEADQUARTERS. LASER BEAMS FROM THE PLANET STREAK TOWARD HIM.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-44

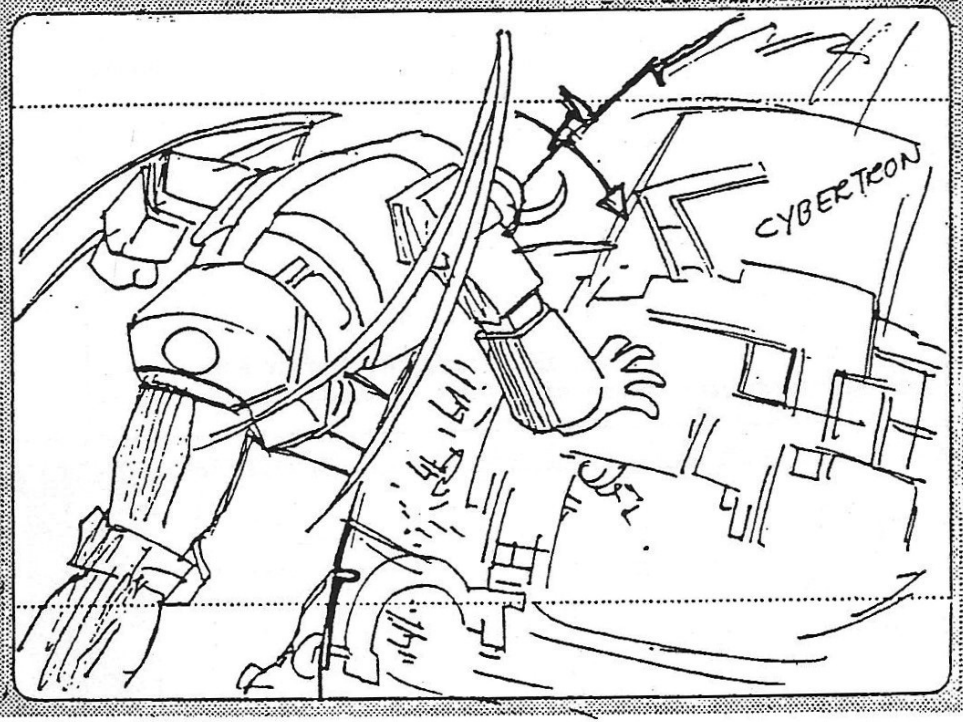


ACTION L.S. GALVATRON, RIDING ON UNICRON, IMPOTENT TO DO ANYTHING TO STOP UNICRON FROM DESTROYING CYBERTRON.

LASER BLASTS FROM THE PLANET EXPLODE ALL AROUND HIM.

DIAL

MUSIC/SFX



ACTION

DIAL

MUSIC/SFX

CAMERA

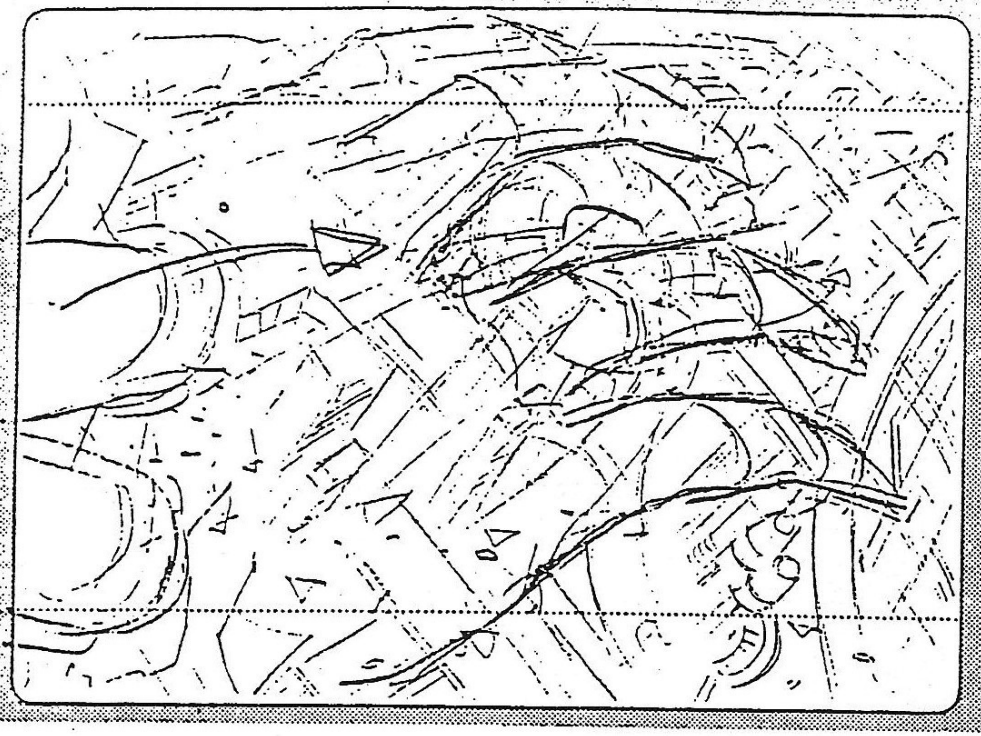
ACTION X.L.S. UNICRON. HE REACHES DOWN TOWARD CYBERTRON.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

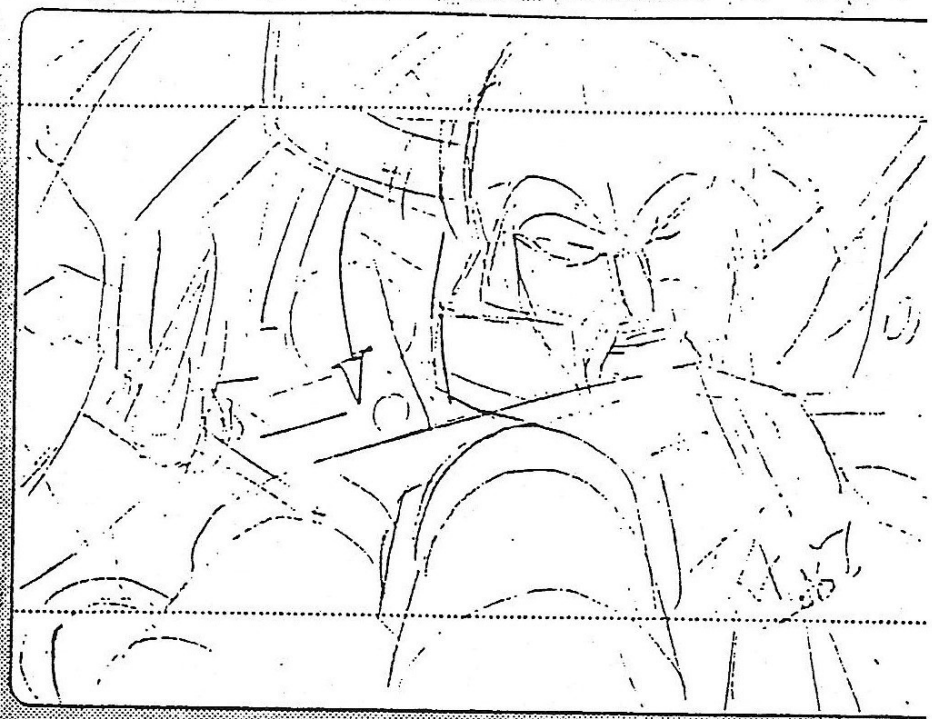


ACTION C.U. UNICRON'S HAND. HE REACHES DOWN TOWARD THE CENTER.

DIAL

MUSIC/SFX

CAMERA



ACTION M.C.U. UNICRON. HIS HAND COMES DOWN AS DECEPTICON JETS FLY AROUND AND FIRING AT HIM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 27-48

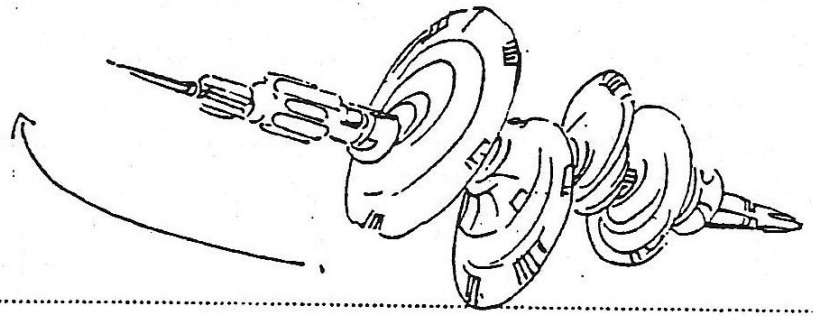
ACTION HE GRABS THE BUILDING AND RIPS THEM, DESTROYING THEM.

DIAL

MUSIC/SFX

CAMERA

SC. 27-49 TRUCK UP. SEQ. 27 Page 45



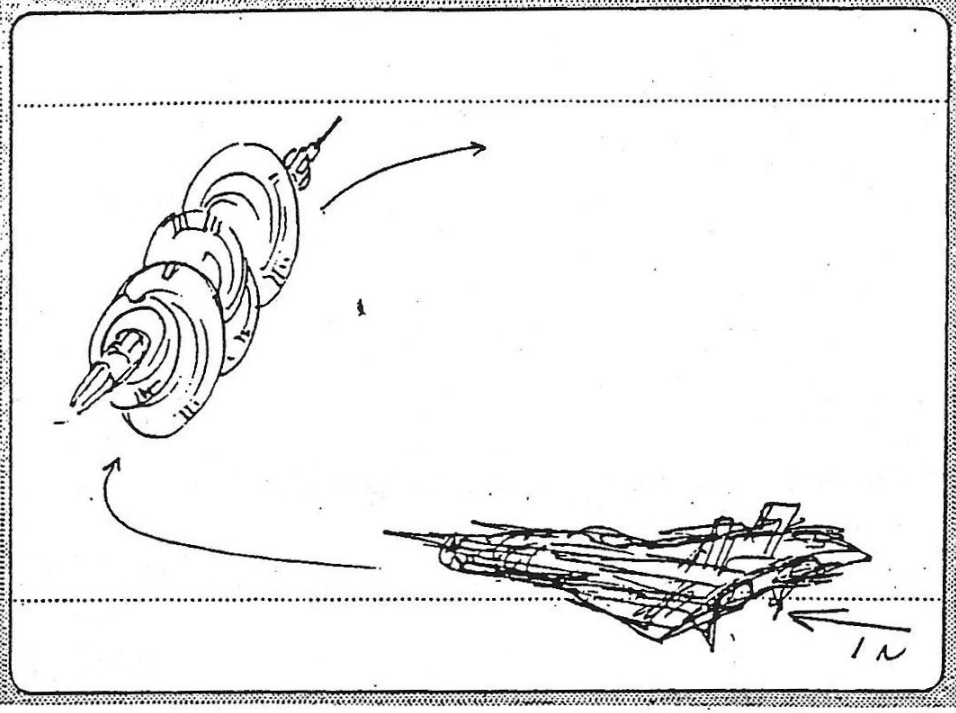
ACTION L.S. THE QUINTESSON SPACE SHIP. WE FOLLOW ALONG WITH IT AS IT FLIES THROUGH SPACE AND TRUCK IN AND BANKS UP TO CH COURSE.

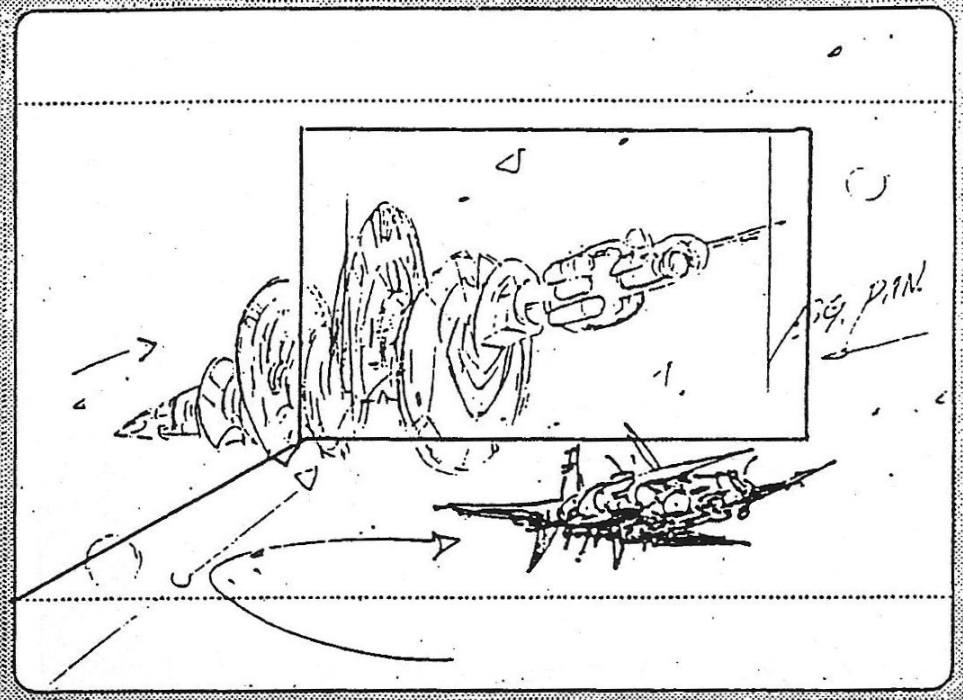
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION CLOSELY BEHIND THE QUINTESSON SHIP, THE JUNKION SHIP ENTERS THE SCENE, FOLLOWING THE QUINTESSON SHIP.

DIAL

MUSIC/SFX

CAMERA

ACTION BOTH OF THEM CHANGE COURSE AND HEAD TOWARD UNICRON O.S.

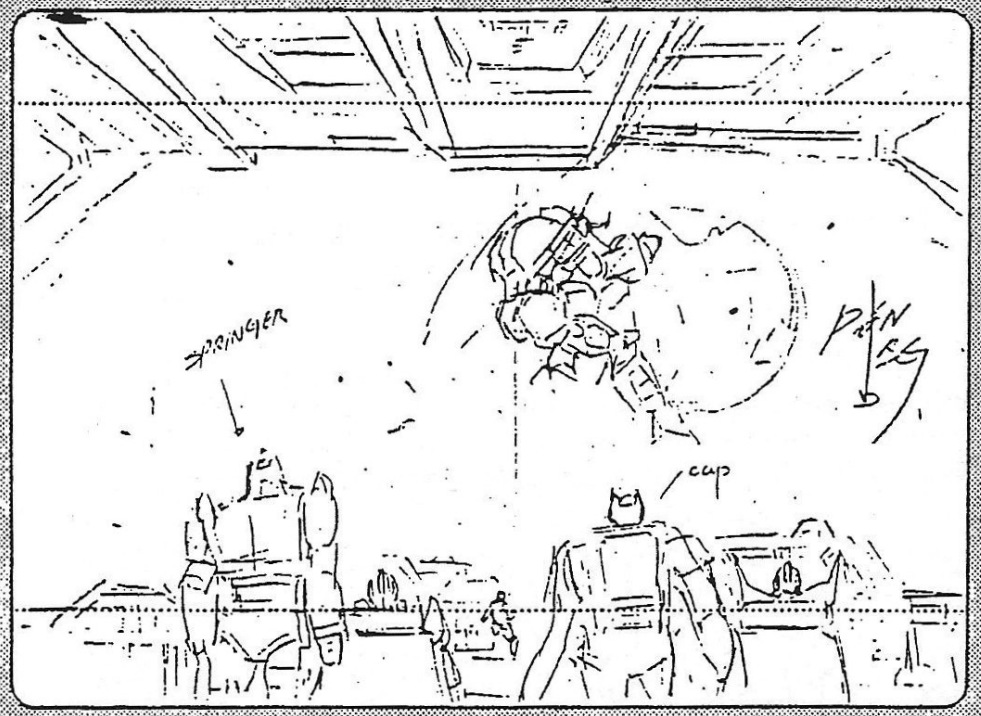
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 27-50 MULTI T.V.



ACTION L.S. SPRINGER, ARCEE, DANIEL, KUP, HOT ROD. THEYLOOK OUT OF THE WINDOW OF THE SHIP AT UNICRON DESTROYING CYBERTRON.

DIAL SPRINGER I don't believe it.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-51

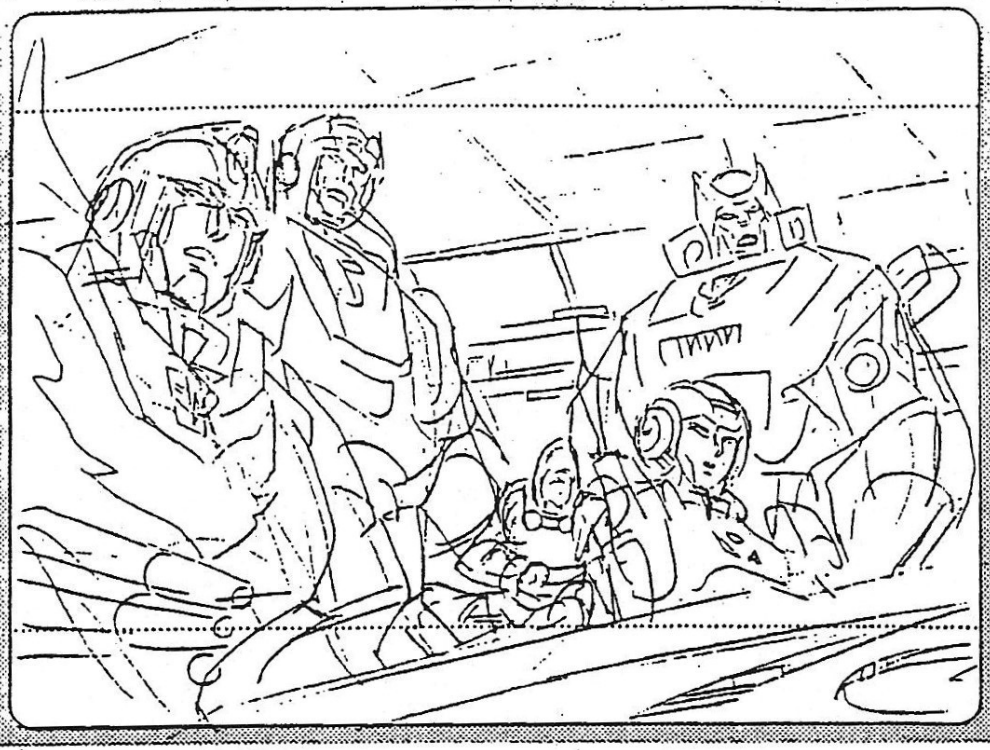
ACTION M.S. HOT ROD AND KUP...

DIAL HOT ROD Doesn't it remind you of something, Kup?

MUSIC/SFX

KUP (ENTRANCED) Nope, never seen anything like this before!

CAMERA

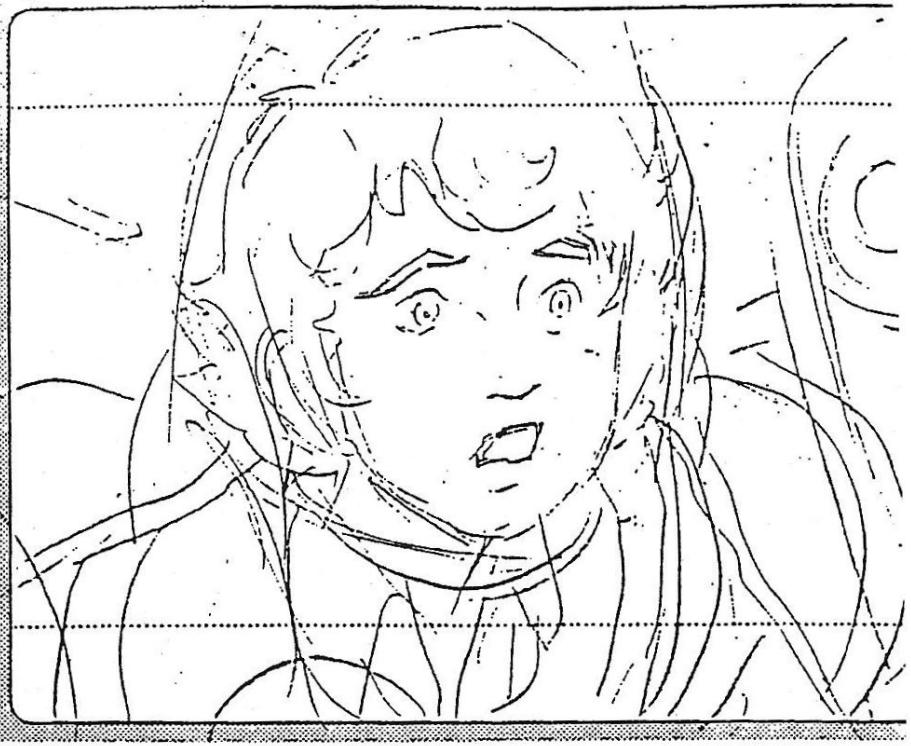


ACTION M.L.S. HOT ROD, KUP, DANIEL, ARCEE AND SPRINGER INSIDE THE SHIP.

DIAL

DANIEL What happened to Moon Base 2.

MUSIC/SFX



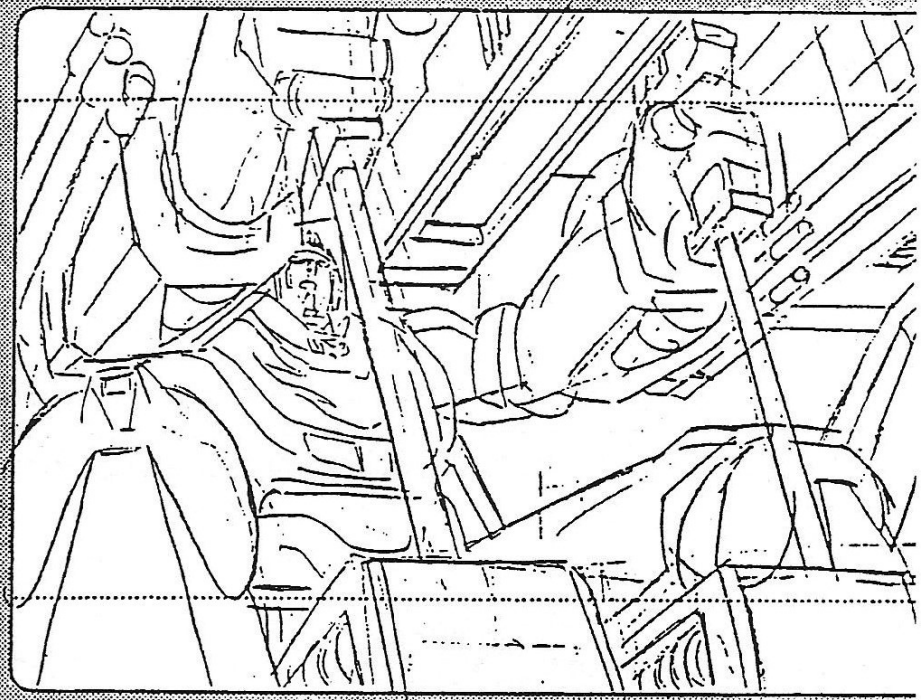
ACTION C.U. DANIEL. HE LOOKS WORRIED.

DIAL DANIEL (CONT) . . . Where's my Dad?

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 27-54 SEQ. 27 - Page 49



ACTION

DIAL

MUSIC/SFX

CAMERA

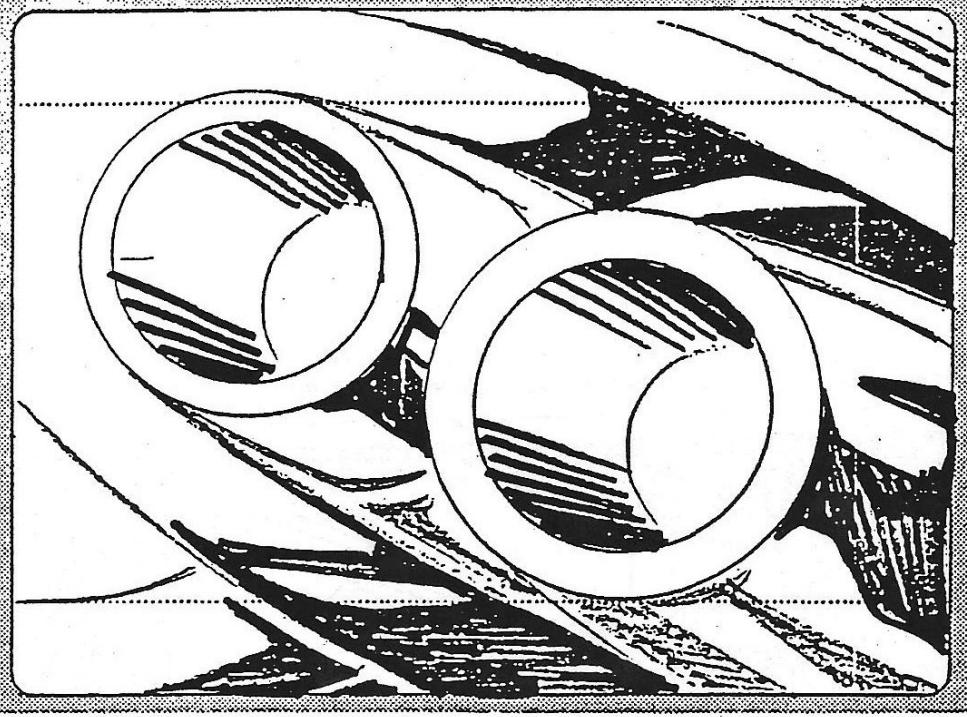
ACTION M.S. HOT ROD AT THE CONTROLS OF THE SHIP.

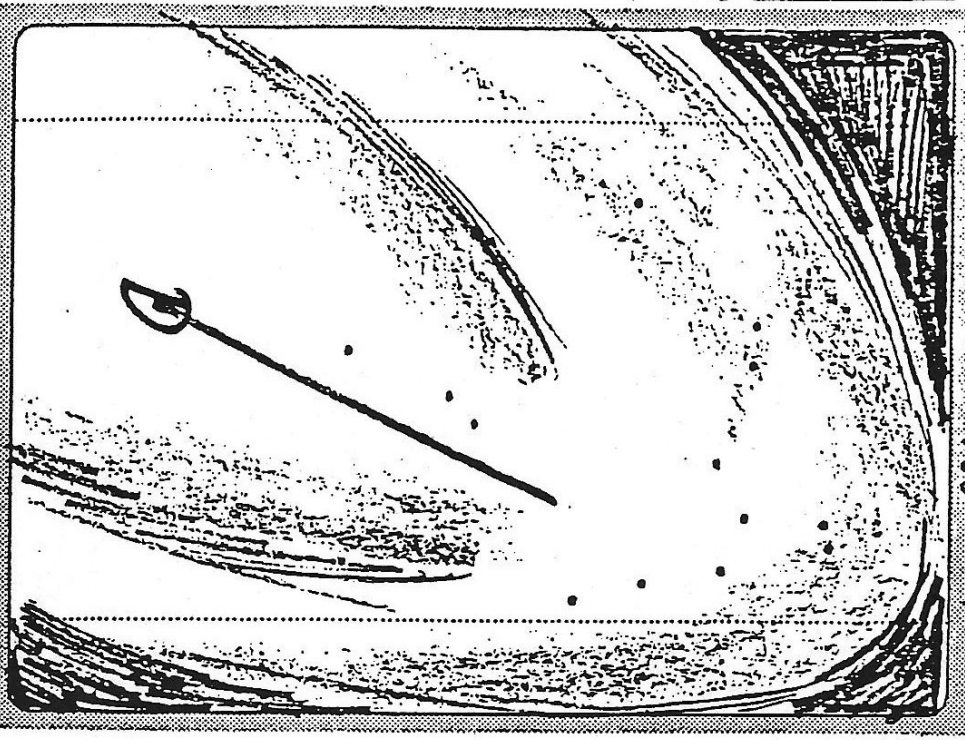
DIAL HOT ROD That's what we're going to find ou

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 50A

ACTION X.C.U. THE ROCKETS OF THE QUINTESSON SHIP.

DIAL

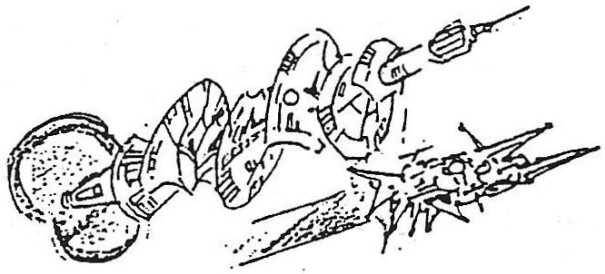
MUSIC/SFX

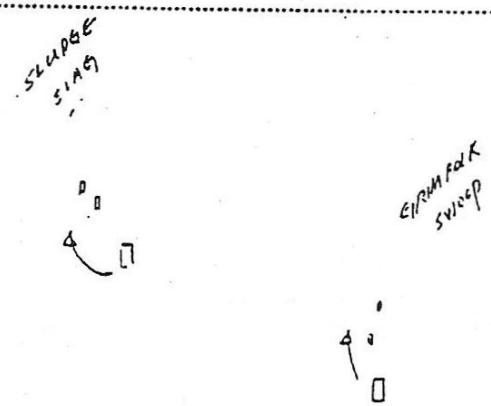
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION THEY FIRE, SPEEDING THE SHIP FORWARD.

DIAL

MUSIC/SFX





NEXT PAGE

ACTION X.L.S. THE QUINTESSON AND JUNKION SPACE SHIPS. WE FOLLOW THEM AS...

DIAL

MUSIC/SFX

CAMERA

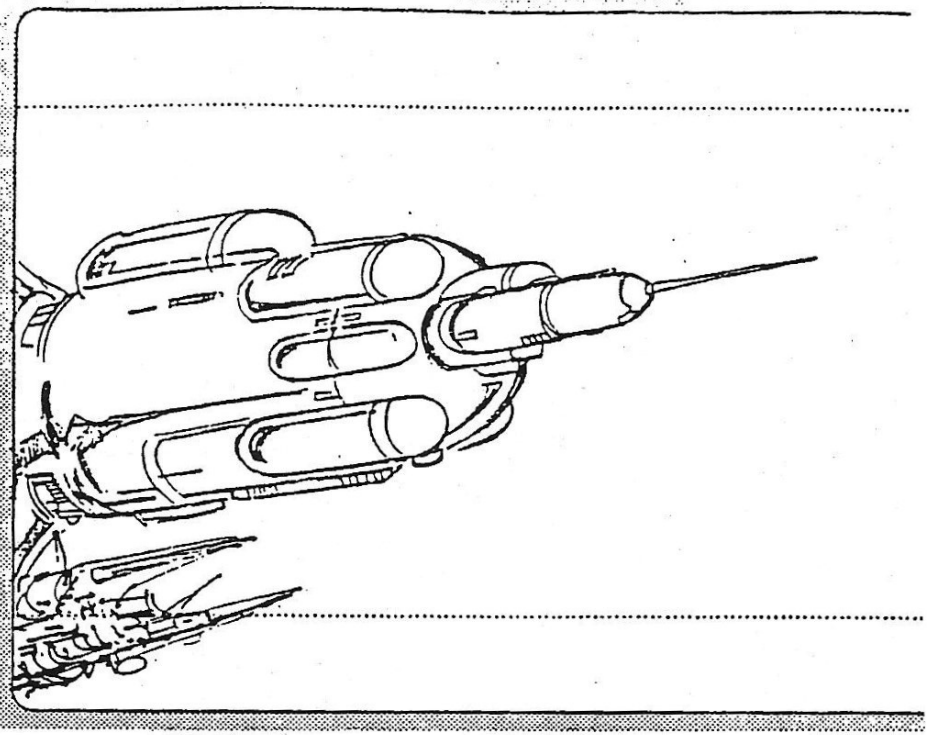
ACTION ...A HATCH IN THEIR SIDES OPEN UP AND THE DINOBOTS FLY OUT.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION

DIAL

MUSIC/SFX

CAMERA

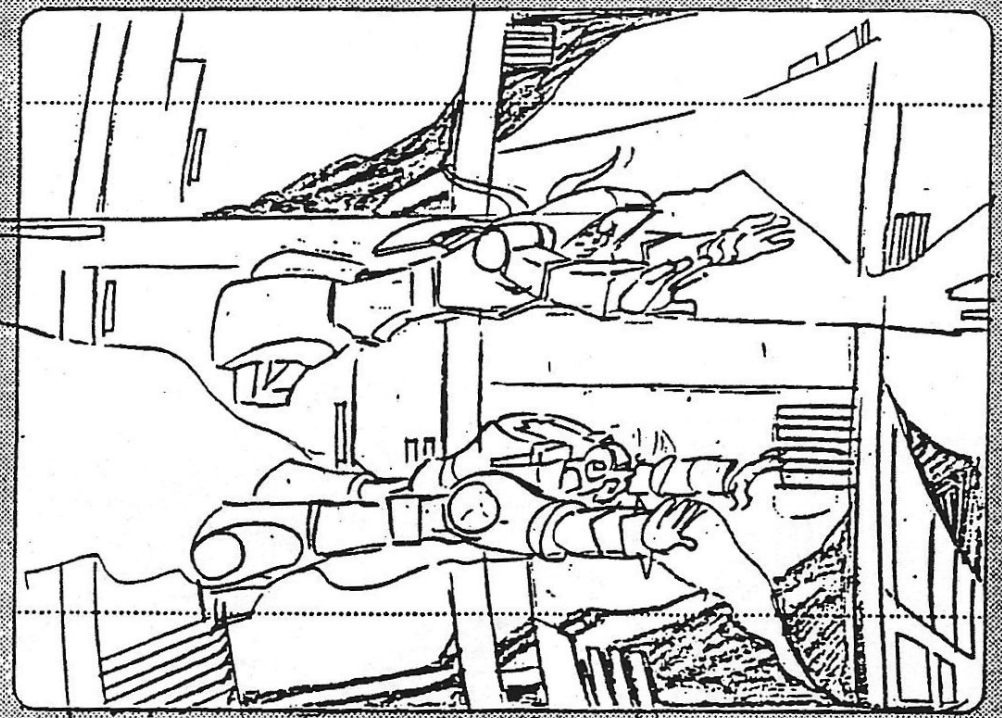
ACTION THE QUINTESSON AND JUNKION SHIPS MOVE FORWARD.

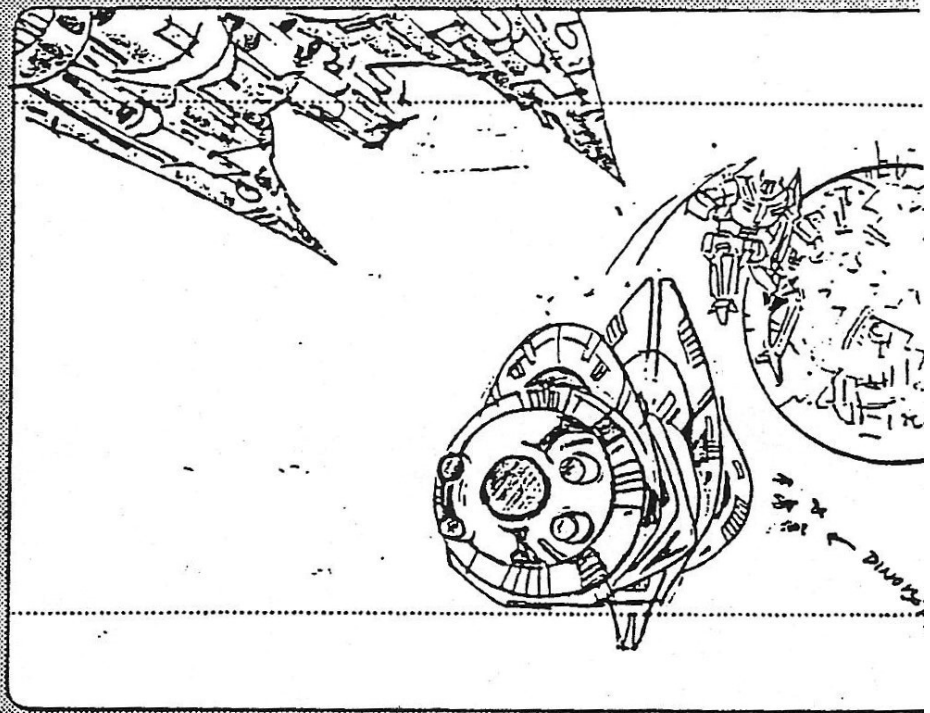
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Beast Hunters and Beyond!!!!





ACTION ...AND PASS THROUGH THE SCENE. THE DINOBOTS FLY ALONG SIDE OF THE SHIP...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND HEAD OFF TOWARD UNICRON, WHO CAN BE SEEN IN THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-57

ACTION X.C.U. UNICRON AS THE QUINTESSON AND JUNKION SHIPS AND THE DINOBOTS CLOSE IN ON HIM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-58

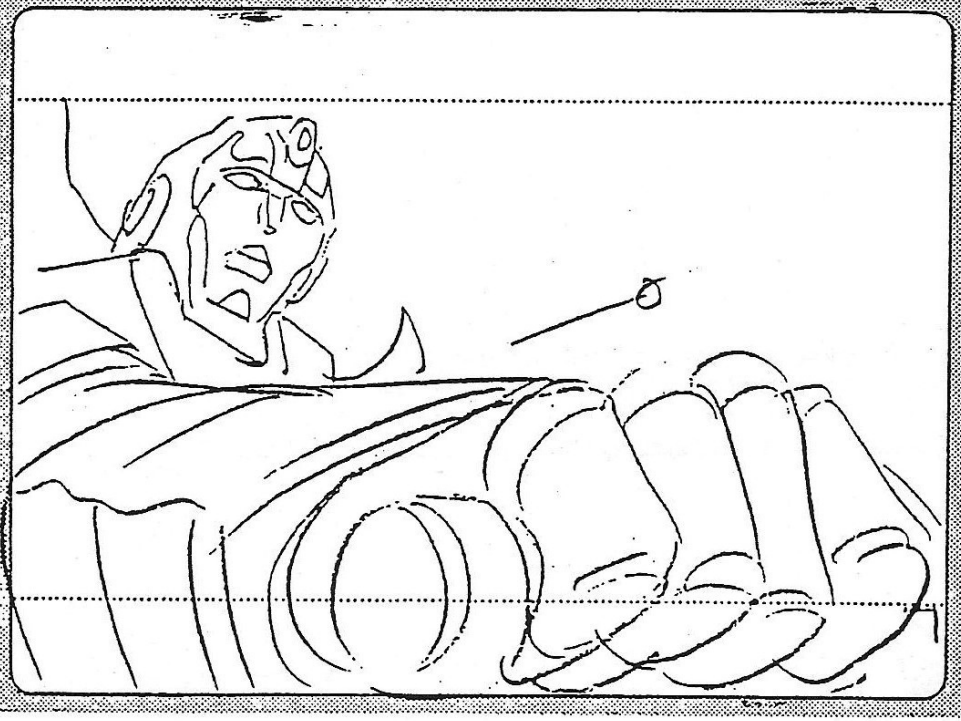
ACTION M.S. HOT ROD AND KUP, LOOKING OUT AT UNICRON O.S.

DIAL

MUSIC/SFX

CAMERA

SC. CONT 27-59



ACTION M.C.U. HOT ROD. HE PUSHES FORWARD ON THE THROTTLE.

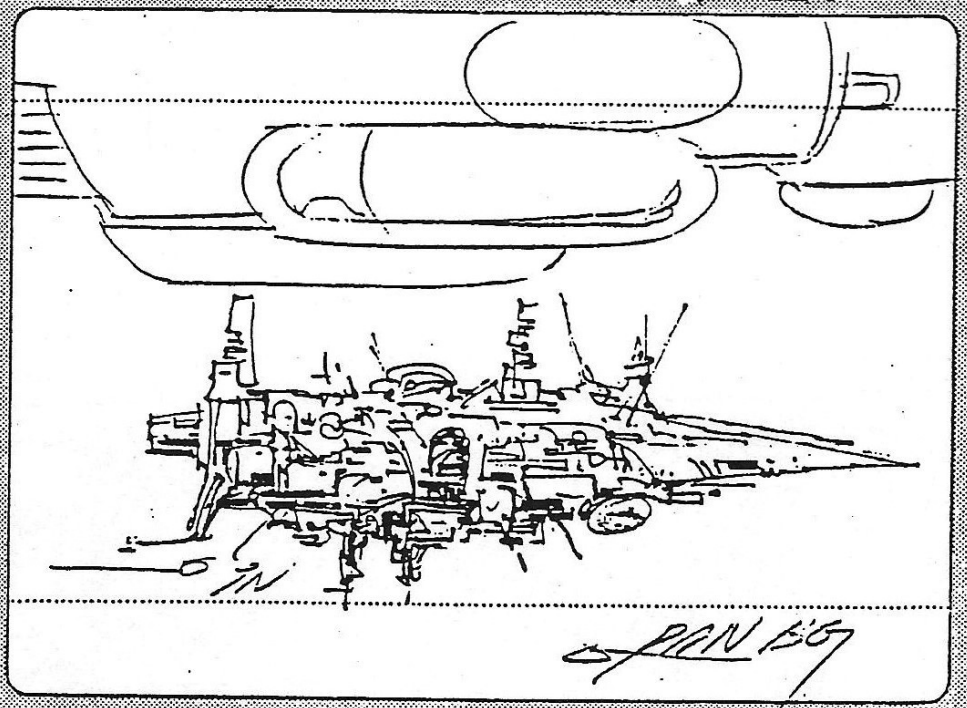
DIAL

MUSIC/SFX

CAMERA

SC. 27-60

SEQ. 27 Page 54



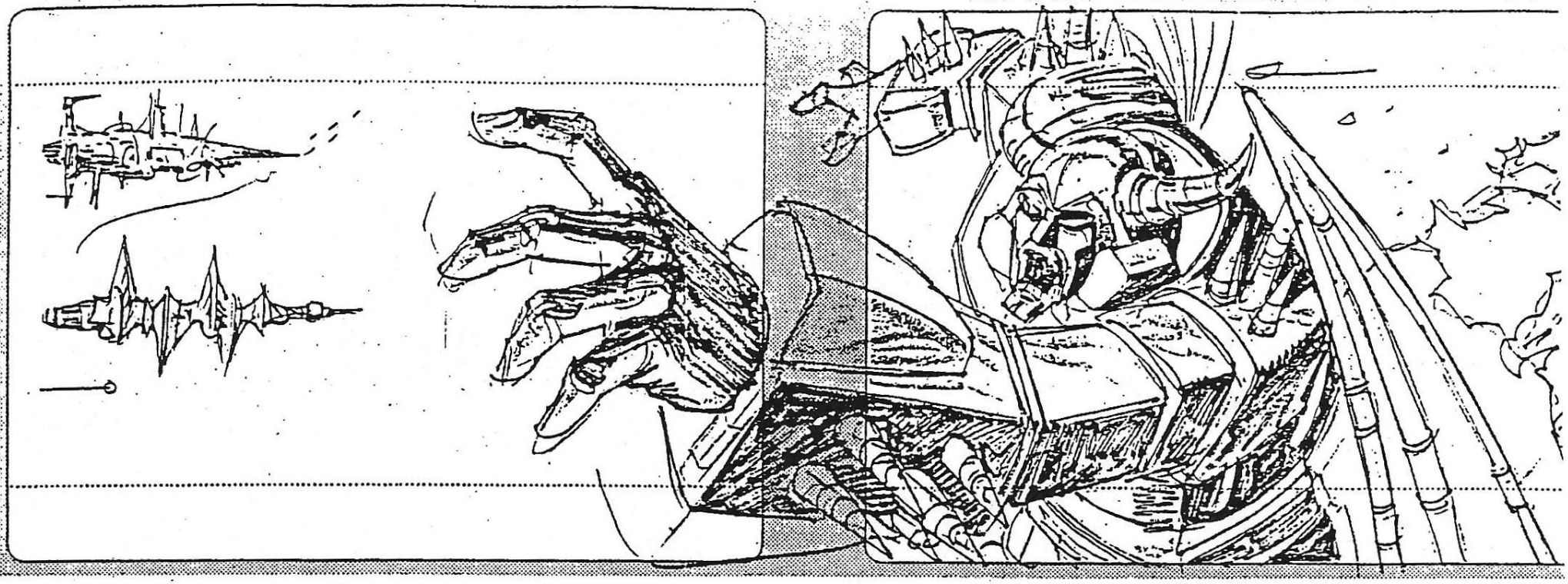
ACTION M.S. THE QUINTESSON SPACESHIP AND THE JUNKION SHIP: WE FOLLOW THEM AS THEY SPEED UP.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION X.L.S. THE QUINTESSON AND THE JUNKION SHIP AND THE DINOBOTS CLOSE IN ON UNICRON WHO ADVANCES ON THEM. WE PAN...

DIAL

MUSIC/SFX

ACTION ...TO UNICRON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

ACTION M.S. UNICRON THROUGH THE WINDOW OF THE QUINTESSON SHIP.

DIAL

MUSIC/SFX

CAMERA

ACTION ...HE TURNS AND ADVANCES ON THE SHIP.

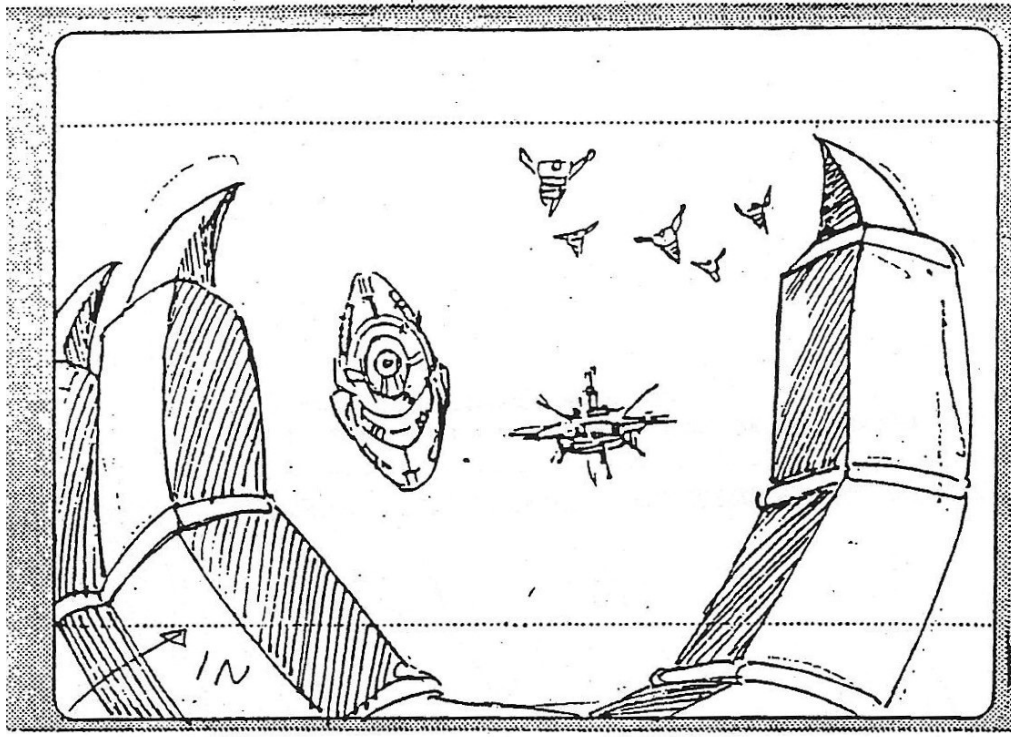
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-63



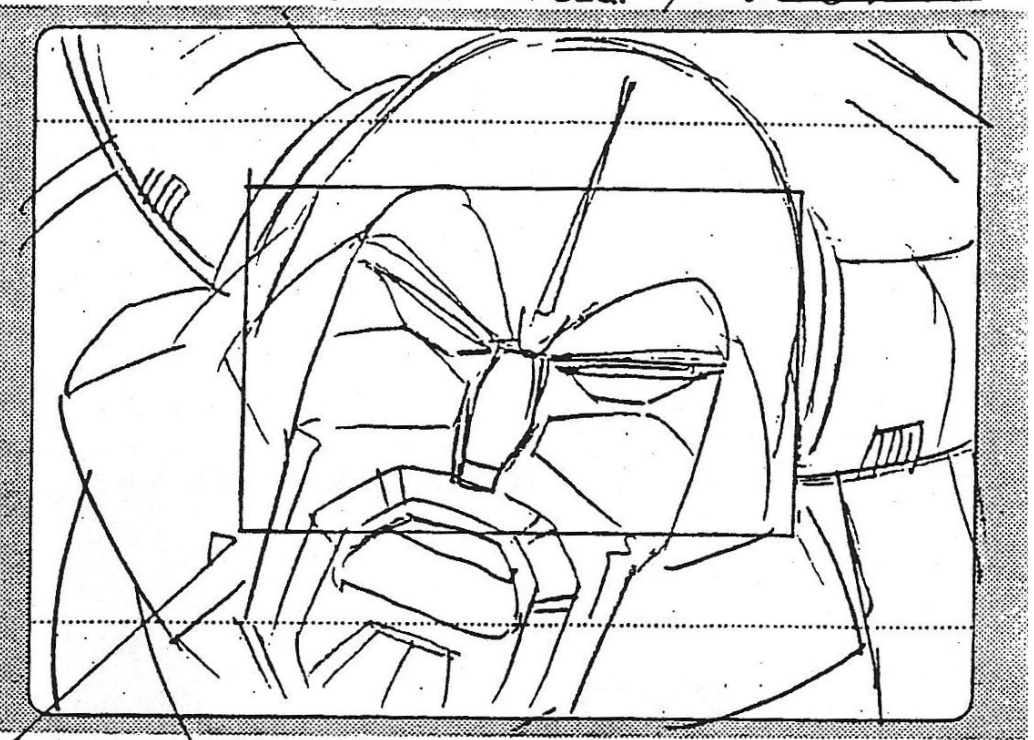
ACTION P.O.V. THROUGH UNICRON'S EYE, OF THE TWO SPACE SHIPS AND THE GALLANT GANG OF DINOBOTS.

DIAL

MUSIC/SFX

CAMERA

SC. 27-64 TRUCK - IN SEQ. 27 Page 57



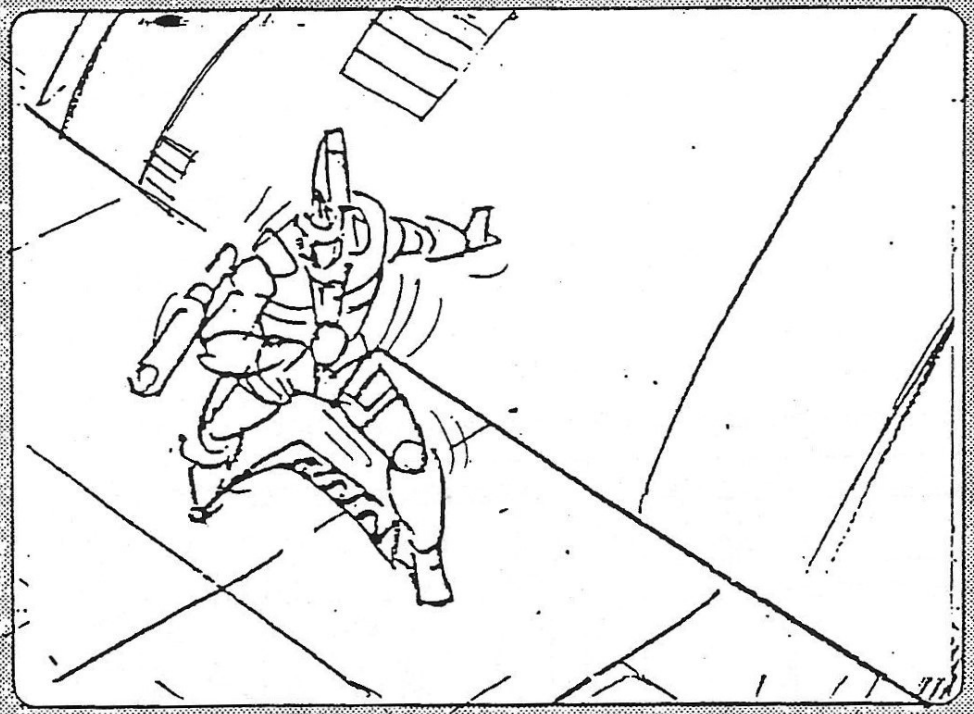
ACTION C.U. UNICRON'S FACE. WE TRUCK IN.

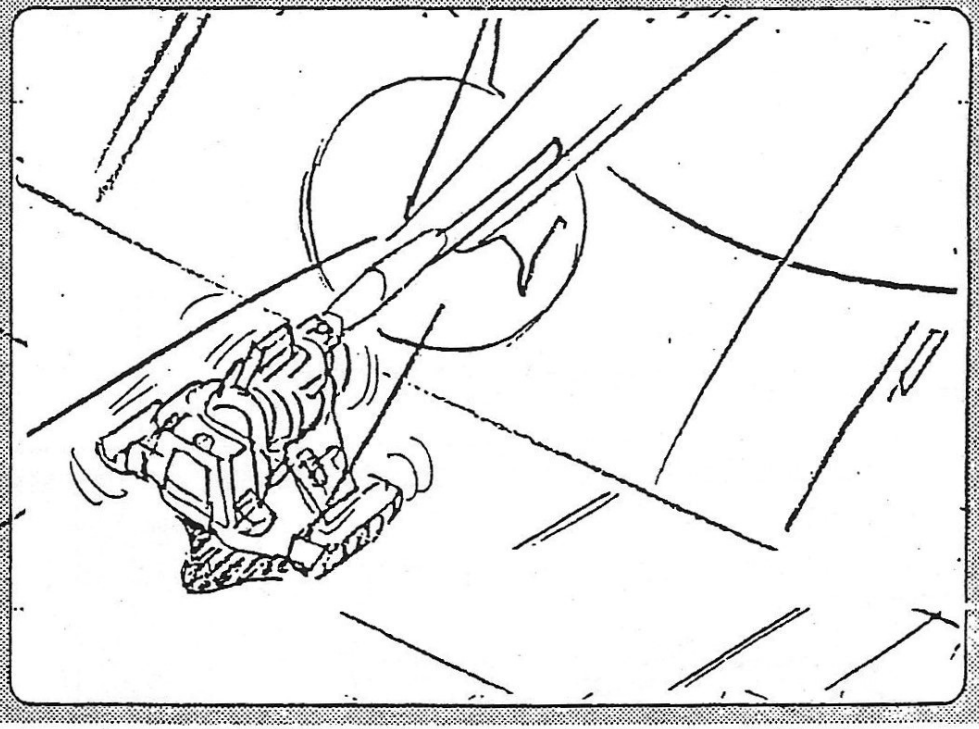
DIAL

MUSIC/SFX

CAMERA

TF RAW
Season 1 to Beast Hunters and Beyond!!!!





ACTION L. DOWN SHOT GALVATRON, ON UNICRON.

DIAL

MUSIC/SFX

CAMERA

ACTION HE TRANSFORMS AND TAKES A BLAST AT UNICRON.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION M.C.U. UNICRON AS GALVATRON'S BLAST EXPLODES INTO HIS CHEST.

DIAL

MUSIC/SFX

CAMERA

ACTION M.C.U. UNICRON WITH GALVATRON ON HIM. UNICRON IS ANGERED. HE REACHES FOR GALVATRON.

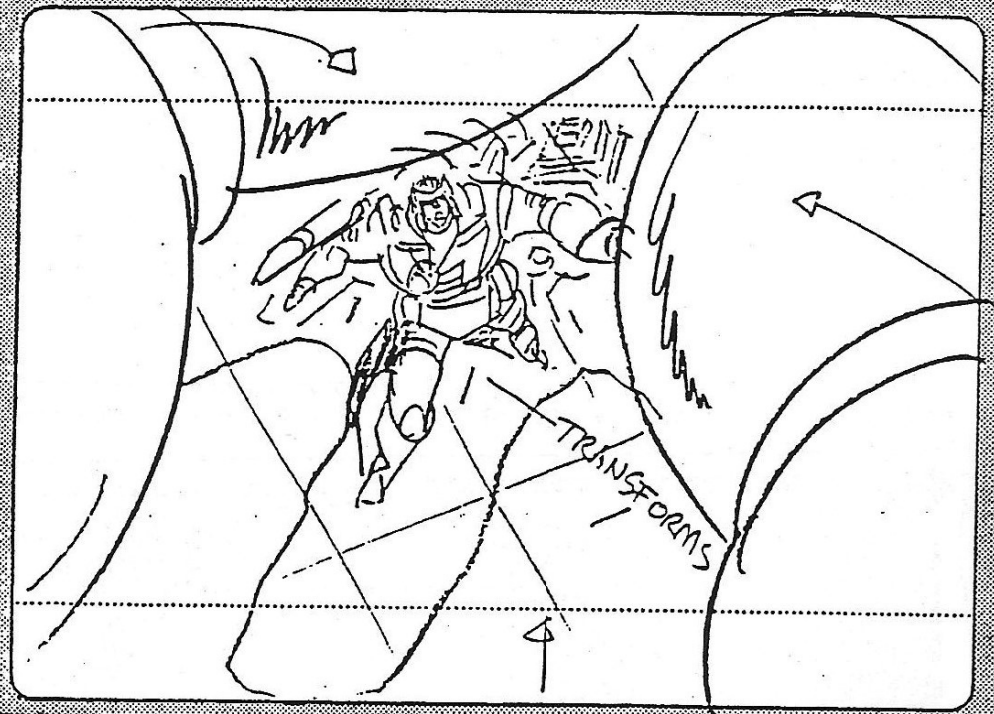
DIAL

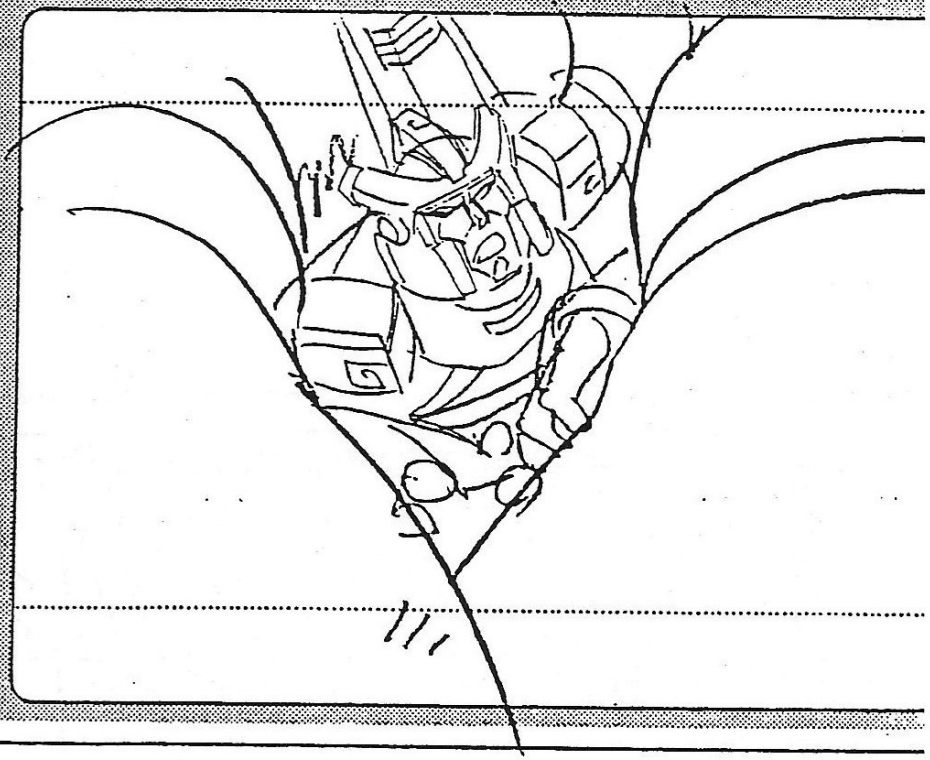
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-67 SC. CONT SEQ. 27 Page 60





ACTION M.L. DOWN SHOT GALVATRON TRANSFORMS INTO ROBOT MODE AS UNICRON'S FINGERS MOVE IN...

DIAL

MUSIC/SFX

CAMERA

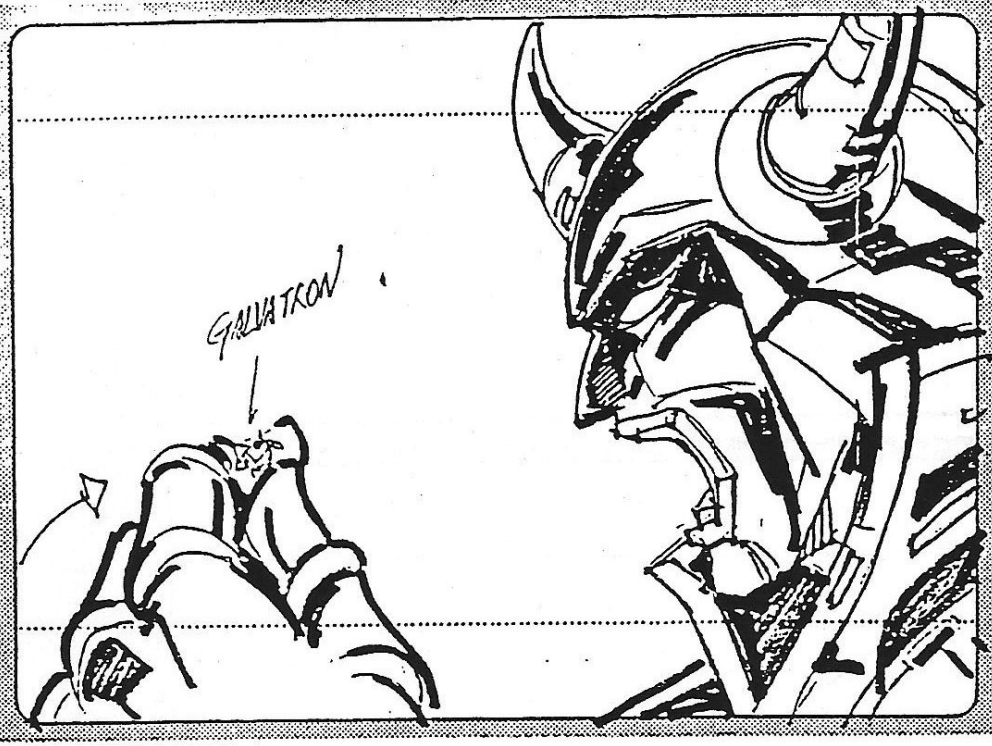
ACTION ...AND PICK HIM UP.

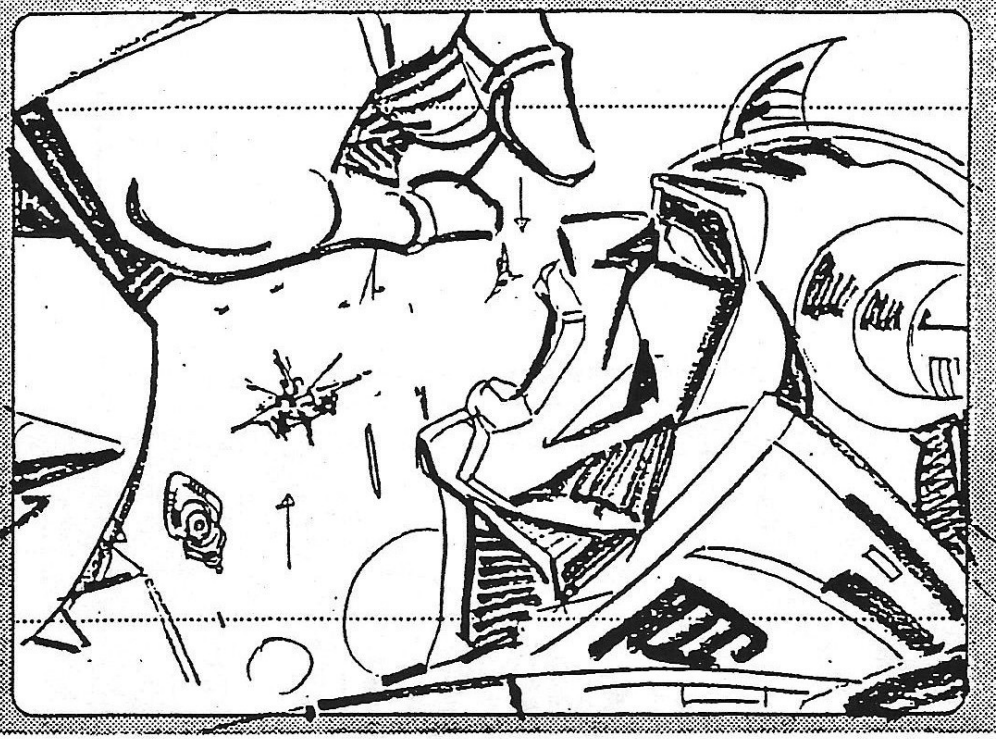
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. UNICRON. HE MOVES HIS HAND, HOLDING GALVATRON UP INTO SCENE...

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THEN HOLDS HIM UP OVER HIS BIG OPEN MOUTH, RELEASES HIM AND GALVATRON FALLS IN.

DIAL

MUSIC/SFX

SC. 27-69 START ——— PAN DOWN SC. — STOP

SEQ 27 Page 62

ACTION GALVATRON FALLING DEEPER INTO UNICRON'S MOUTH TOWARDS CAMERA.

DIAL

MUSIC/SFX

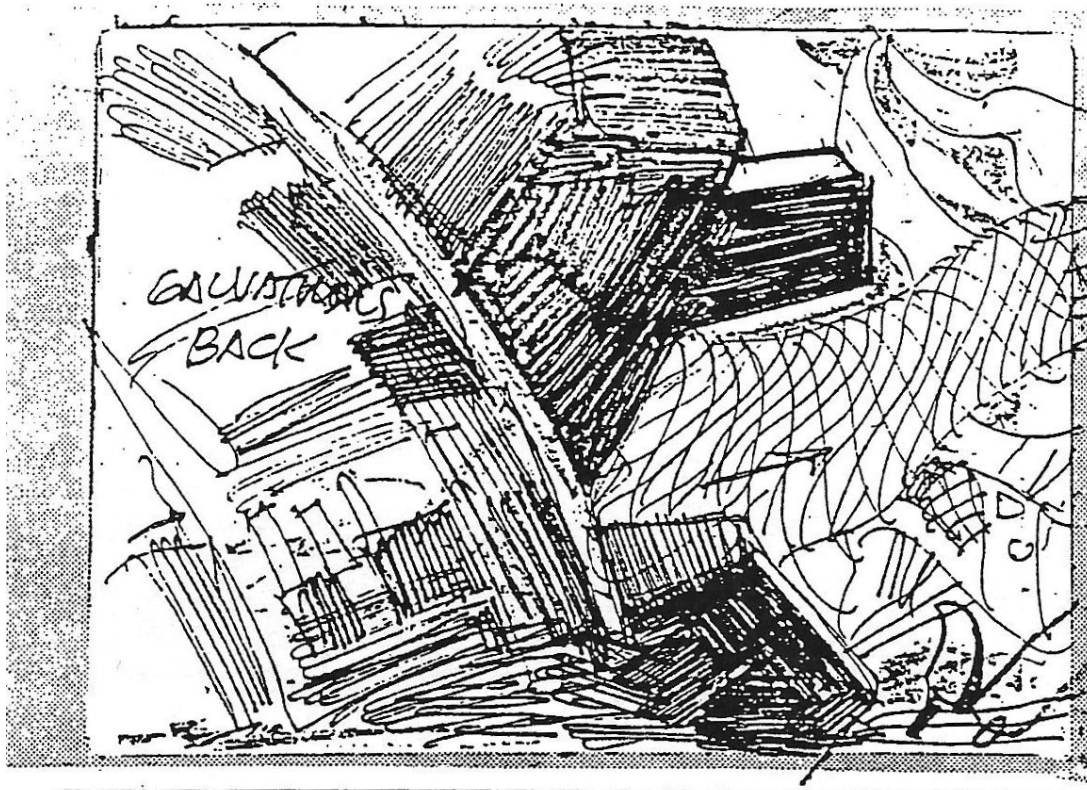
CAMERA

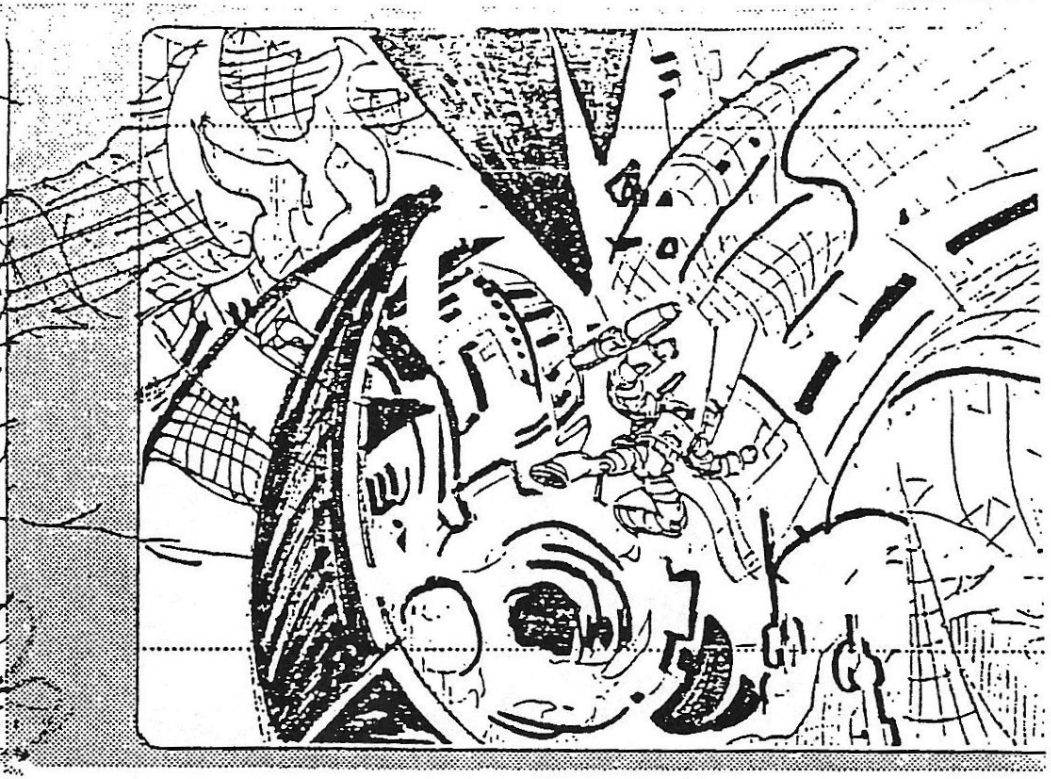
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION GALVATRON'S BACK AT THE CAMERA AS HE CONTINUES TO FALL TO INNER PART OF UNICRON.

DIAL

MUSIC/SFX

CAMERA

ON GALVATRON'S P.O.V. OF THE INTERIOR OF UNICRON.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 27-71

SEQ. 27 Page 63

ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION M.S. UNICRON, SHOOTING A BLAST OF FIRE FROM HIS MOUTH.

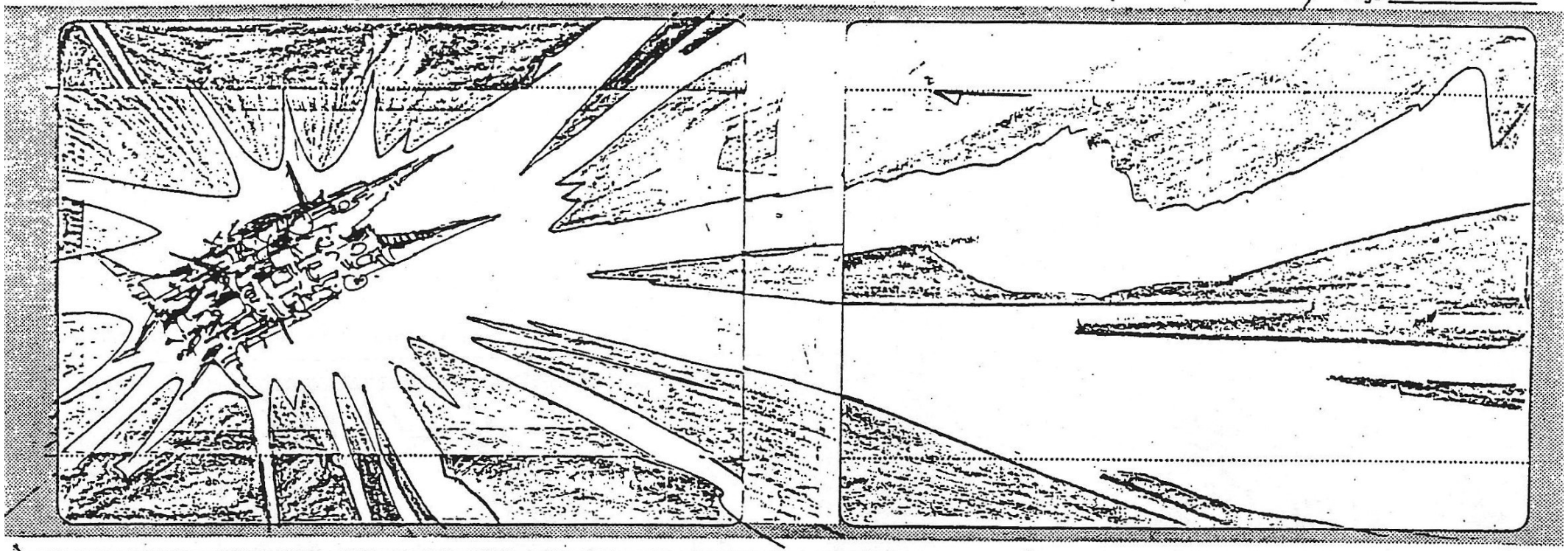
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 27-72 STOP FOLLOW PAN. START SEQ. 27 Page 64



ACTION WE PAN WITH THE BLAST OF FIRE AS IT HITS ONE OF THE JUNKION SHIPS.

DIAL

MUSIC/SFX

CAMERA

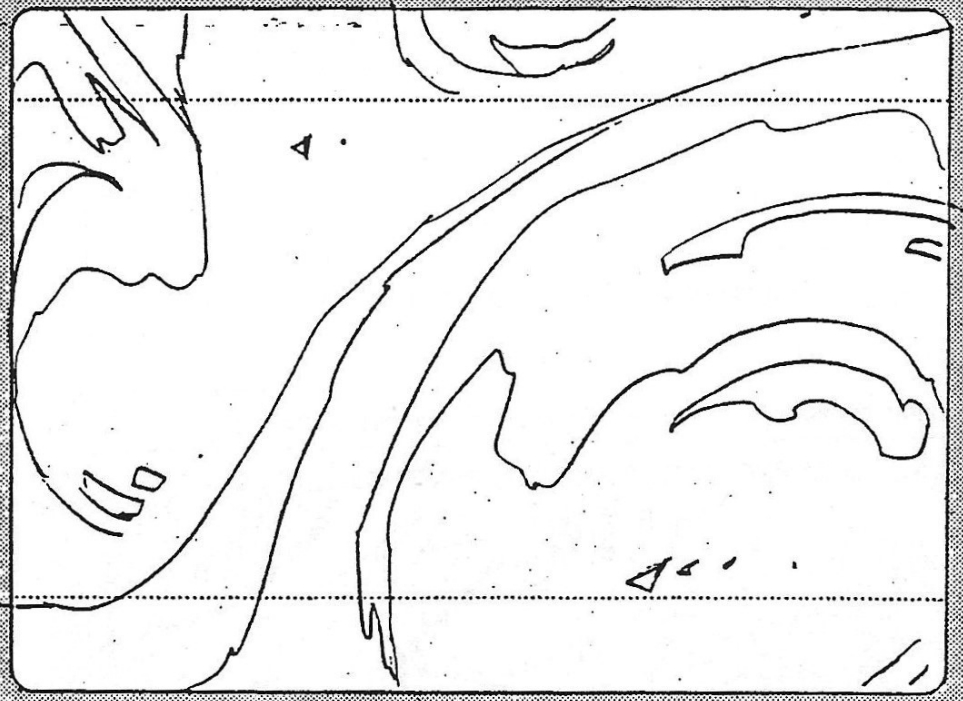
ACTION

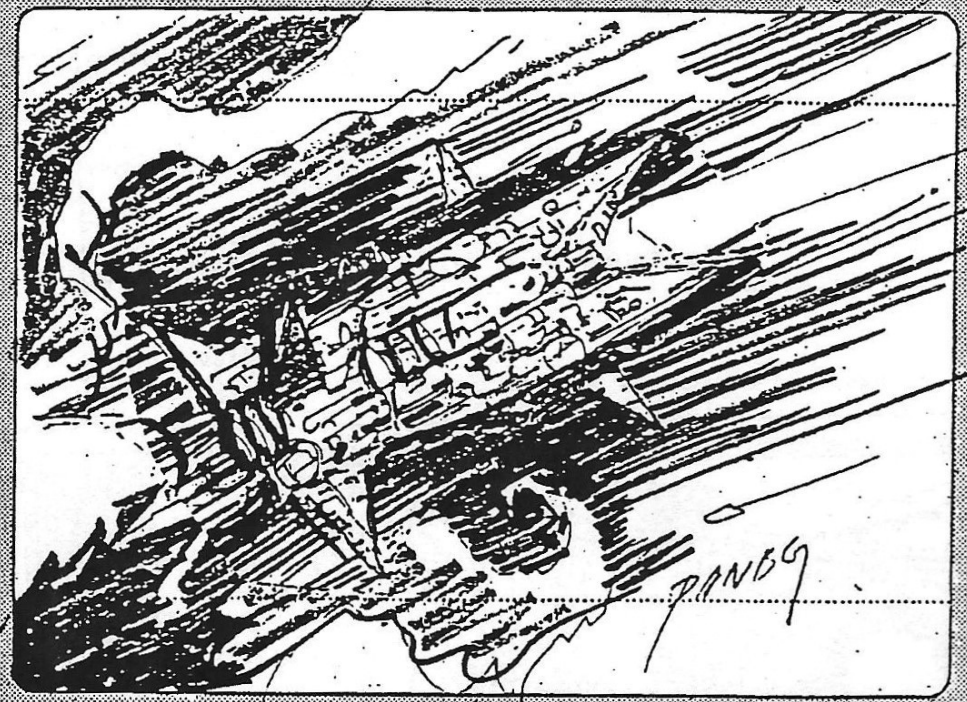
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...AND FILLS THE SCREEN.

DIAL

MUSIC/SFX

CAMERA

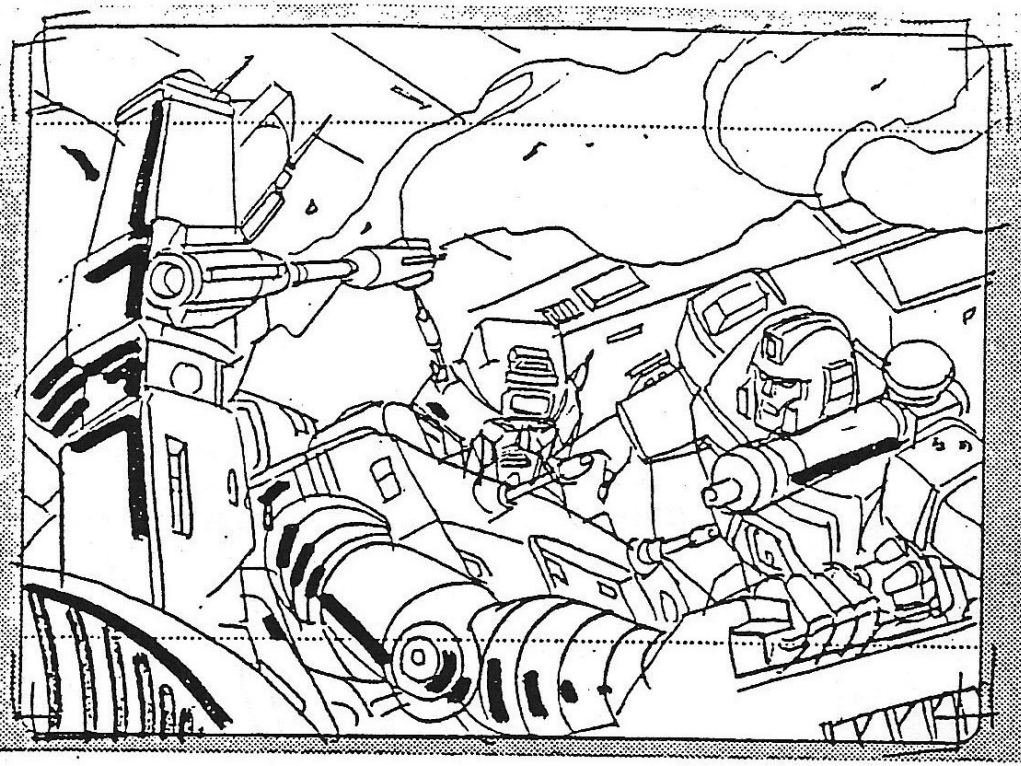
ACTION ...BUT THE JUNKION SHIP MAKES IT THROUGH.

DIAL WRECK GAR, (V.O.) Patented enamel resists fire, rain and corrosion for up to five years.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

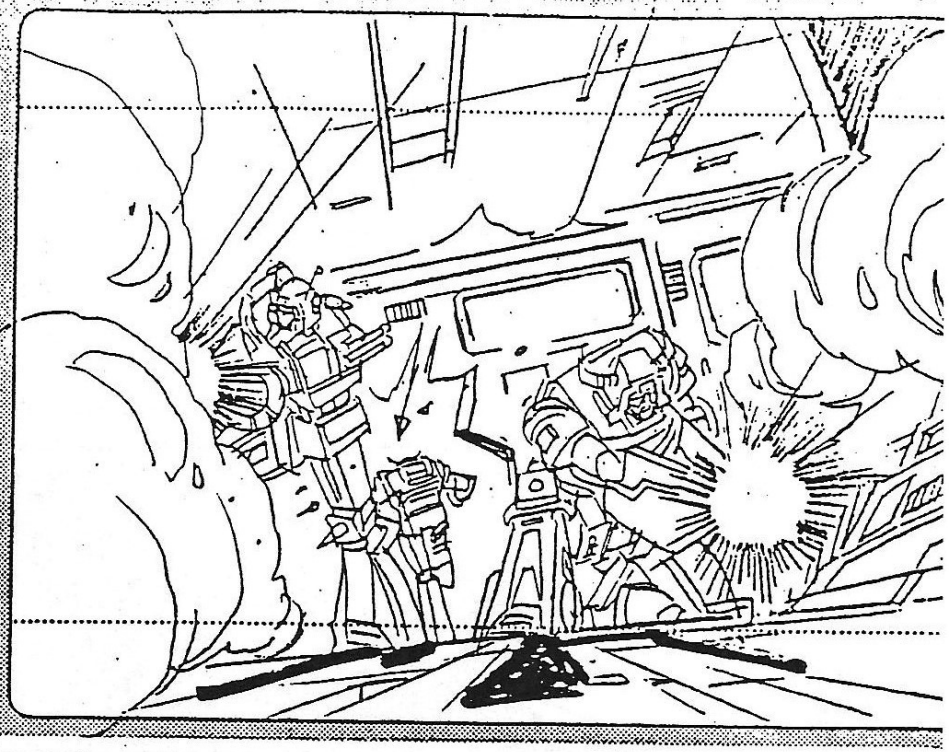


ACTION M.S. WRECK GAR AND PERCEPTOR INSIDE THE DAMAGED JUNKION SHIP.

DIAL WRECK GAR Satisfaction guaranteed.

MUSIC/SFX

CAMERA



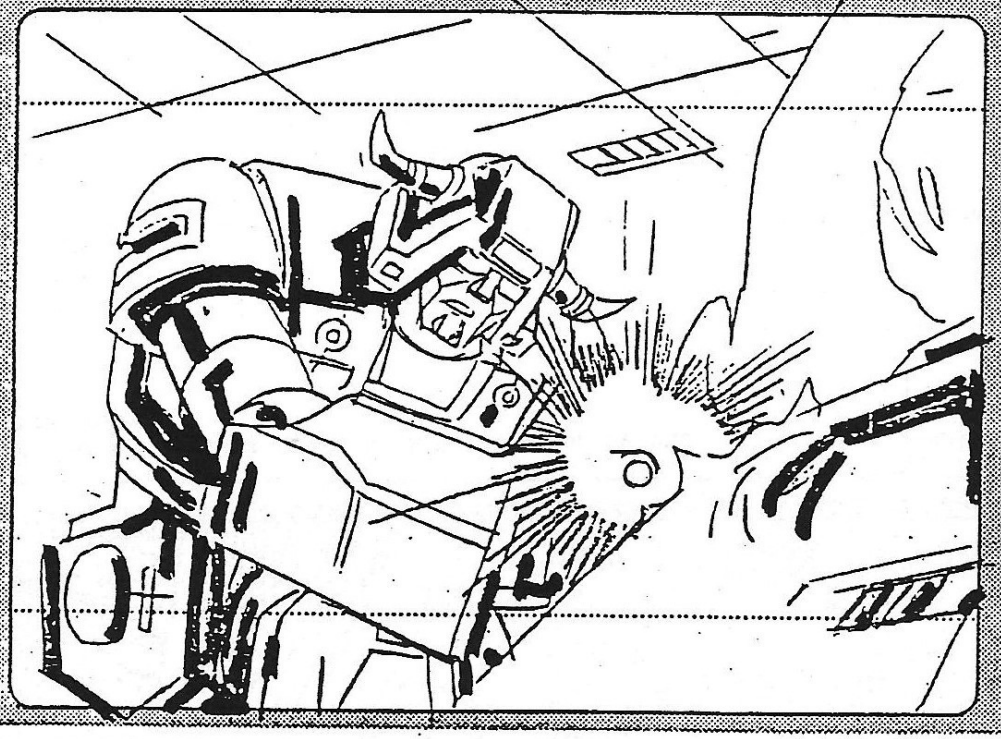
ACTION L.S. THE JUNKIONS GO TO WORK FIXING THE CRIPPLED SHIP.

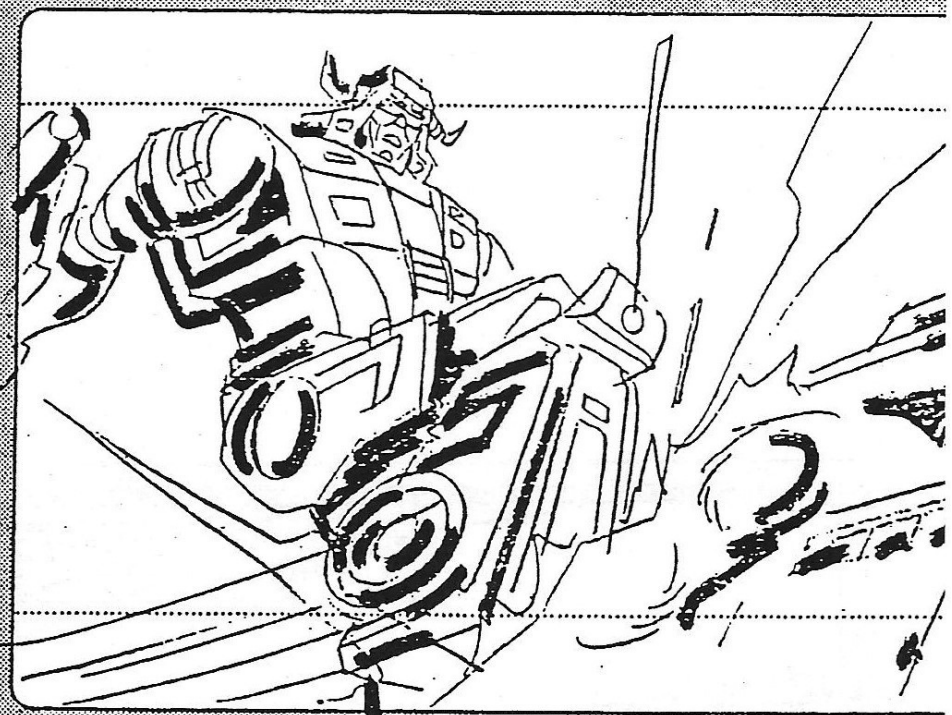
DIAL JUNKIONS Or your money back!

MUSIC/SFX

CAMERA

TF RAW
From G1 to Beast Hunters and Beyond!!!!





ACTION M.S. JUNKION, HE WELDS A PART.

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN KICKS IT.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

M.S. PERCEPTOR, WRECK-GAR AND ANOTHER JUNKION. PERCEPTOR IS ENJOYING SEEING THE JUNKIONS FIX THEIR SHIP.

DIAL

PERCEPTOR Most scientific, but effective.

MUSIC/SFX

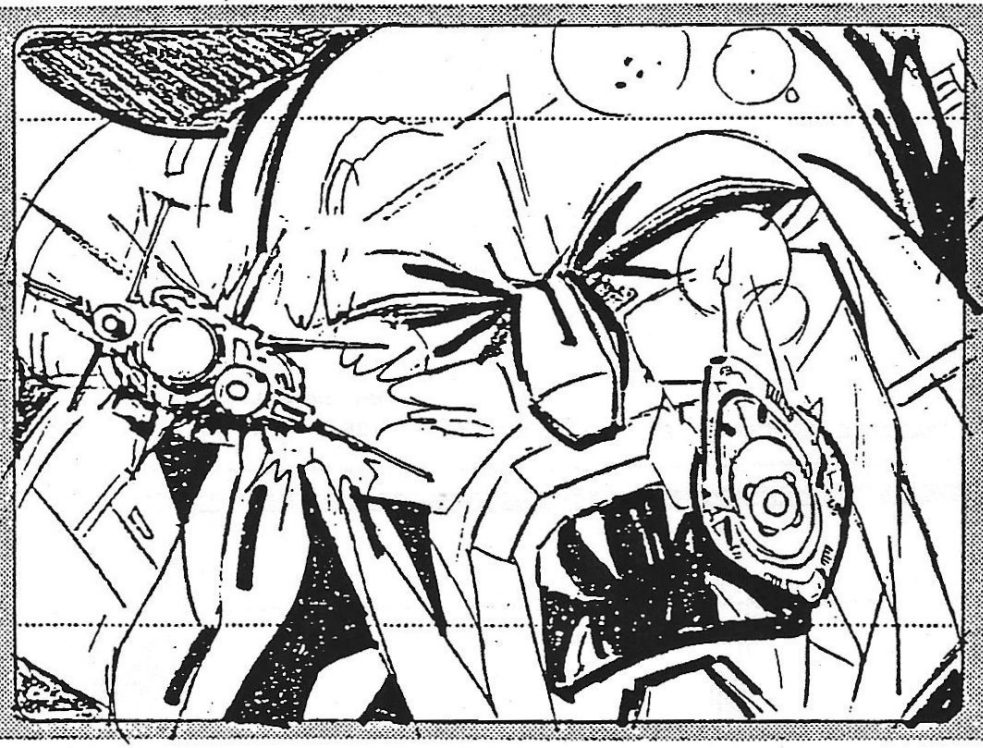
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

MUSIC/SFX

SC. 27-77 SC. SEQ. 27 Page 69



ACTION C.U. UNICRON. THE JUNKION AND QUINTESSON SHIPS CLOSE IN AND FIRE AT HIM.

DIAL

MUSIC/SFX

CAMERA

ACTION

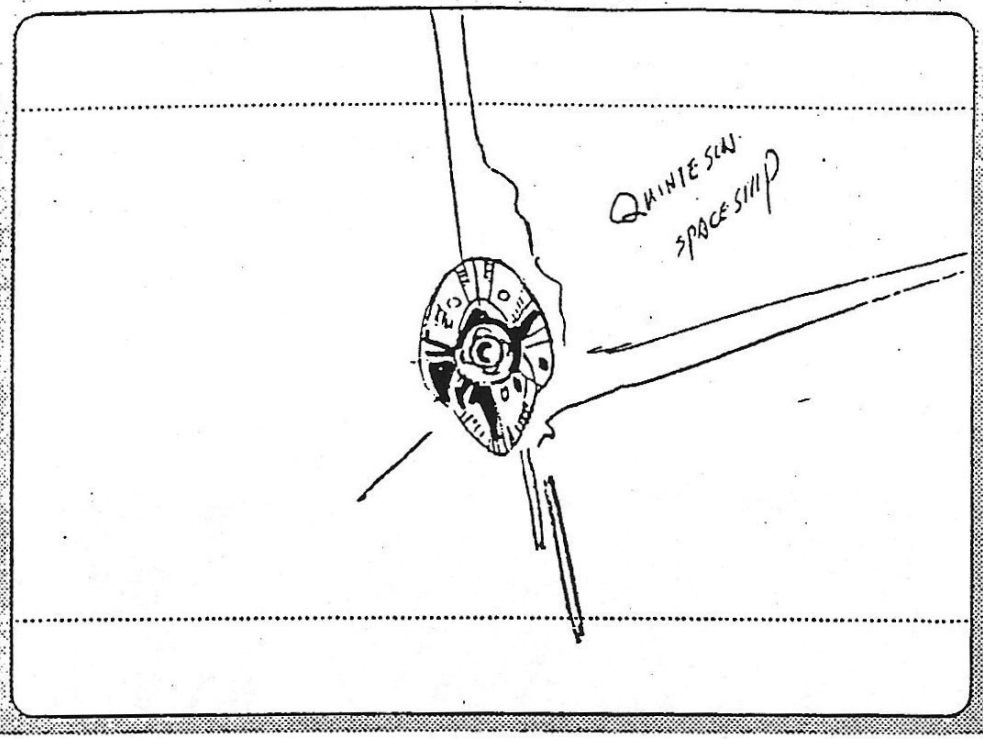
DIAL

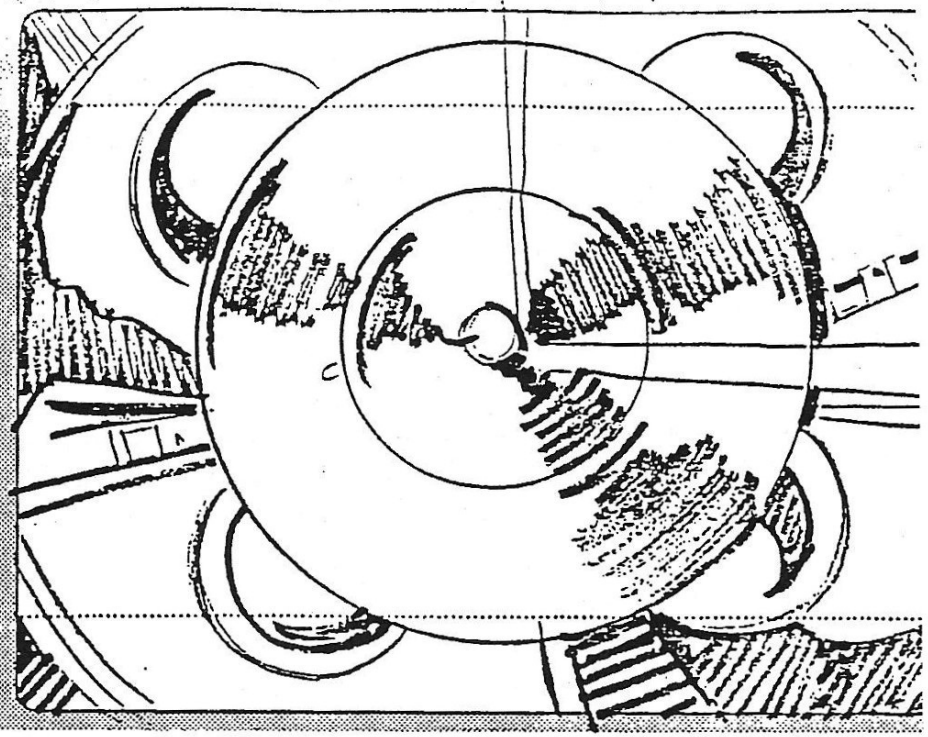
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT SEQ. 27 Page





ACTION L.S. THE QUINTESSON SHIP. IT IS FLYING DIRECTLY TOWARD US.

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND INTO CAMERA, FILLING THE SCENE.

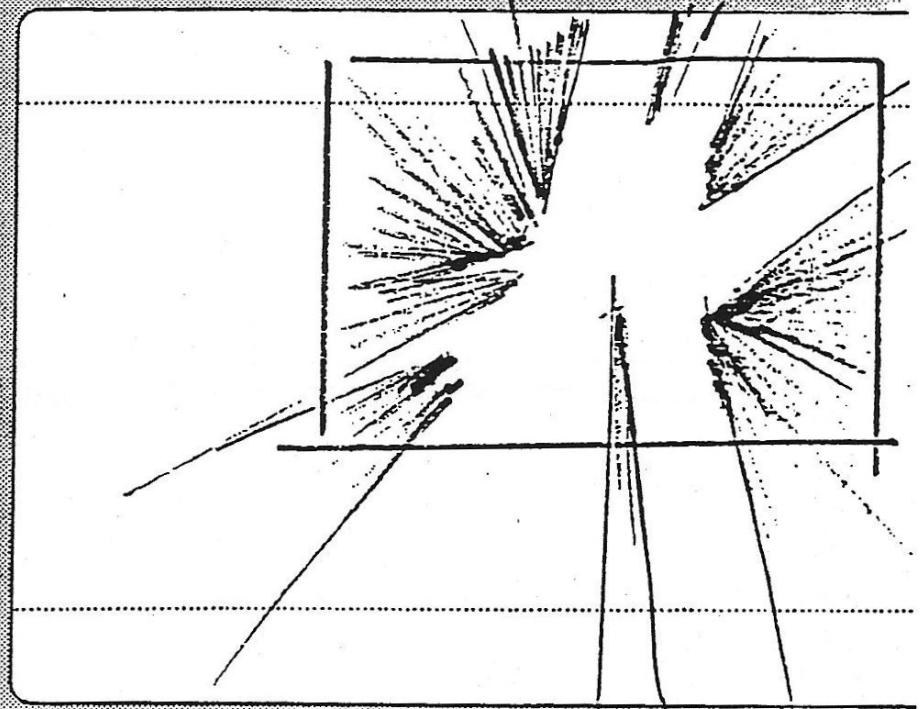
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Re-Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-79 TRUCK - IN SC. CONT SEQ. 27 Page 71



ACTION C.U. UNICRON'S FACE. WE TRUCK IN ON HIS EYES.

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND HE FIRES A BLAST FROM HIS EYE AT THE QUINTESSON SHIP.

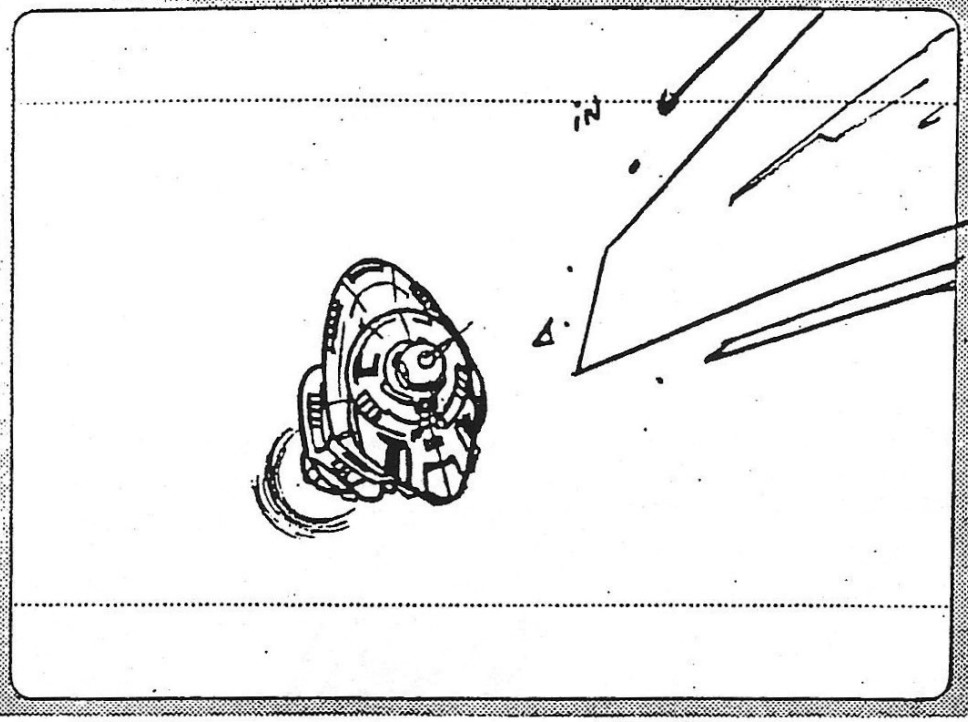
DIAL

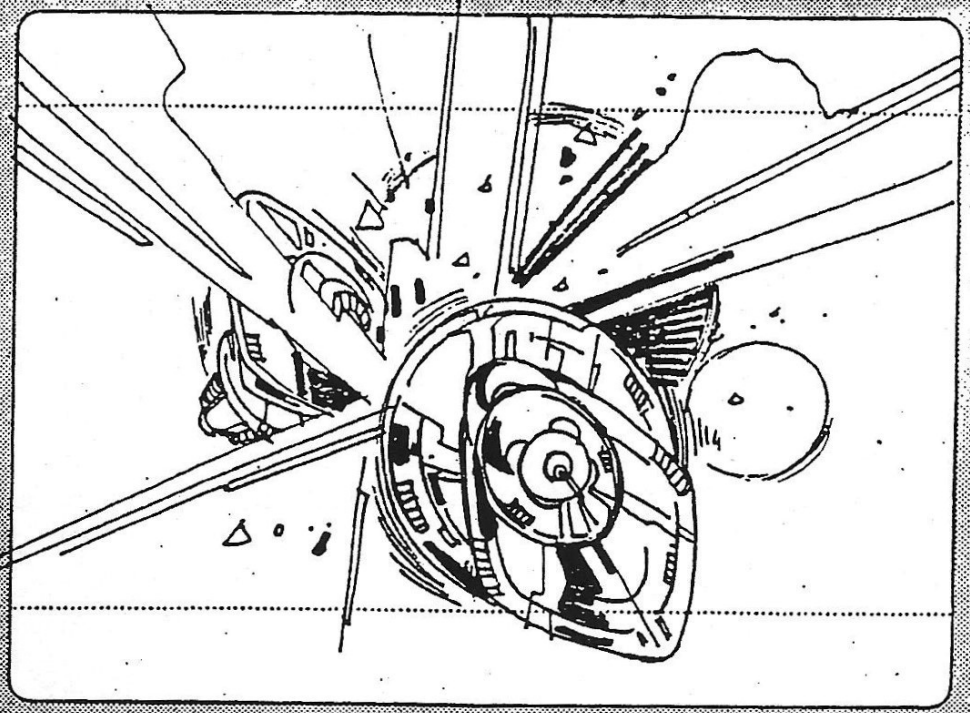
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-80 SC. CONT. SEQ. 27 Page 72





ACTION L.S. THE QUINTESSON SHIP AS THE EYE BLAST ENTERS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND SMASHES INTO THE SHIP, CUTTING IT IN HALF.

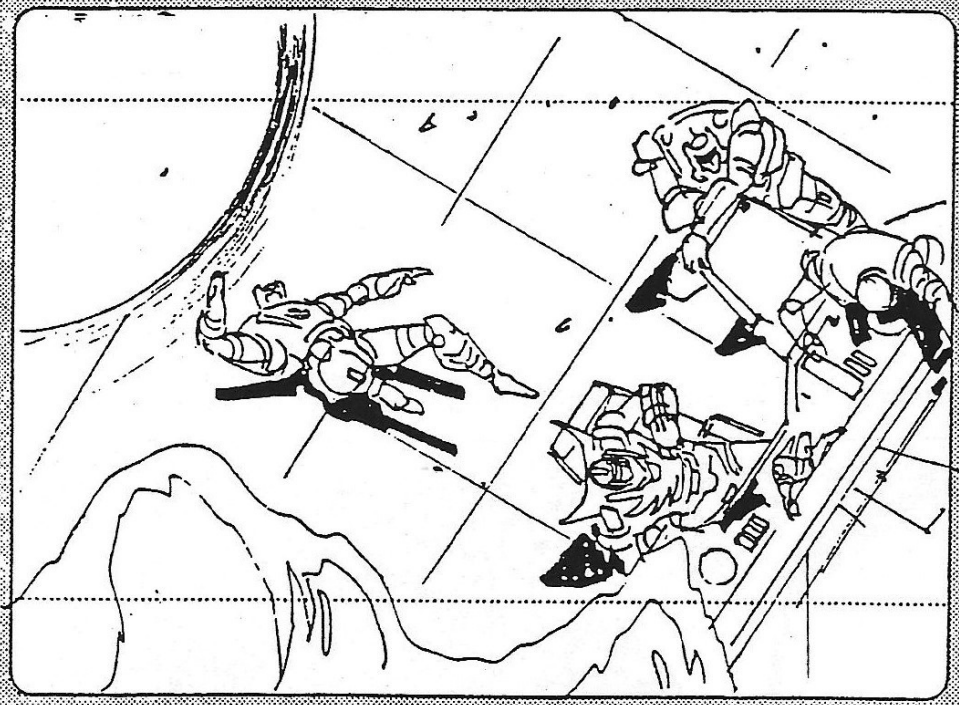
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Season 1 to Beast Hunters and Beyond!!!!

SC. 27-81 CAM SHAKE.



ACTION L.S. THE AUTOBOTS INSIDE THE QUINTESSON SHIP ARE THROWN TO THE FLOOR.

DIAL

MUSIC/SFX

CAMERA

SC. 27-82 SEQ. 27 Page 73

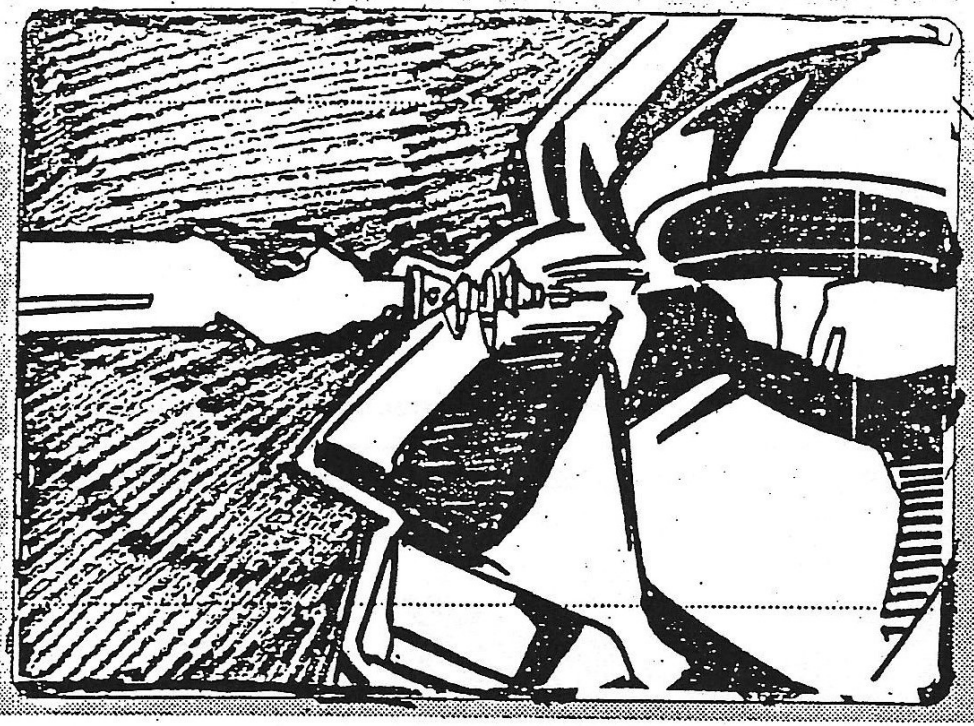
ACTION M.S. HOT ROD MOVES BACK IN POSITION AND TAKES COMMAND OF THE SHIP DRIVING IT FORWARD.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.C.U. UNICRON'S FACE AS THE QUINTESSON SHIP STREAKS TOWARD HIM.

DIAL

MUSIC/SFX

ACTION UNICRON TRIES TO GRAB IT BUT MISSES THE SHIP WHICH IS HEADING ON A DIRECT COURSE FOR HIS EYE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION X.C.U. UNICRON'S EYE AS THE QUINTESSON SHIP APPROACHES.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

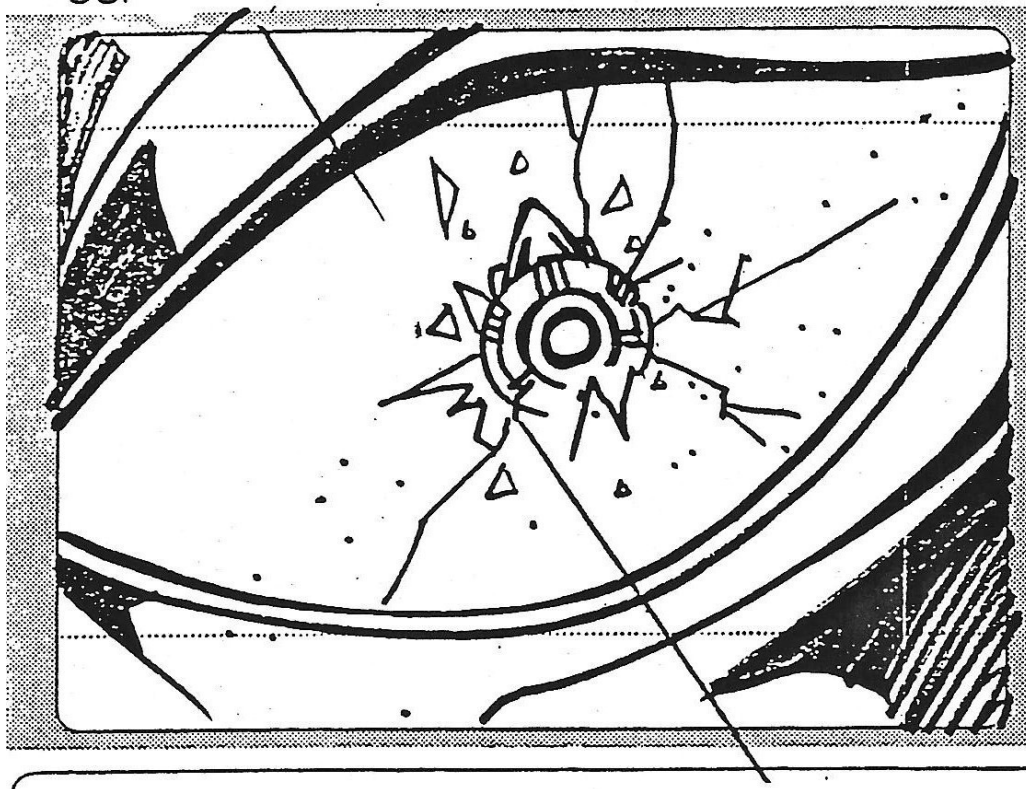
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 27-85 CONT

SC. CONT

SEQ. 27 Page 76



ACTION X.C.U. UNICRON'S EYE AS THE SHIP SMASHES THROUGH IT.

DIAL

MUSIC/SFX

CAMERA

ACTION UNICRON REACTS AND MOVES BACK IN PAIN.

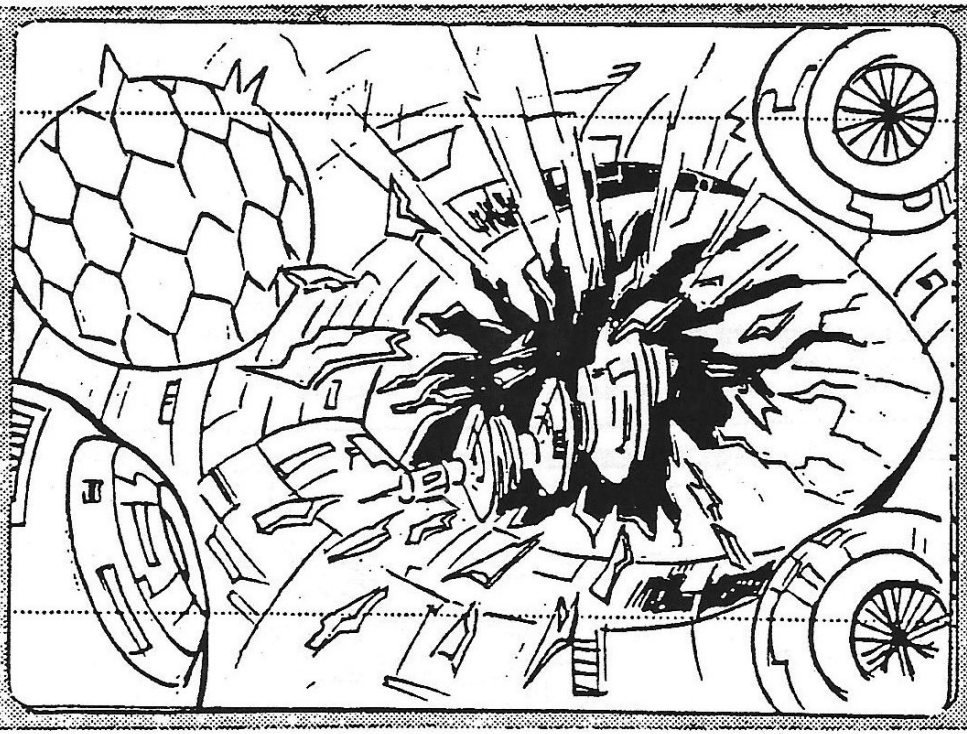
DIAL UNICRON Gaaaaaaaaaaaaa!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-1



ACTION X.L.S. INT UNICRON'S HEAD. QUINTESSON CRUISER CRASHES (CORK-SCREW ACTION) THROUGH UNICRON'S EYE.

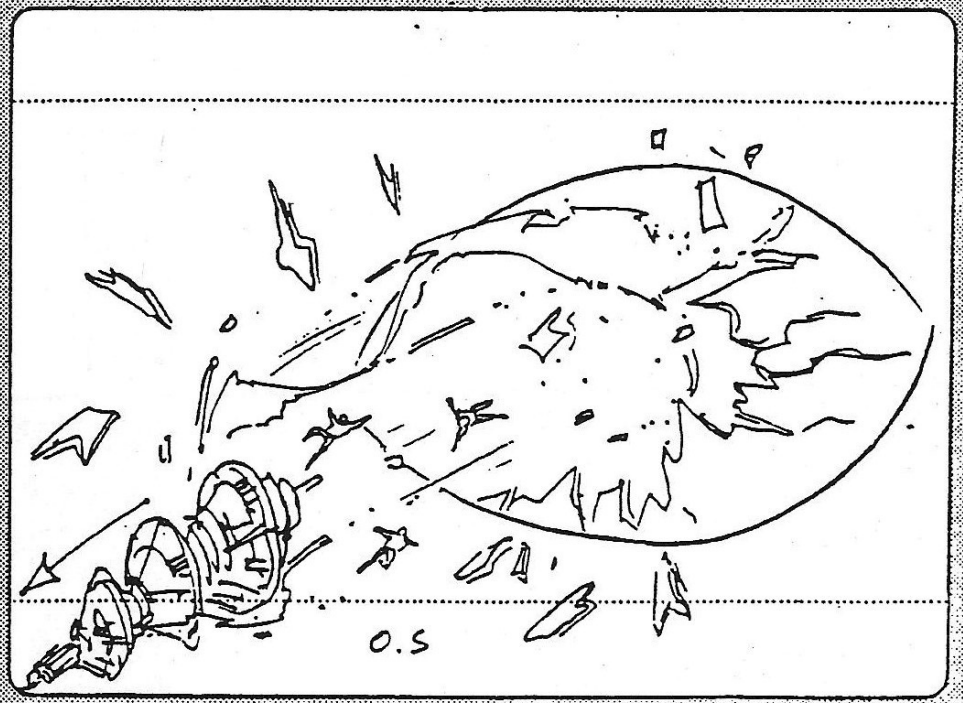
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 28-1



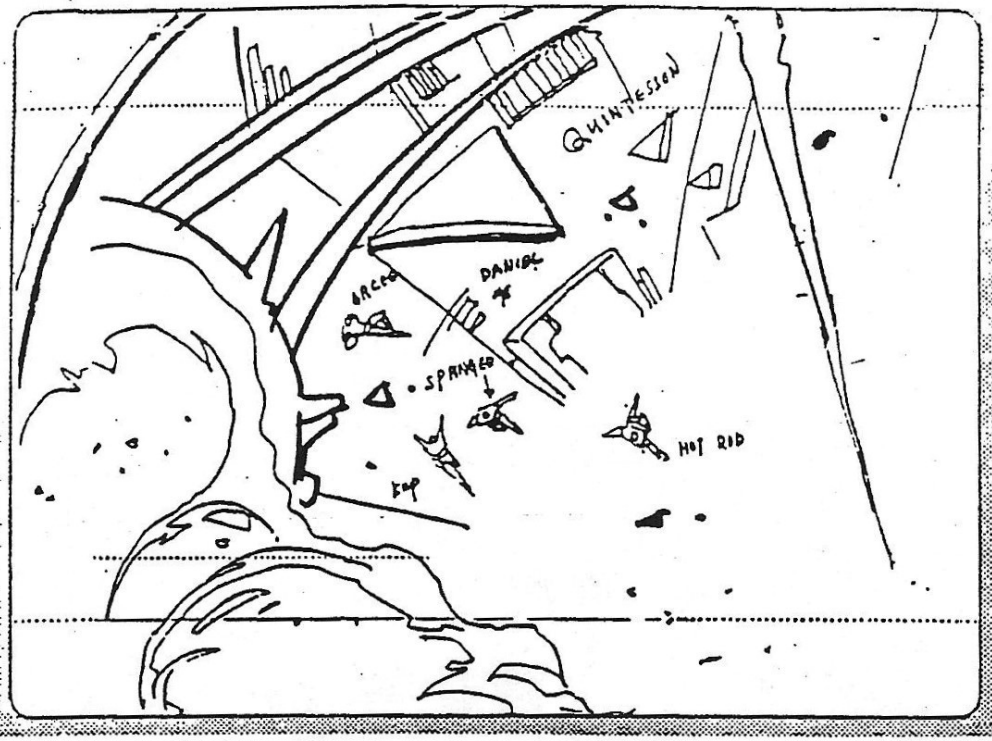
ACTION CRUISER CONTINUES THROUGH SCENE DUMPING OFF VARIOUS AUTOBOTS AND HURTLES OFF SCREEN.

DIAL

MUSIC/SFX

CAMERA

SC. 28-2



SC. 28-2A SEQ. 2

ACTION X.L.S. ANOTHER ANGLE ON INTERIOR UNICRON'S HEAD. DAN, ARCEE, SPRINGER AND HOT ROD FALL, TUMBLE AND SPIN DOWN. METALLIC SHARDS AND DEBRIS FLY THROUGH SCENE, WHIRLING WILDLY DOWN.

DIAL

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

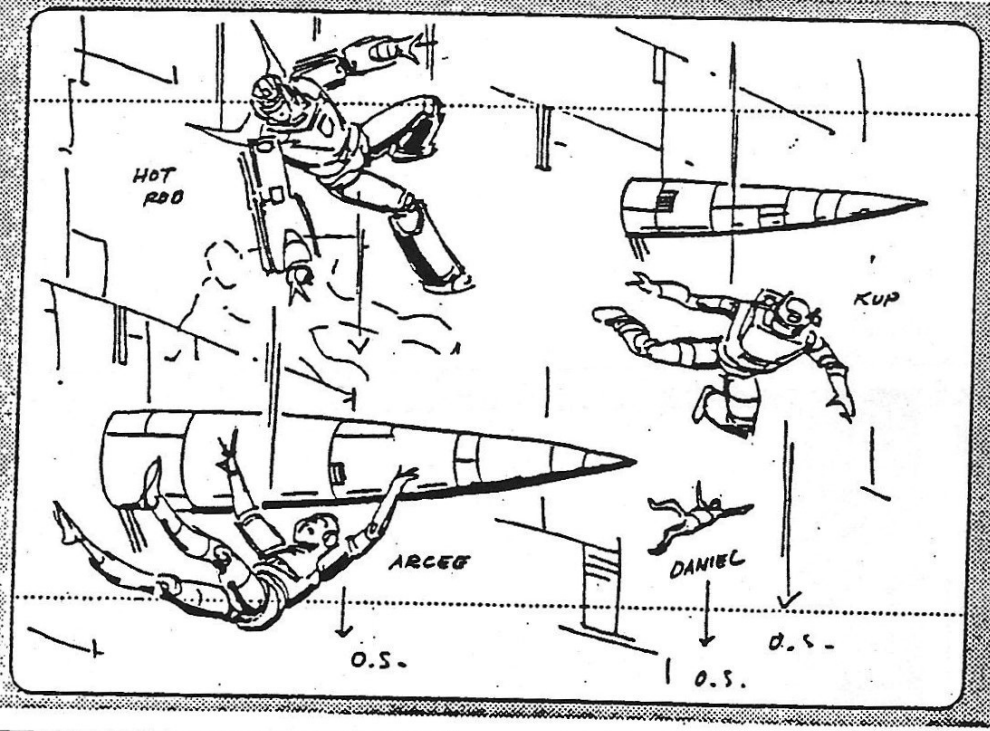
MUSIC/SFX

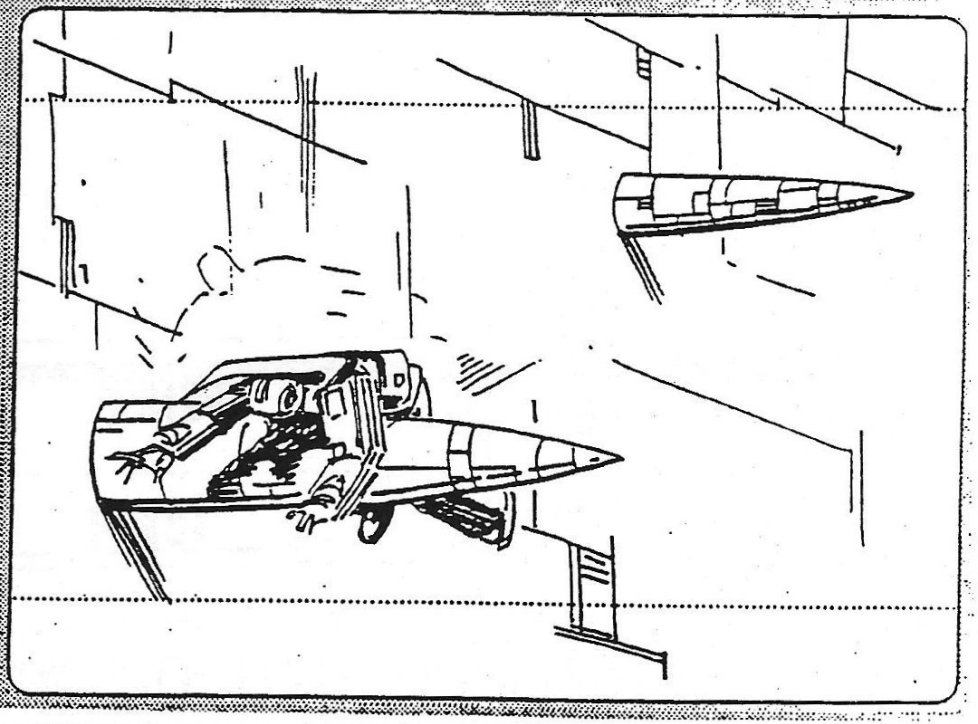
CAMERA

SC. 28-2A

SC. CONT

Page 2A





ACTION L.S. ARCEE, DANIEL, KUP AND HOT ROD FALLING THROUGH SPACE.

DIAL

MUSIC/SFX

CAMERA

ACTION ALL OF THE AUTOBOTS FALL O.S. EXCEPT FOR HOT ROD WHO LANDS ON A POINTED PROJECTION JUTTING OUT FROM THE WALL.

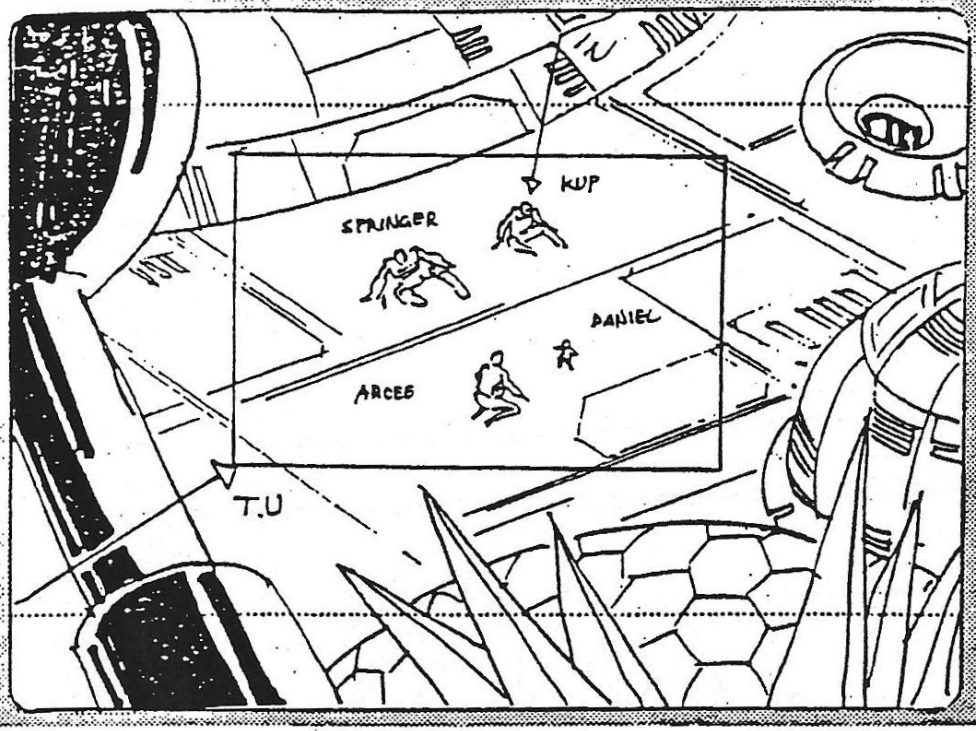
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-3 SC. SEQ. 28 Page 2B



ACTION CONTINUE FALLING, SPINNING ACTION ON AUTOBOTS AS THEIR FALL_PATHS WIDEN, O.S. HOT ROD PLUNGES DOWN INTO CAMERA AND O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW Generation 1 to Beast Hunters and Beyond!!!!

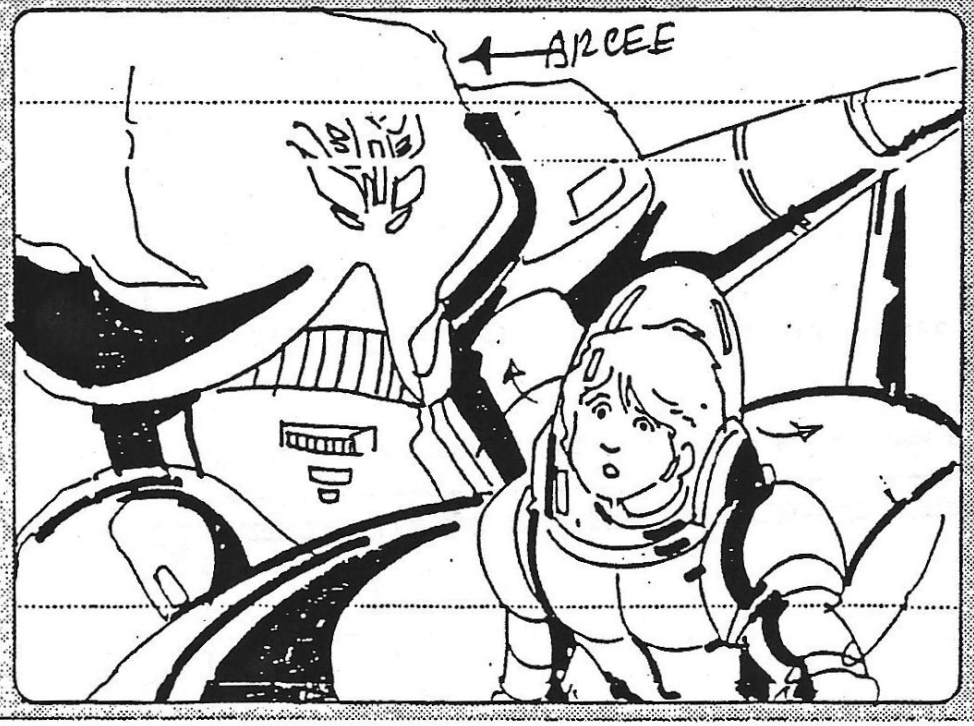
ACTION

DIAL

MUSIC/SFX

CAMERA

SC. 28 - 4



ACTION M.S. DANIEL DANIEL LOOKS RIGHT AND LEFT.

DIAL DANIEL Where's Hot Rod?

MUSIC/SFX

CAMERA

SC. 28 - 5

SEQ. 28 Page 3

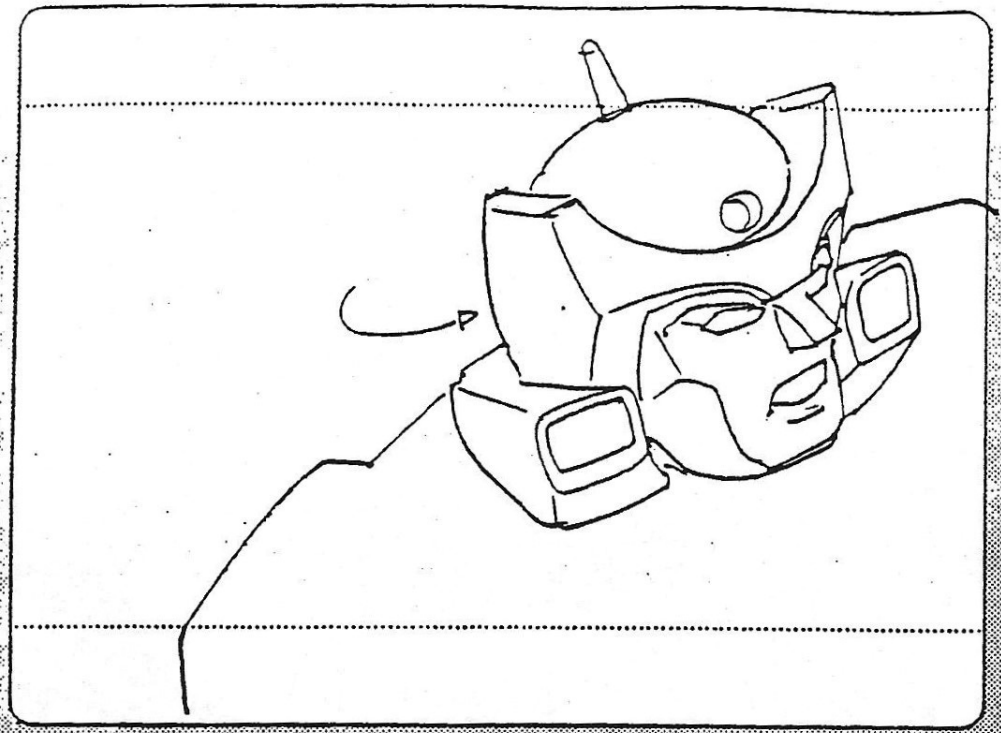
ACTION SPRINGER AS HE MOVES INTO SCENE. ARCEE IN THE DISTANCE.

DIAL SPRINGER I don't know, but I hope

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

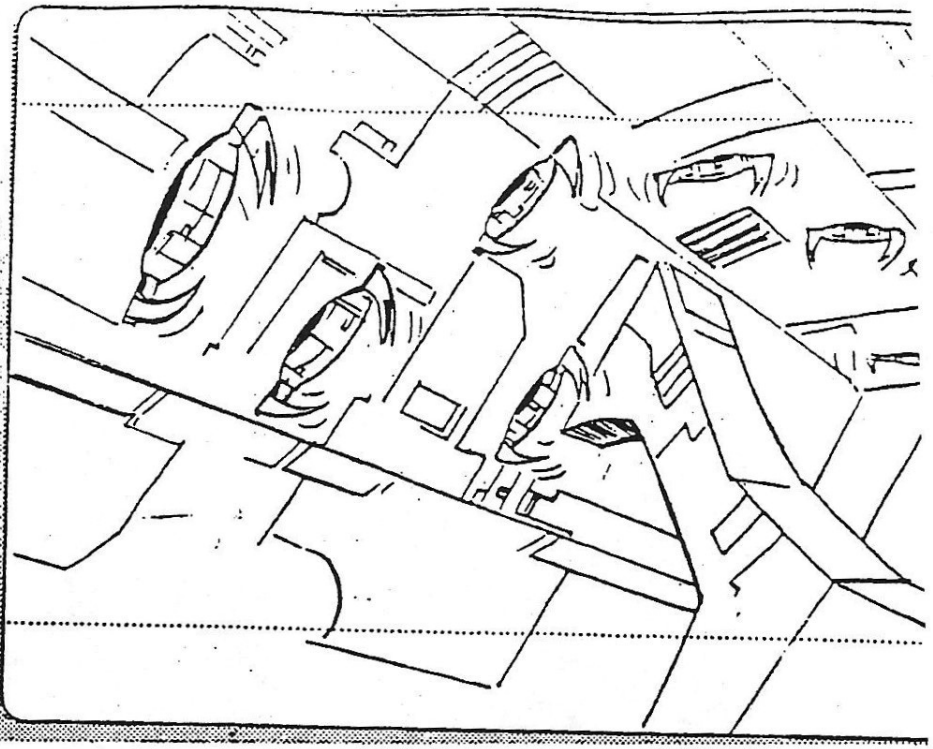


ACTION SPRINGER TURNS HIS HEAD TO LOOK O.S. HIS JAW DROPS.

DIAL SPRINGER (CONT) ...They didn't get him.

MUSIC/SFX

CAMERA



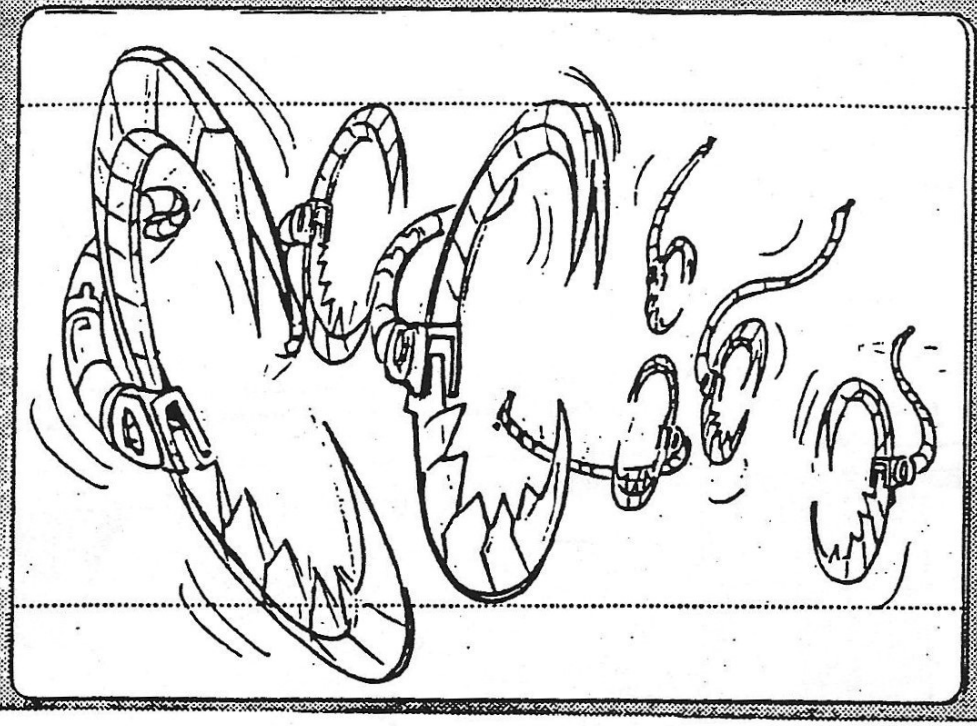
ACTION X.L.S. THE WALLS OF THE CHAMBER. AS UNICRON'S ANTIBODIES CO
OF THE WALLS...'

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...STRETCH OUT AND MOVE TOWARD US, OPENING WIDE THEIR BEAKS.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

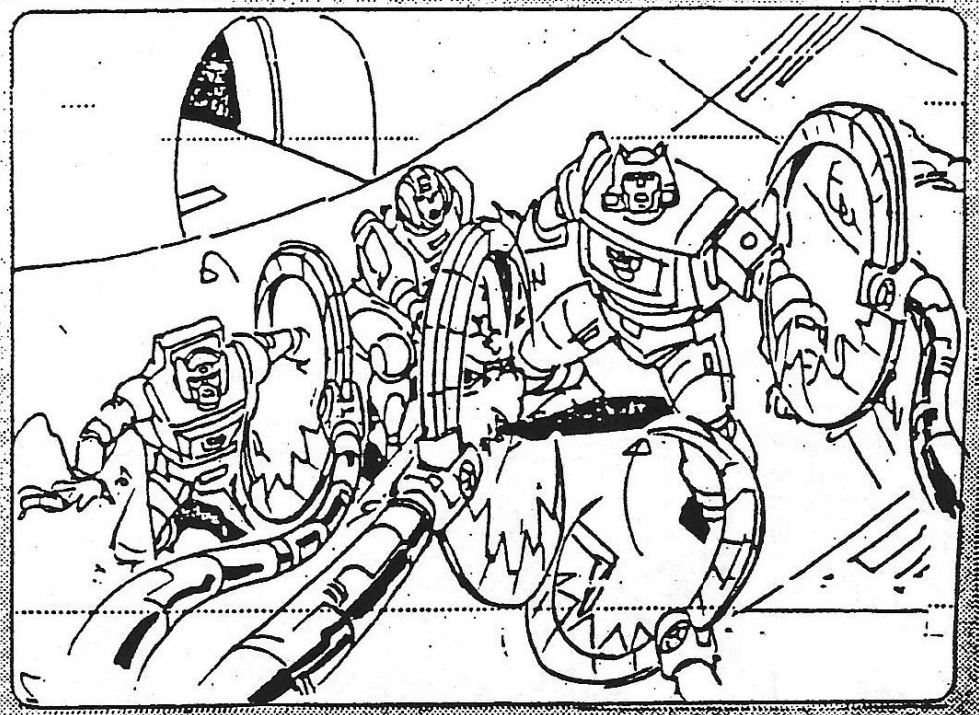
CAMERA

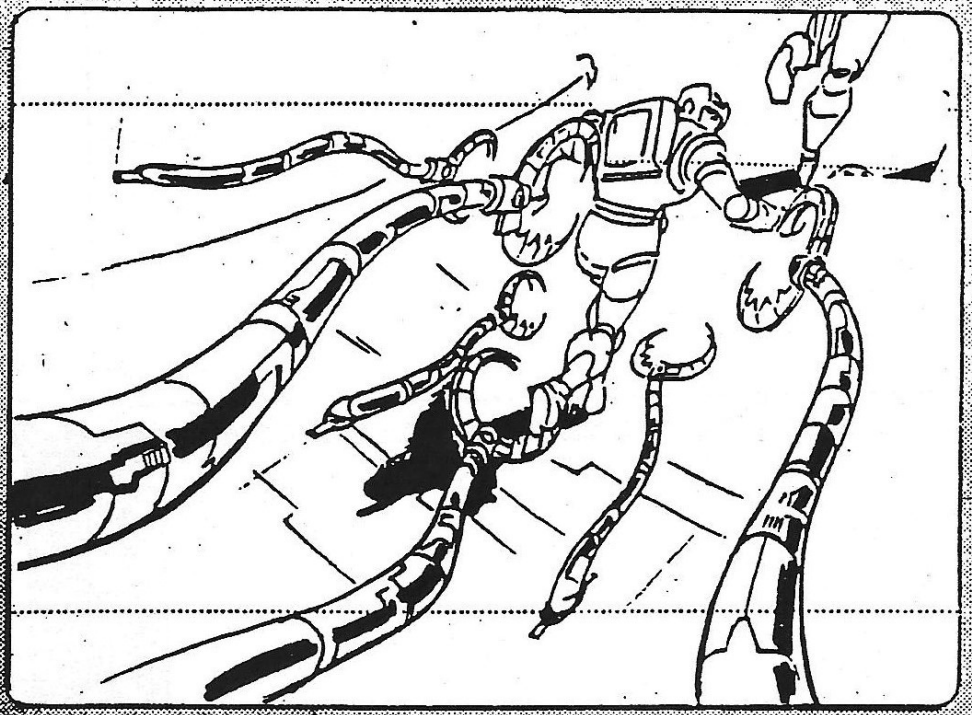
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-7

SC. CONT

SEQ 28 Page 6





ACTION DOWN SHOT KUP, ARCEE, DANIEL, AND SPRINGER. ARCEE SNATCHES UP DANIEL...

DIAL ARCEE Quick! This way.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION ...THE AUTOBOTS TURN _ RUN O.S.

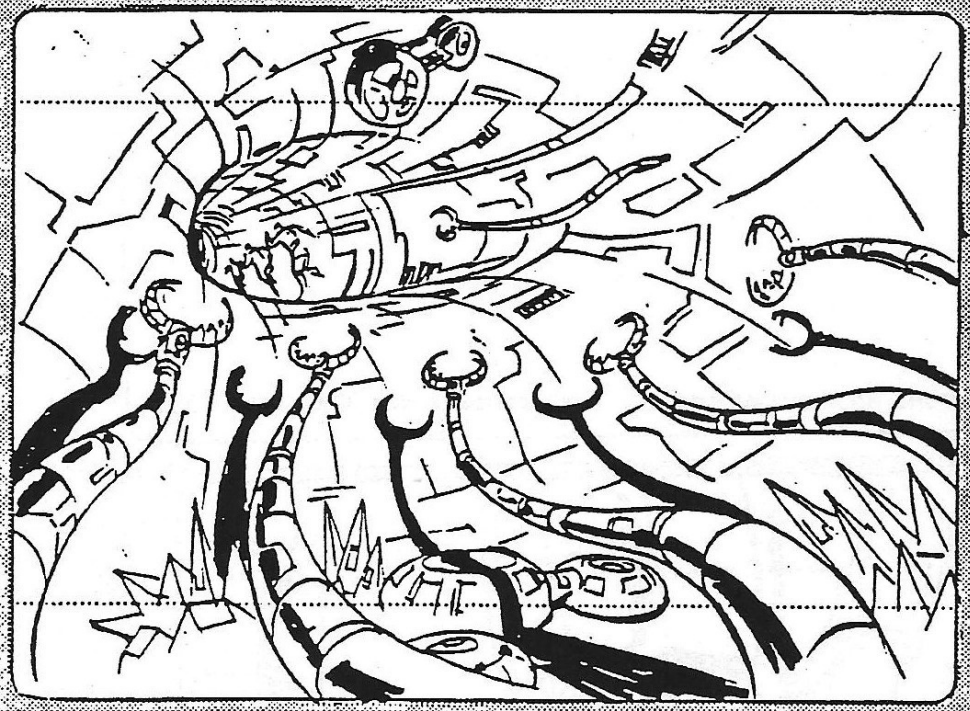
DIAL

MUSIC/SFX

SC. 28-8

SC.

SEQ. 28 Page 7



ACTION L.S. AUTOBOTS RUNNING OFF INTO LARGE DUCT. SHAPES STREAM, WRITHING AFTER THEM.

DIAL

MUSIC/SFX

CAMERA

ACTION

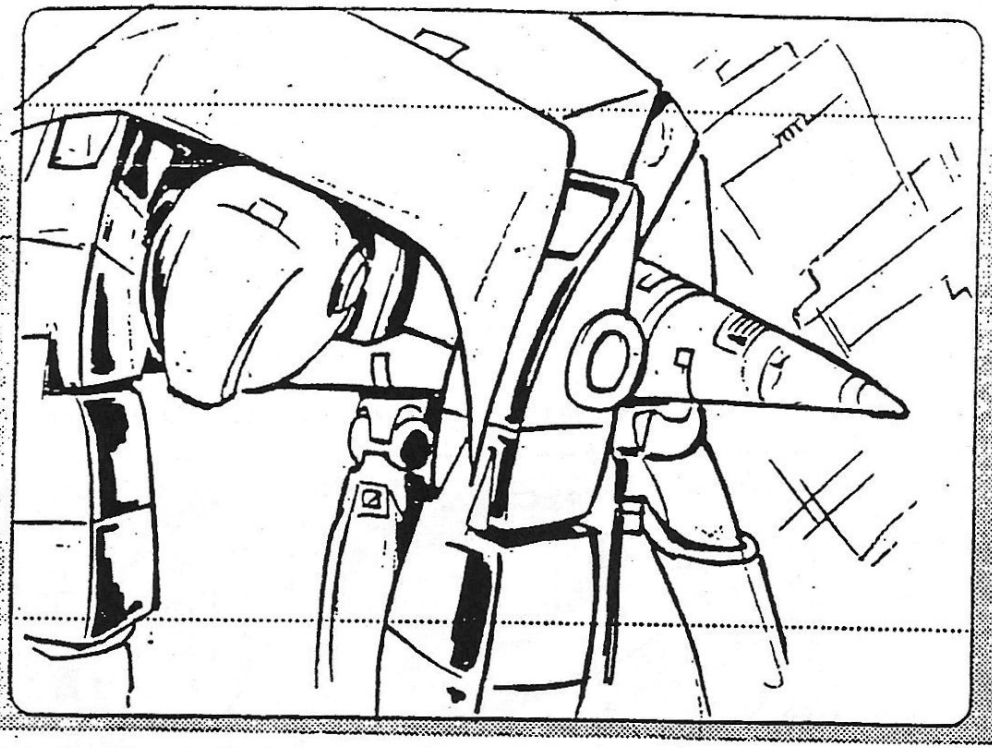
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 257



ACTION M.S. HOT ROD PERCHED ON A POINTED PROJECTION INSIDE UNICRON.

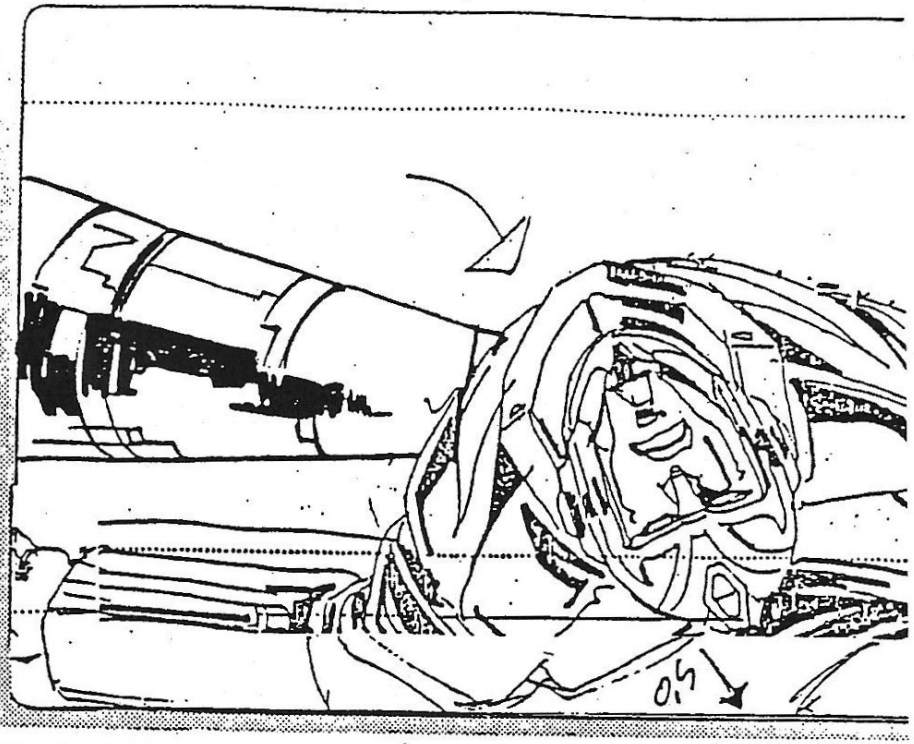
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 25 PAGE



ACTION ...HE TURNS, LOSES HIS HOLD AND FALLS O.S.

DIAL

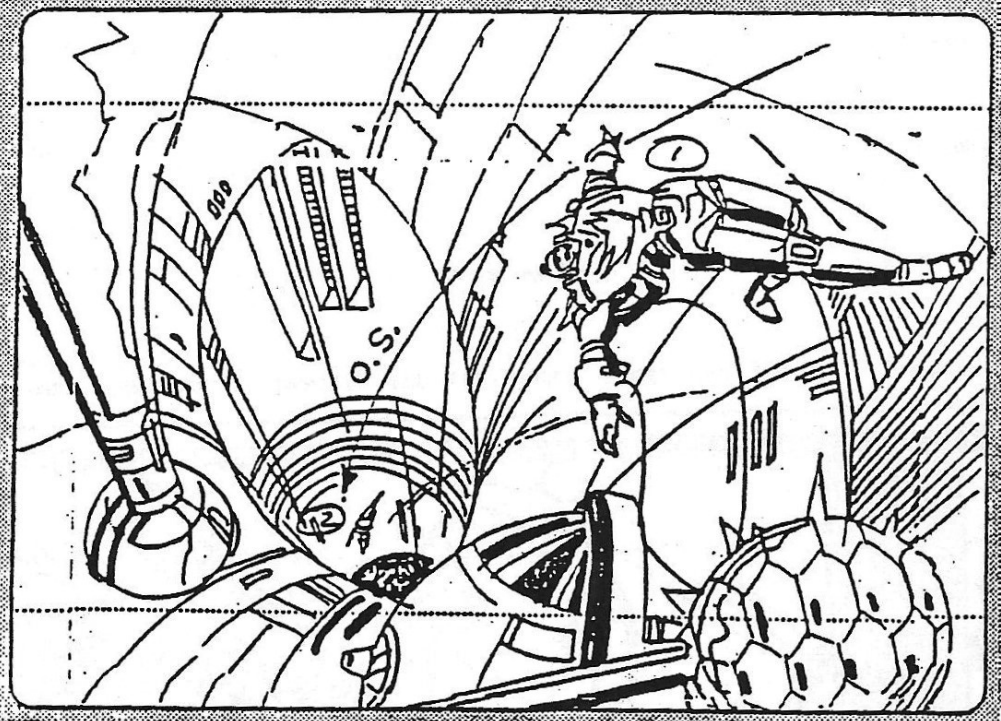
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-10

SC.

SEQ. 28 Page 9



ACTION DOWNSHOT ON HOT ROD FALLING INTO A DEEP CHANNEL AND O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION

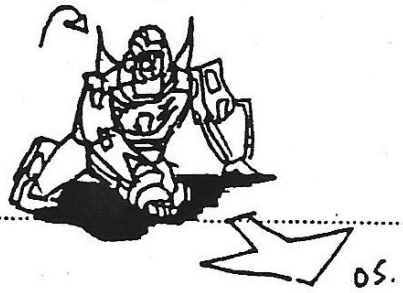
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

START → PAN STOP

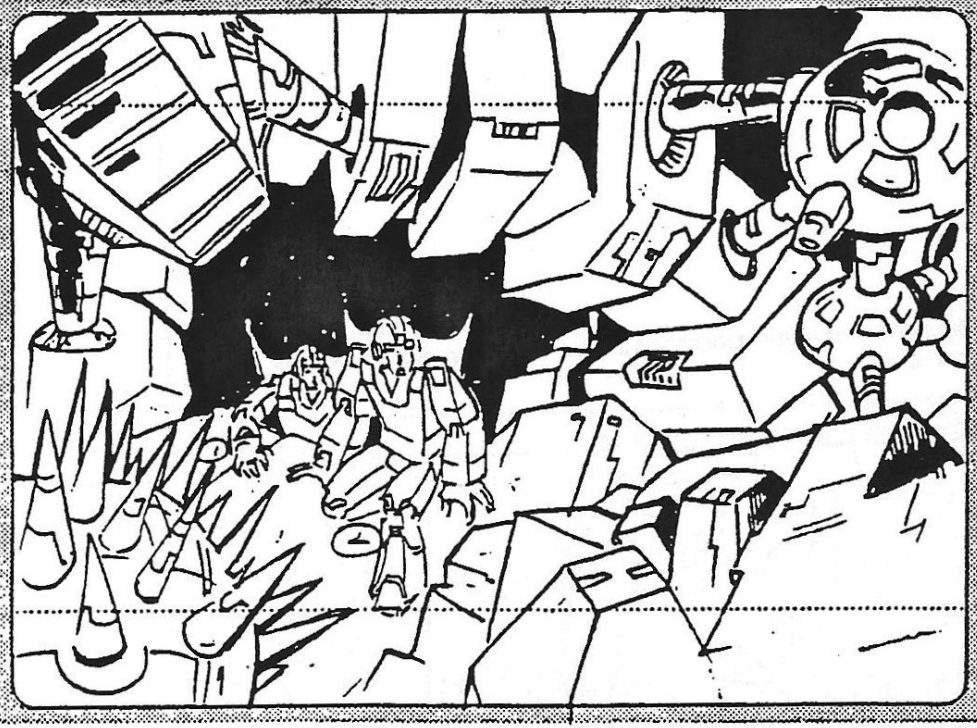


ACTION L.S. HOT ROD. WE FOLLOW HIM AS HE FALLS THROUGH SPACE AND LANDS ON THE BOTTOM OF AN AREA DEEP INSIDE UNICRON. RECOVERING FROM THE FALL, HE CRAWLS FORWARD O.S.

DIAL

MUSIC/SFX

SC. 28-12



ACTION X.L.S. HOT ROD CLIMBS UP INTO ANOTHER CAHMBER DEEP INSIDE UNICRON.

DIAL

MUSIC/SFX

CAMERA

SC. 28-13

SEQ. 28 Page 11

ACTION M.C.U. HOT ROD. HE MOVES FORWARD, THEN STOPS TO INSPECT THE CHAMBER.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. THE CHAMBER. HOT ROD'S P.O.V. WE PAN THROUGH THE CHAMBER AND STOP ON VIEW OF THE BRILLIANT AUTOBOT MATRIX. WE TRUCK IN ON THE MATRIX.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

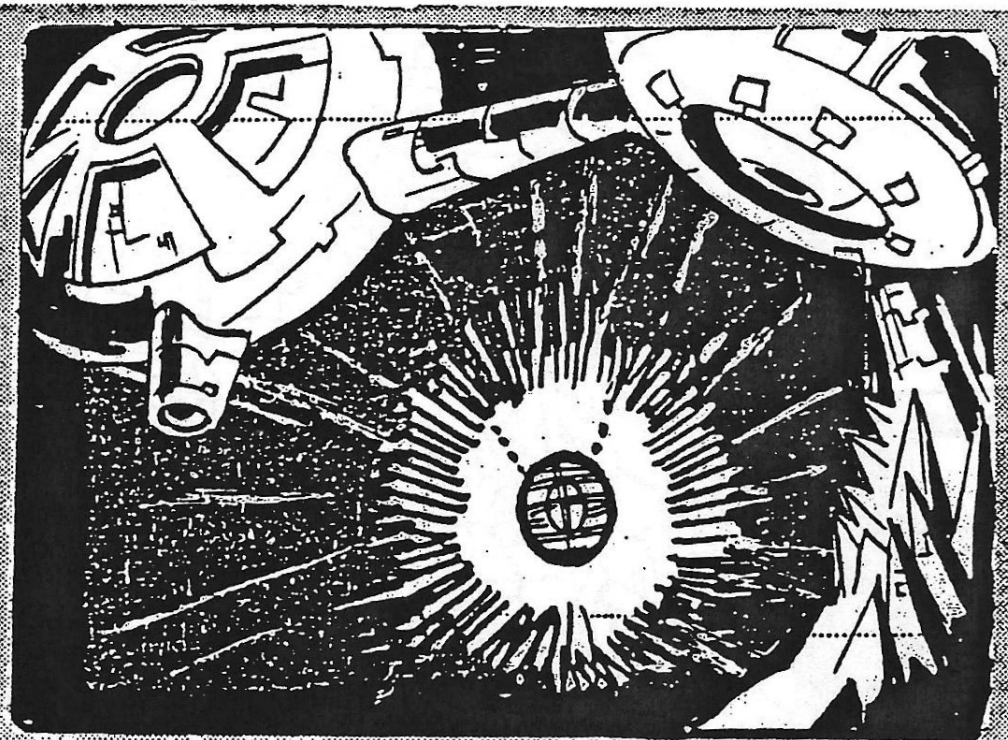
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 28-15.

SC.

SEQ.

Page 13



ACTION C.U. MATRIX. ITS PRISMATIC GLOW RADIATES FROM WITHIN DARK RECESS. AS IT HANGS, OSTENSIBLY SUSPENDED IN MID-AIR.

DIAL

MUSIC/SFX

CAMERA

ACTION

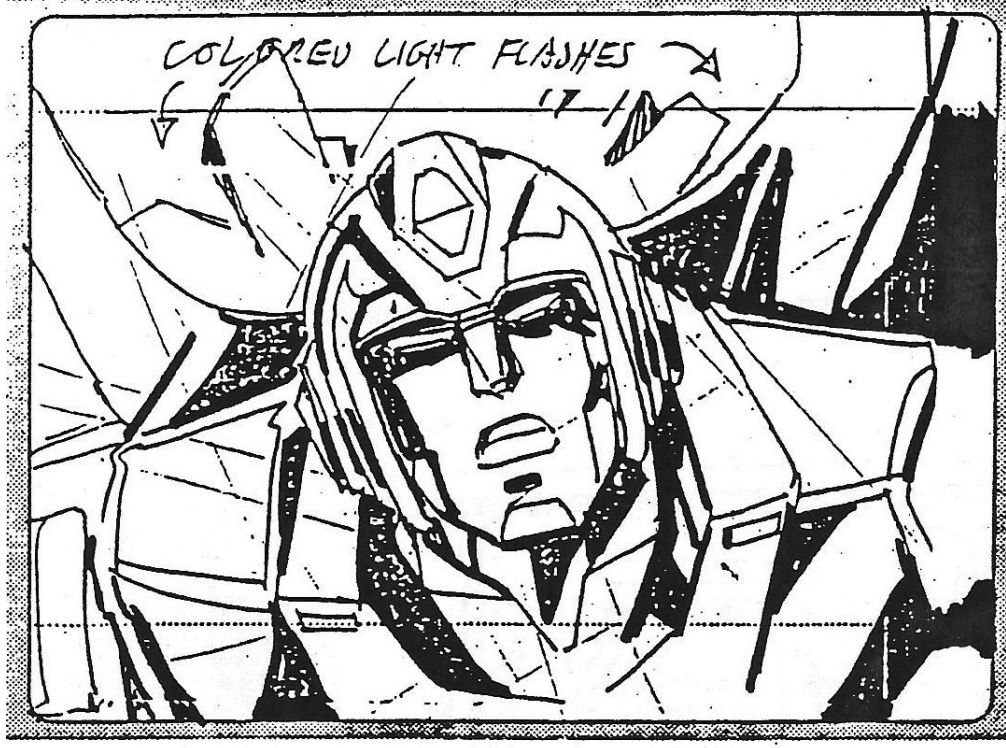
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28 - 16



CTION C.U. HOT ROD. HE STARES UP AT MATRIX, MULTI-COLORED RAYS BRUSH ACROSS HIS FACE.

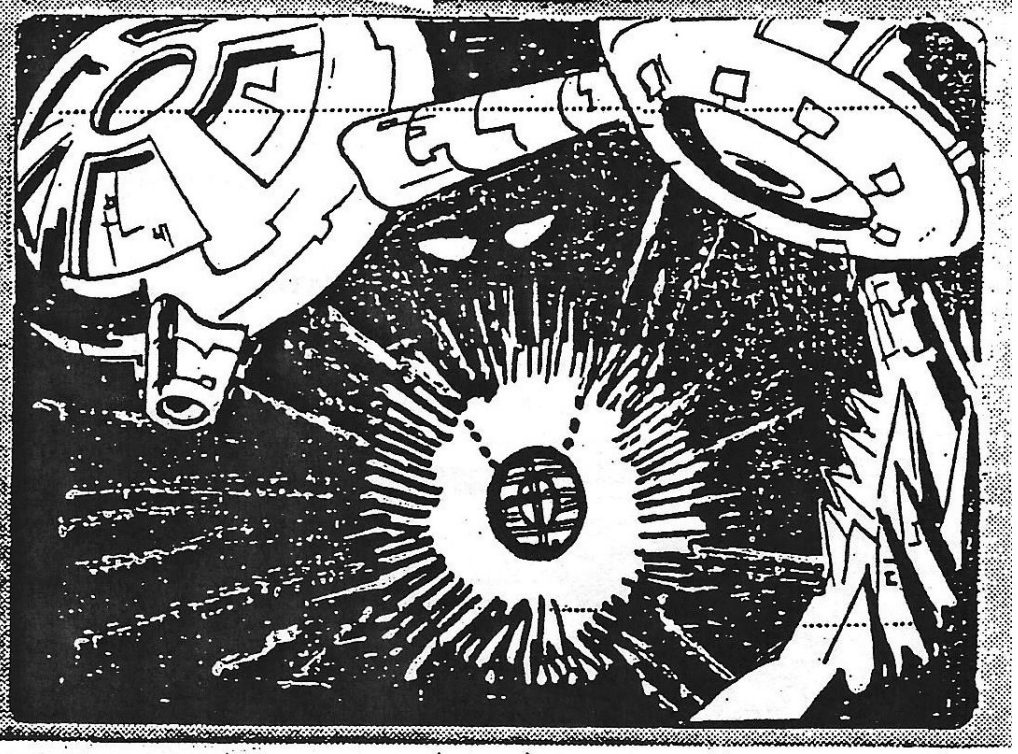
IAL HOT ROD The Matrix!

USIC/SFX

AMERA

SC. 28 - 17

SEQ. 28 Page 14



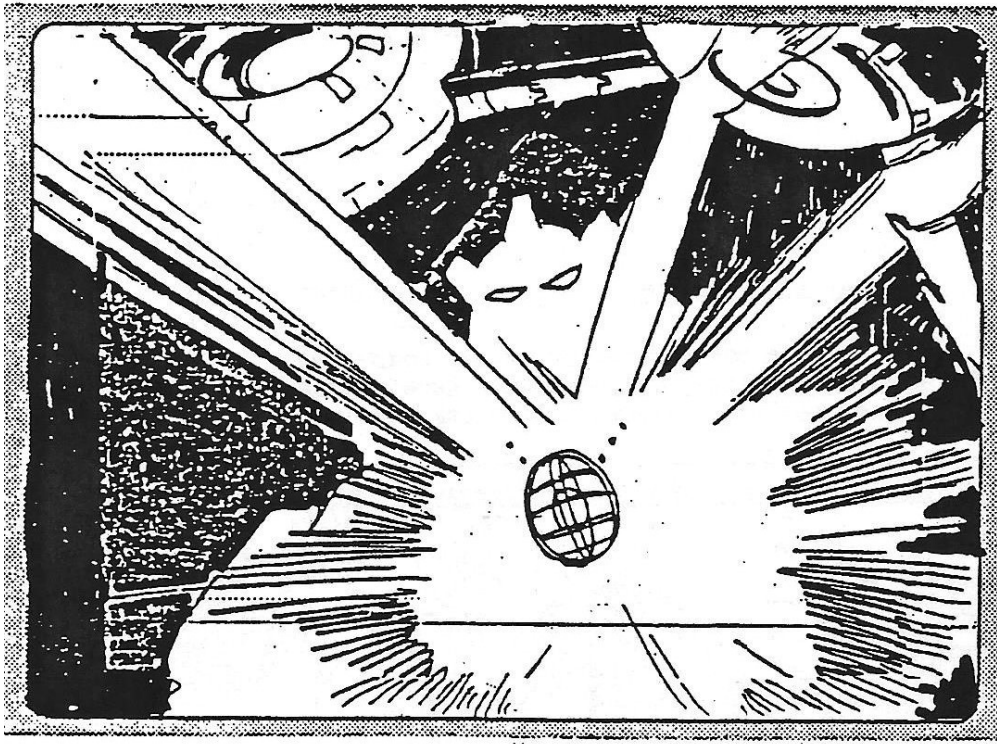
ACTION SHOT OF MATRIX, SUDDENLY, TWO RED, BURNING EYES LIGHT UP ABOVE THE BRILLIANT DIADEM.

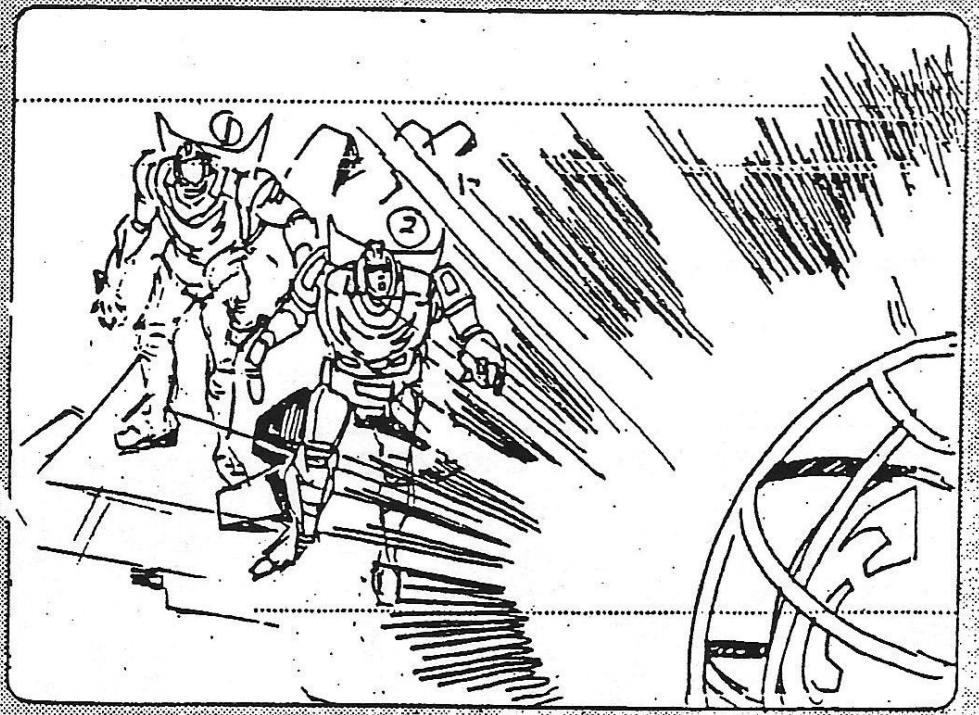
DIAL GALVATRON It will do you no good, Autobot.

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!





ACTION GALVATRON APPEARS BEHIND MATRIX.

DIAL GALVATRON (CONT) It can not be opened.

MUSIC/SFX

CAMERA

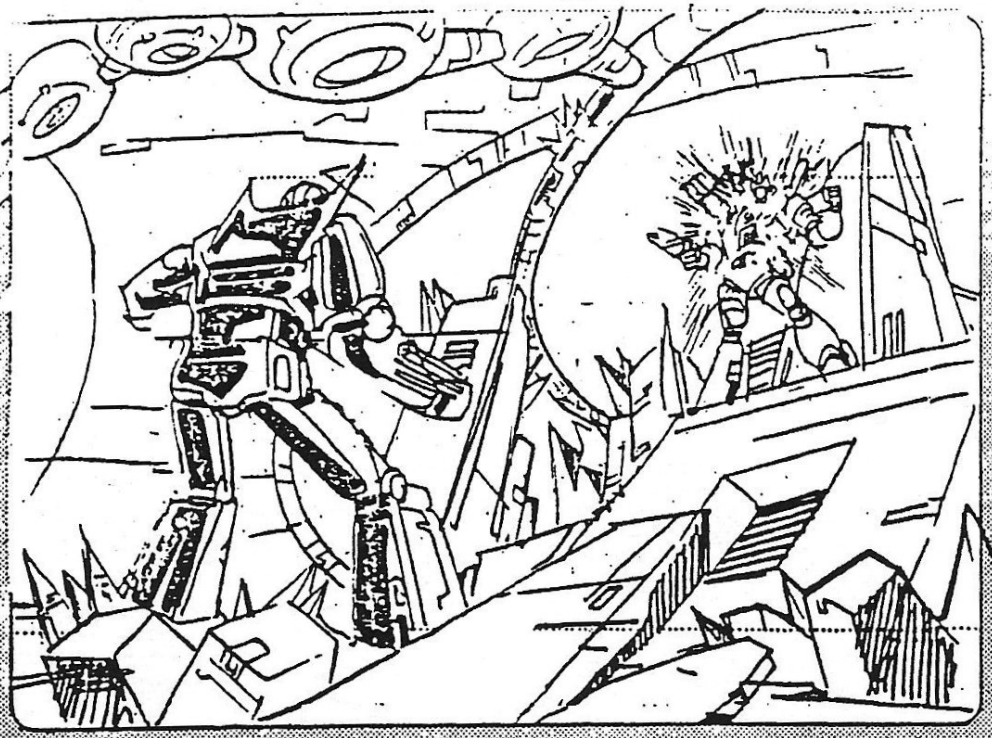
ACTION L. DOWN SHOT. HOT ROD. HE WALKS CAUTIOUSLY TOWARD THE MATRIX AND GALVATRON.

DIAL HOT ROD Not by a Decepticon.

MUSIC/SFX

CAMERA

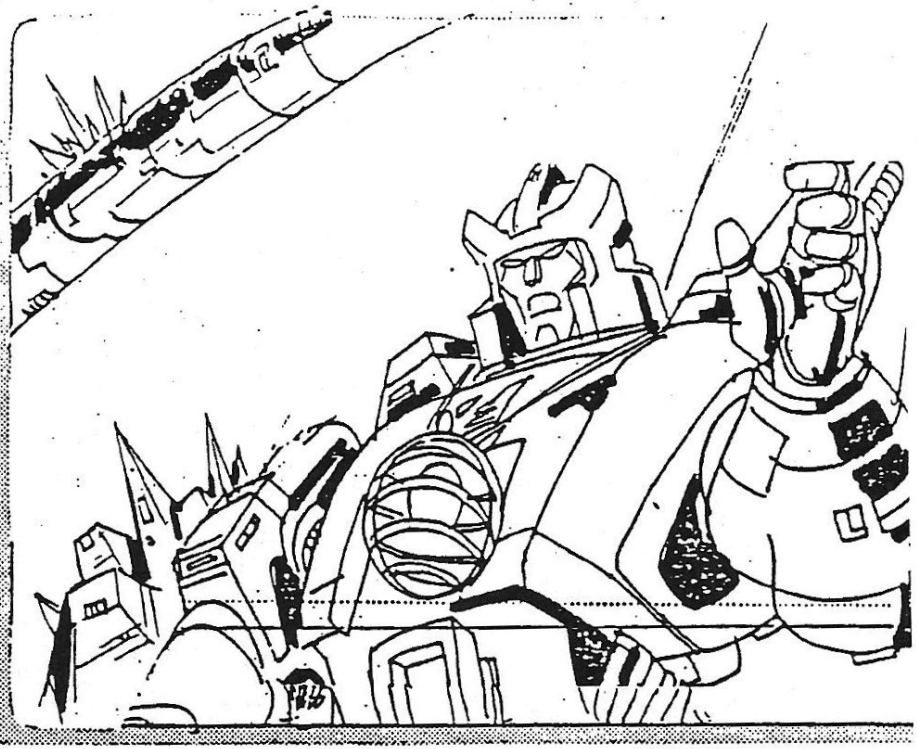
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. HOT ROD AND GALVATRON. HOT ROD ADVANCES ANOTHER STEP TOWARD GALVATRON AND INITIATES TO TAKE YET ANOTHER. GALVATRON SPEAKS AGAIN, HOT ROD HALTS.

DIAL GALVATRON Like it or not,

MUSIC/SFX



ACTION M.S. GALVATRON.

DIAL GALVATRON (CONT) we are allies now

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-22

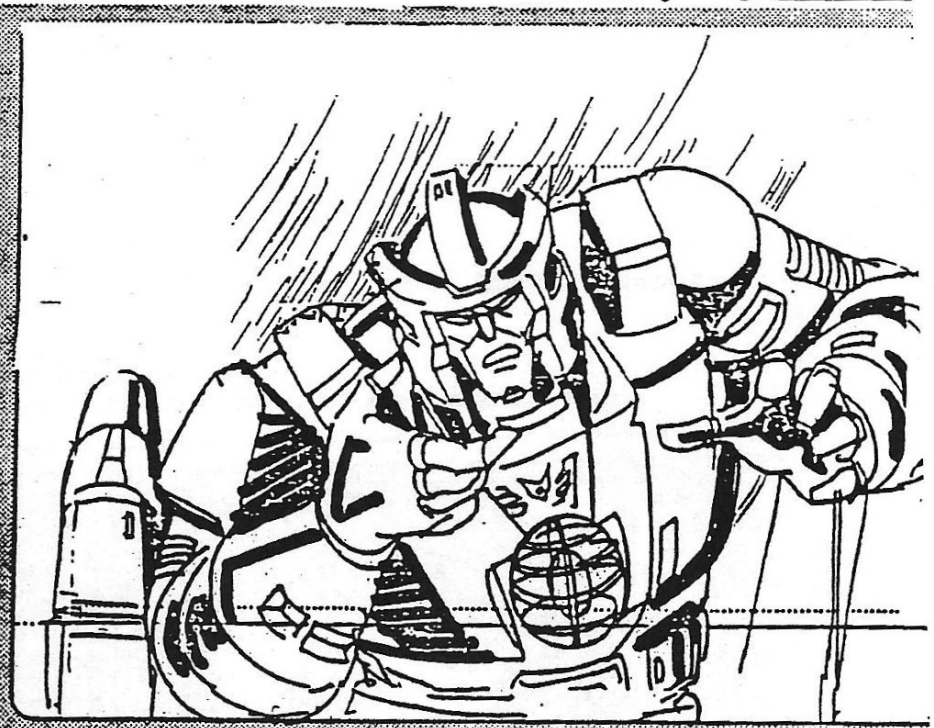
ACTION C.U. GALVATRON.

DIAL GALVATRON (CONT) against a common foe.

MUSIC/SFX

CAMERA

SC. 28-23 SEQ. 28 Page



ACTION MED. SHOT GALVATRON. HE WRITHES IN AGONY AS THE FORCE FROM UNICRON OVERTAKES HIM.

DIAL GALVATRON (CONT) Aaaaaahh!!

MUSIC/SFX

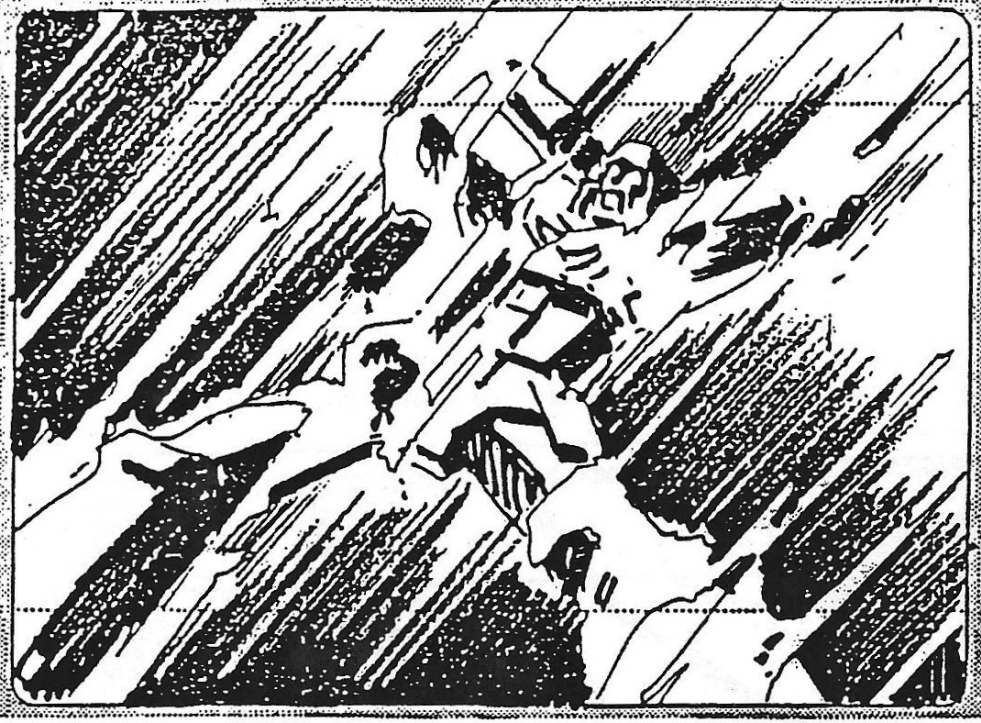
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-23A

SC.

SEQ. 28 Page 17A



ACTION M.L.S. GALVATRON. HE IS CONTORTED IN PAIN CAUSED BY THE TORTURING POWER OF UNICRON.

DIAL UNICRON Destroy him Galvatron...

MUSIC/SFX

CAMERA

ACTION

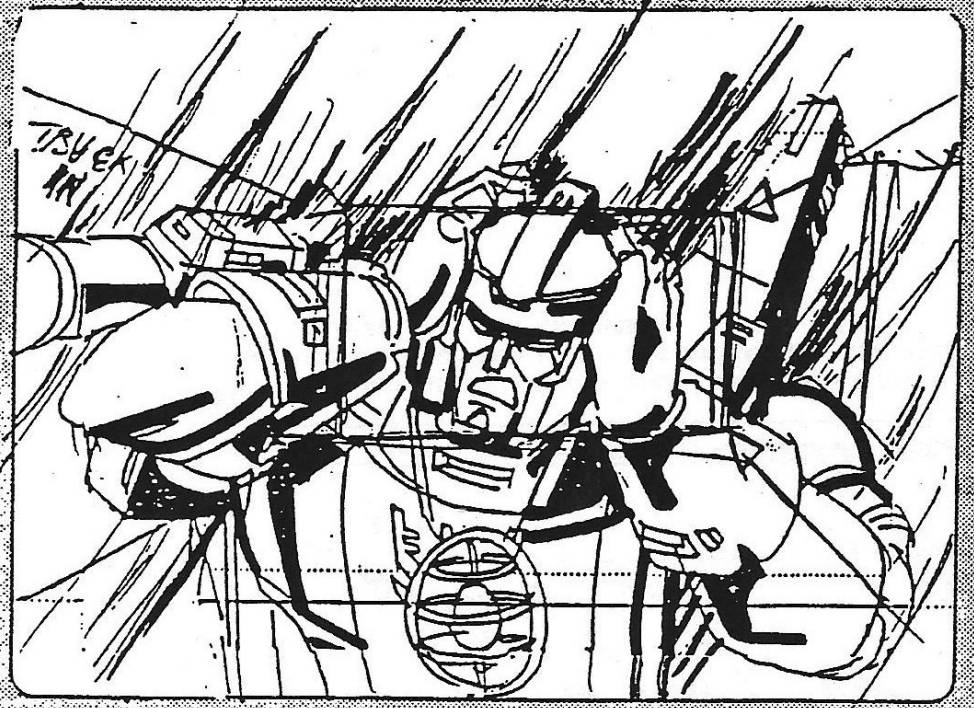
DIAL

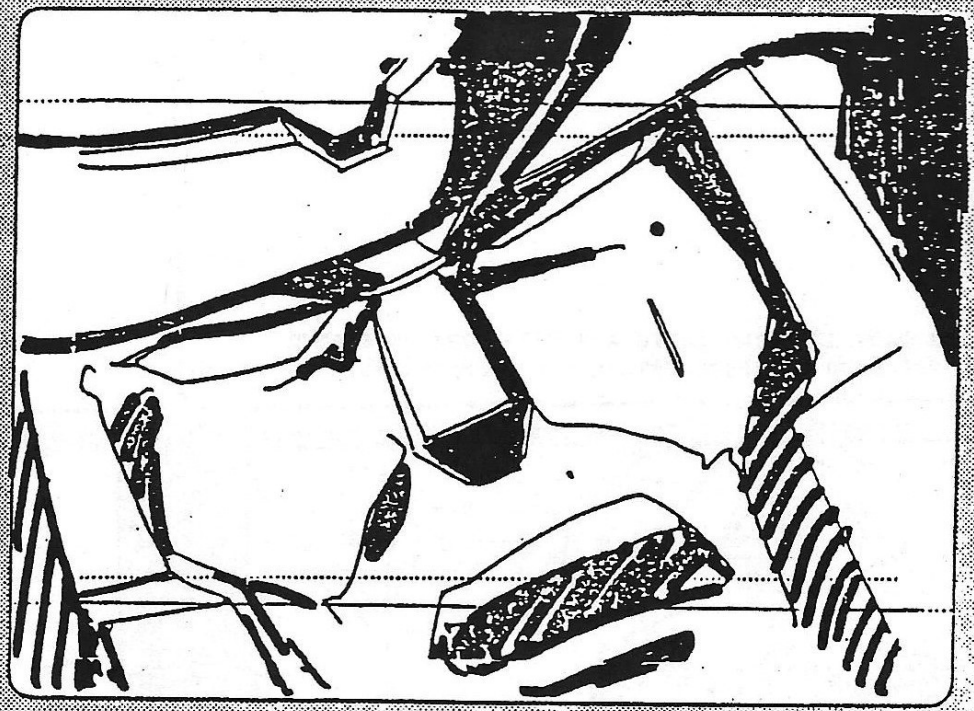
MUSIC/SFX

CAMERA

TF RAW
ation 1 to Beast Hunters and Beyond!!!!

SC. 28-23B TRUCK IN SC. CONT SEQ. 28 Page 18





ACTION ...HE TWISTS AS IF IN EXCRUCIATING PAIN. TRUCK IN ON GALVATRON'S CONTORTED FACE.

DIAL UNICRON (CONT) ...or you yourself shall be obliterated.

MUSIC/SFX

CAMERA

ACTION

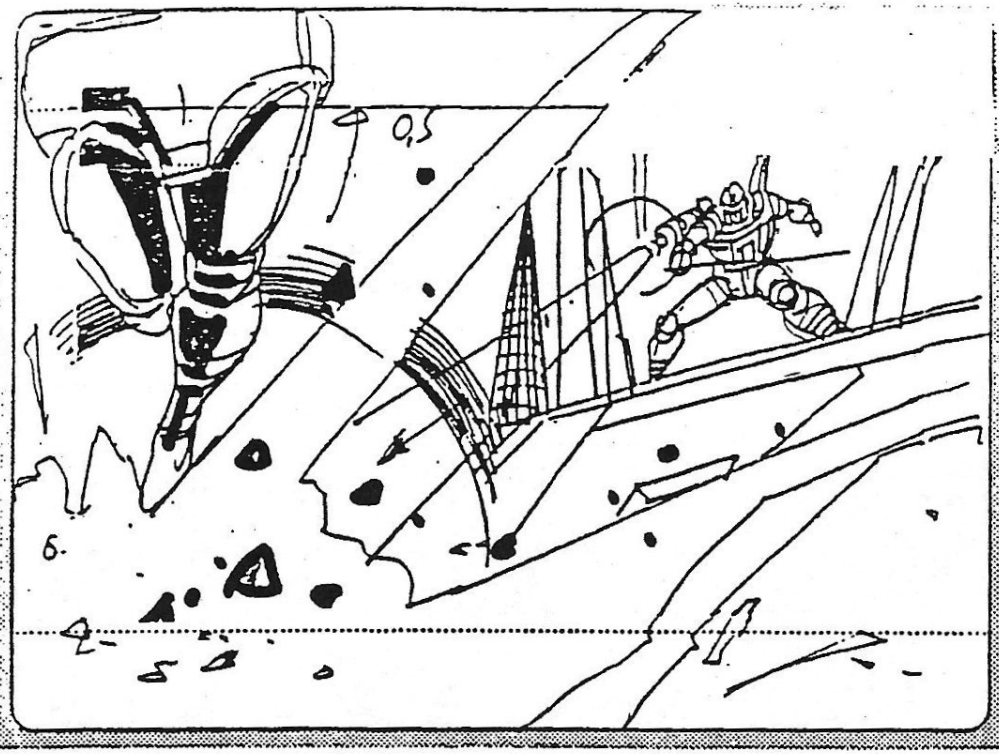
DIAL GALVATRON Of course, my master!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28 — 29

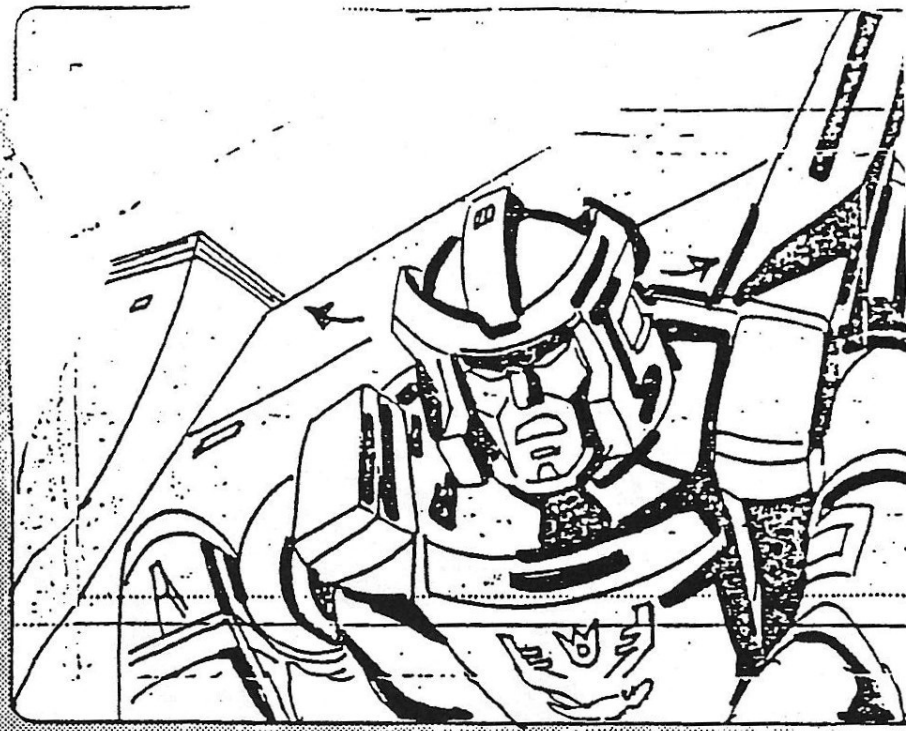


ACTION L.S. GALVATRON AND HOT ROD. GALVATRON AIMS A SHOT AT HOT ROD, HOT ROD DIVES OUT OF RANGE. ELECTRIC ENERGY FLASHES FILL THE CHAMBER.

DIAL

MUSIC/SFX

SC. 28 — 35



ACTION M.S. GALVATRON. A DARKNESS DESCENDS UPON THE GROTTO. GALVATRON PEERS QUICKLY RIGHT AND LEFT INTO THE GLOOM.

DIAL

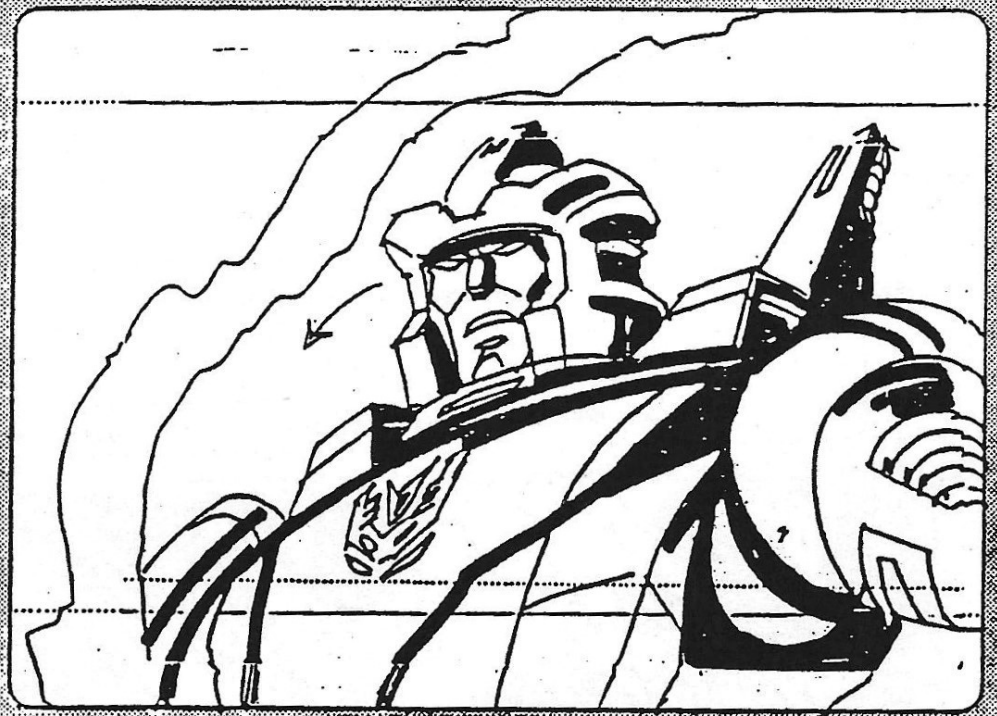
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 28 - 26

SC.

SEQ. 28 Page 20



ACTION GALVATRON STANDS UP, STARTS SCAN THE AREA.

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 28-27 START → PAN STOP SEQ. Page 21

ACTION L.S. THE GROTTO, GALVATRON'S P.O.V. WE PAN ACROSS THE GROTTO.

DIAL

MUSIC/SFX

CAMERA

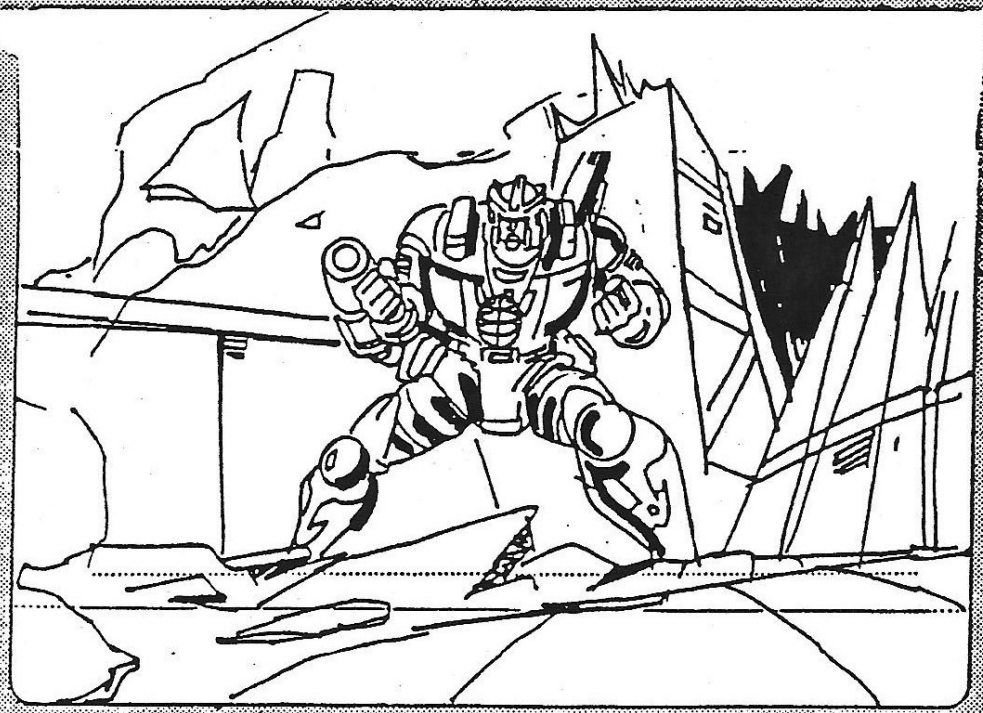
ACTION

DIAL GALVATRON Puny Autobot,

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION L.S. GALVATRON. GALVATRON CROUCHES IN READINESS FOR HOT ROD'S ATTACK AND DRAWS WEAPON.

DIAL GALVATRON (CONT) you lack even Prime's courage.

MUSIC/SFX

CAMERA

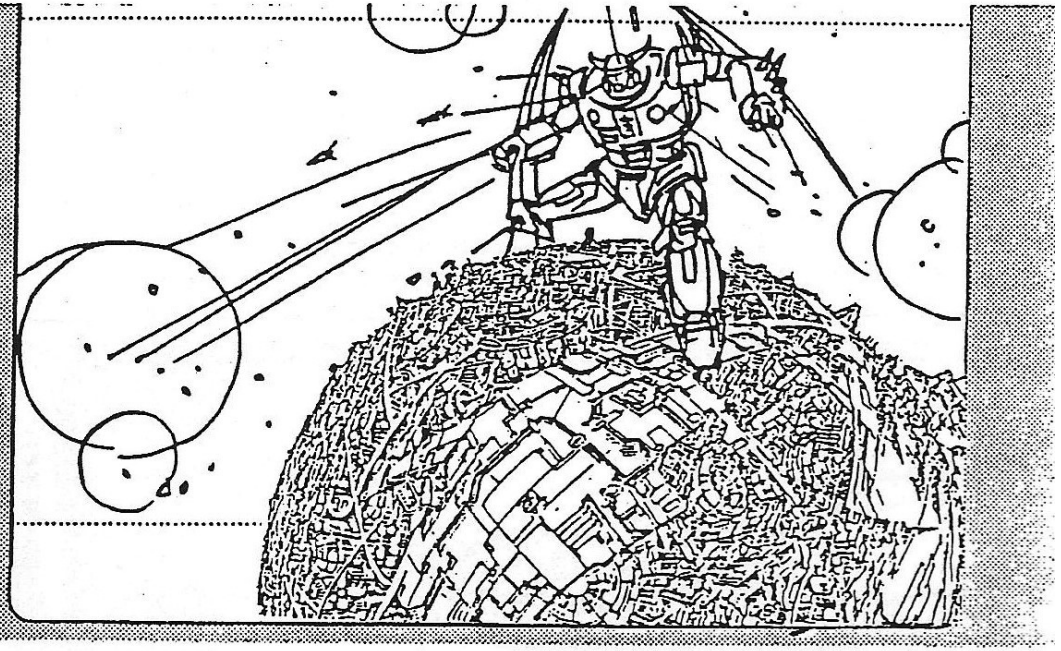
ACTION

DIAL

MUSIC/SFX

CAMERA

TFRAW From Generation 1 to Beast Hunters and Beyond!!!!



ON

C/SFX

RA

ACTION X.L.S. UNICRON. HE STANDS ATOP CYBERTRON, FIGHTING VARIOUS SHIPS THAT SWARM AROUND HIM LIKE BEES.

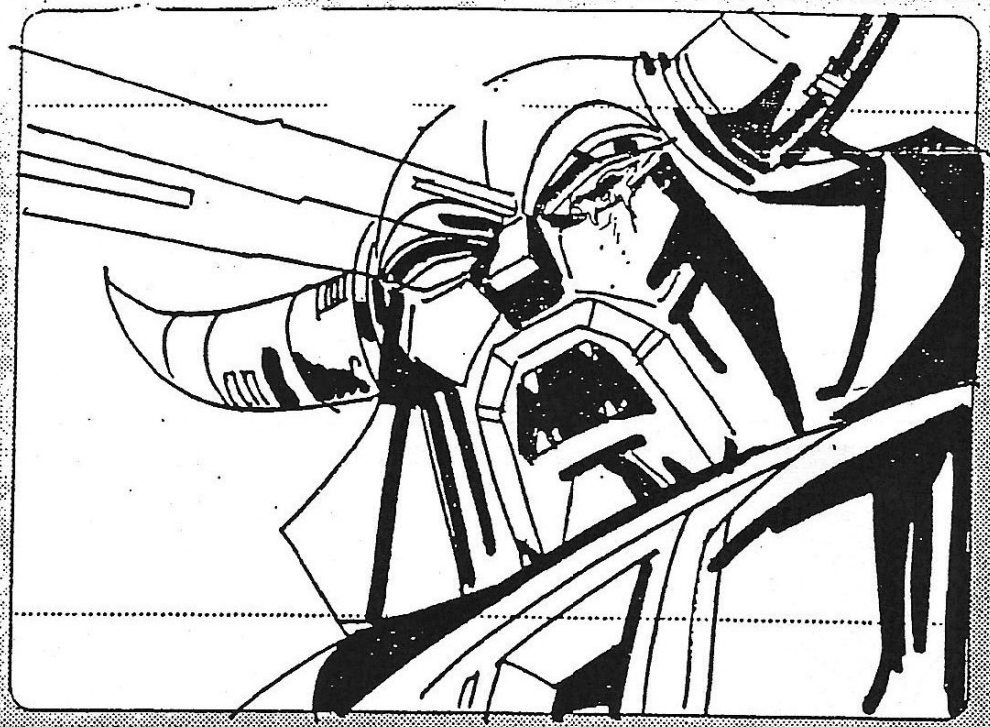
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 29-2

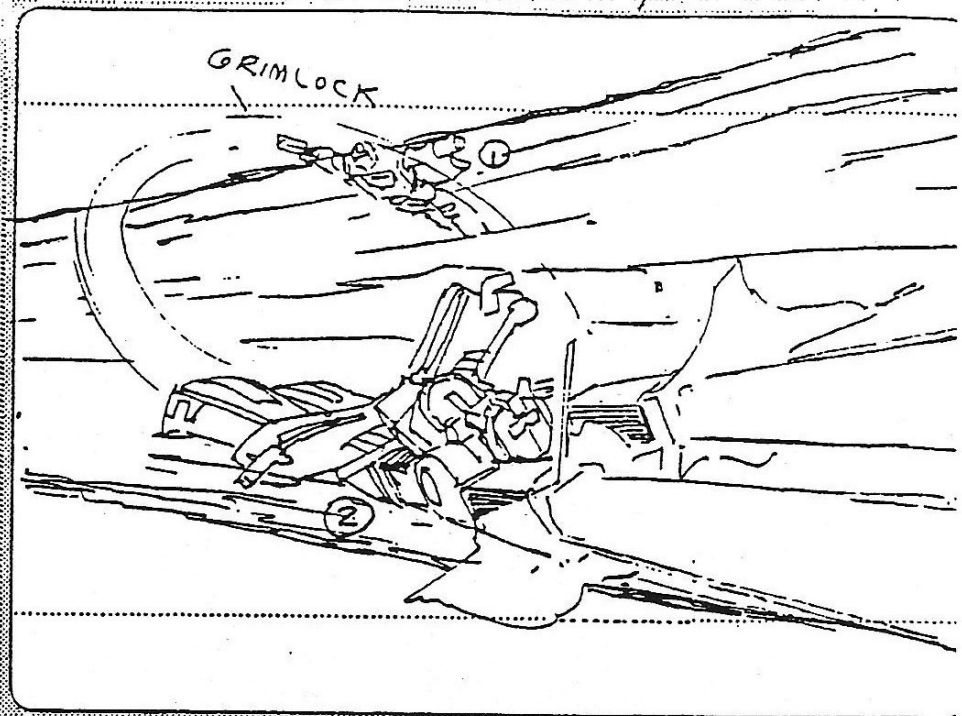


ACTION C.U. UNICRON. RAYS SHOOT OUT FROM BOTH EYES.

DIAL

MUSIC/SFX

SC. 29-3 SEQ. 29 Page 2



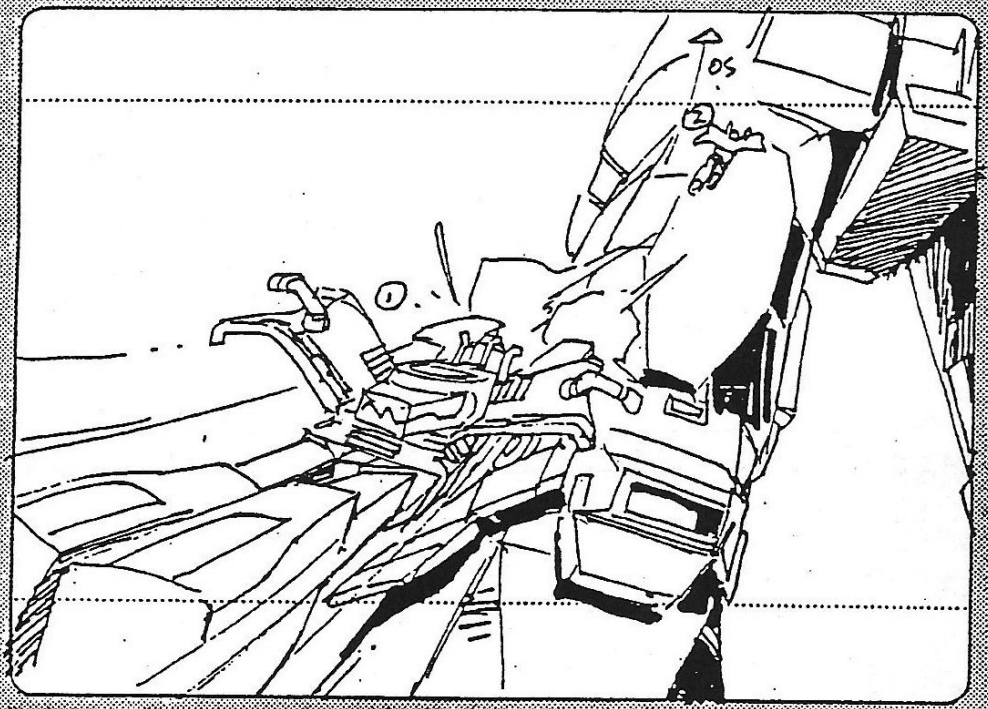
ACTION L.S. GRIMLOCK CIRCLING TOWARD UNICRON. HE FIRES AT HIM. AS UNICRON'S BLAST RIPS THROUGH THE SCENE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-4



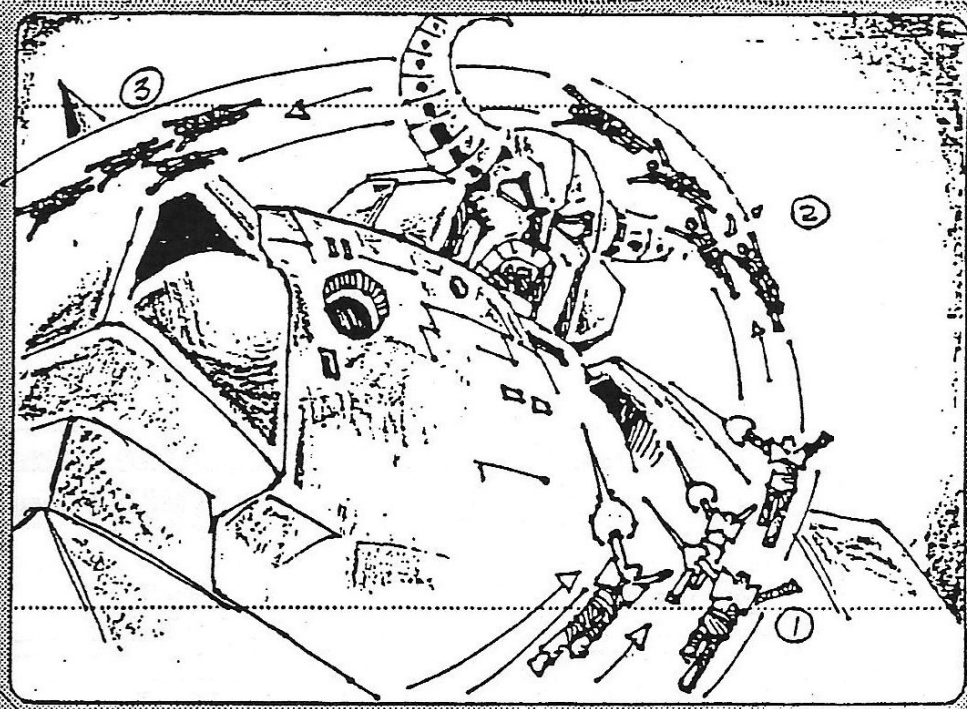
ACTION L.S. GRIMLOCK FLYING UP TOWARD UNICRON, WHOSE LEG WE SEE IN THE B.G.

DIAL

MUSIC/SFX

CAMERA

SC. 29-5



ACTION M.C.U. UNICRON. THE DINOBOTS ARE ATTACKING HIM. THEN THE DINOBOTS CIRCLE OVER HIS HEAD.

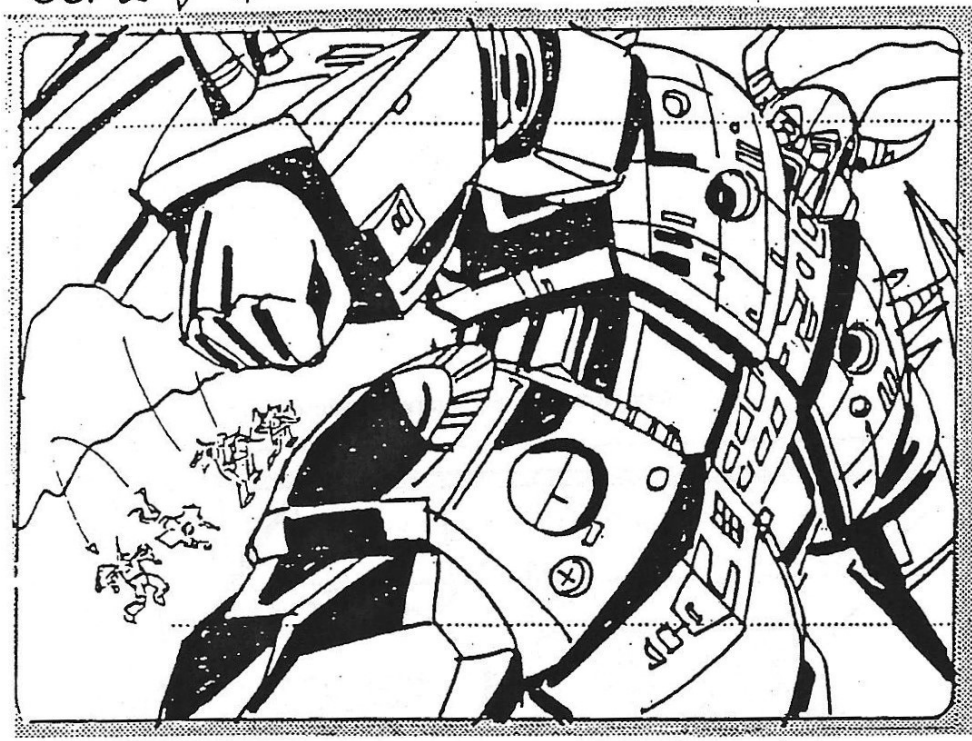
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-6 SC. SEQ 29 Page 3-A



ION M.S. UNICRON. DINOBOTS GOING TOWARDS HIS BUTT.

IC/SFX

ERA

ACTION

DIAL

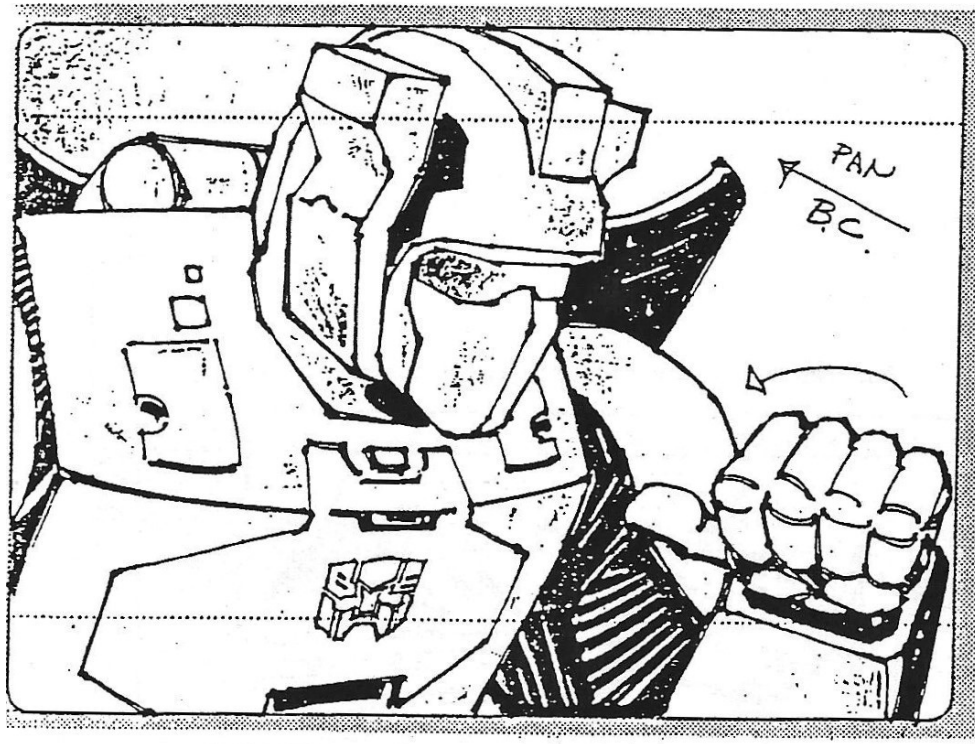
MUSIC/SFX

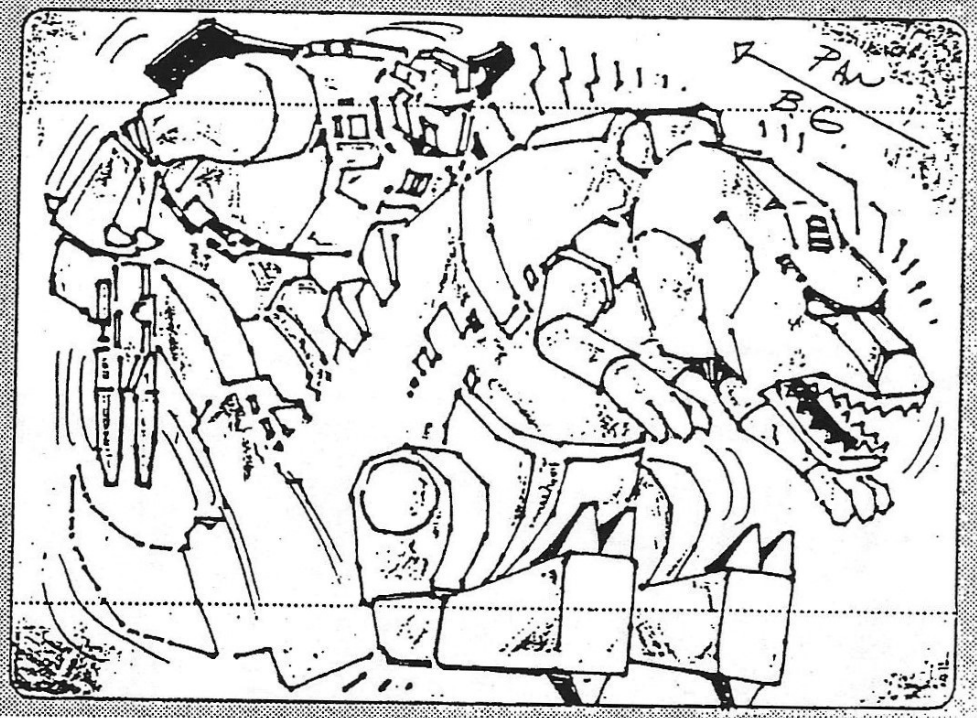
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. [illegible]

SC. 29-1B SEQ. 29 Page 3-B





ION M.C.U. GRIMLOCK. WE FOLLOW HIM AS HE FLIES TOWARD UNICRON.

L GRIMLOCK Me, Grimlock, kick butt.

IC/SFX

ERA

ACTION M.L.S. GRIMLOCK. WE FOLLOW HIM AS HE TRANSFORMS FROM ROBOT TO DINOSAUR MODE...

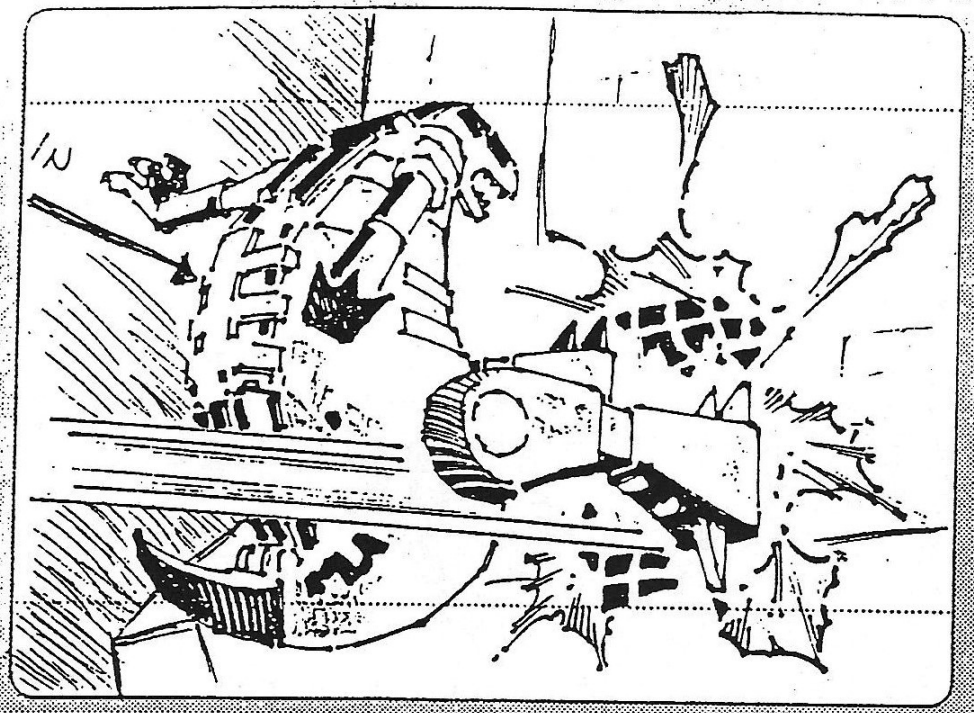
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.



ACTION M.L.S. GRIMLOCK AS HE FLIES IN AND KICKS UNICRON.

DIAL

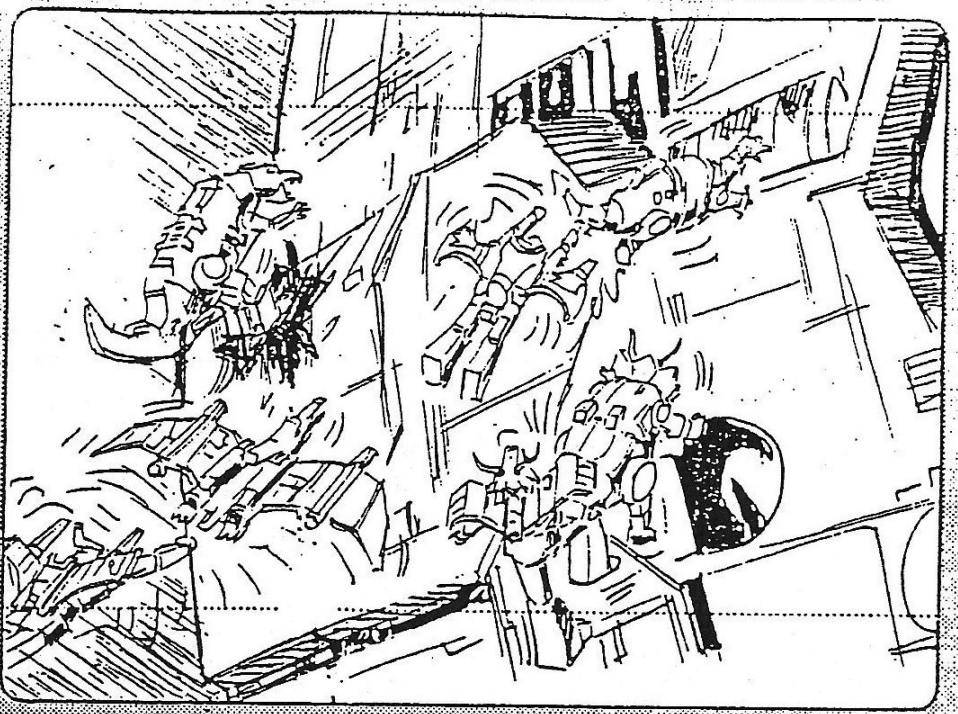
MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SEQ 27

Page 7

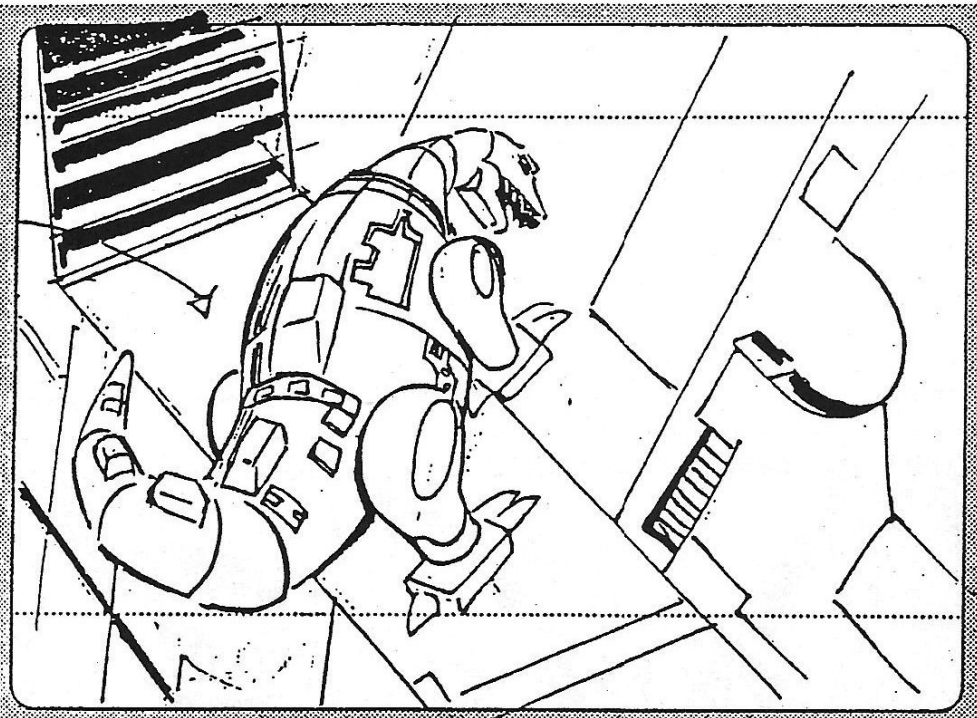


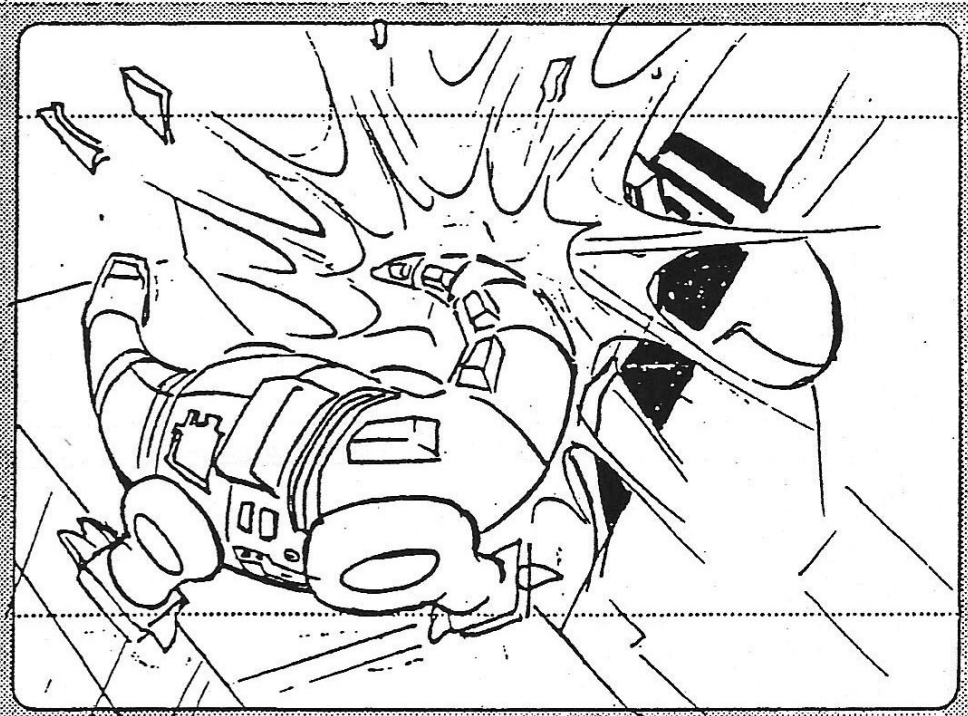
ACTION L.S. GRIMLOCK, SLUDGE, SLAG, AND SWOOP. GRIMLICK KICKS UNICRON AS THE OTHER THREE DINOBOTS TRANSFORM.

DIAL

MUSIC/SFX

SC. 29-8 SC. CONT SEQ. 29 Page 5





ACTION M.L.S. SLUDGE LANDS ON UNICRON AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...BASHES HIM WITH HIS TAIL.

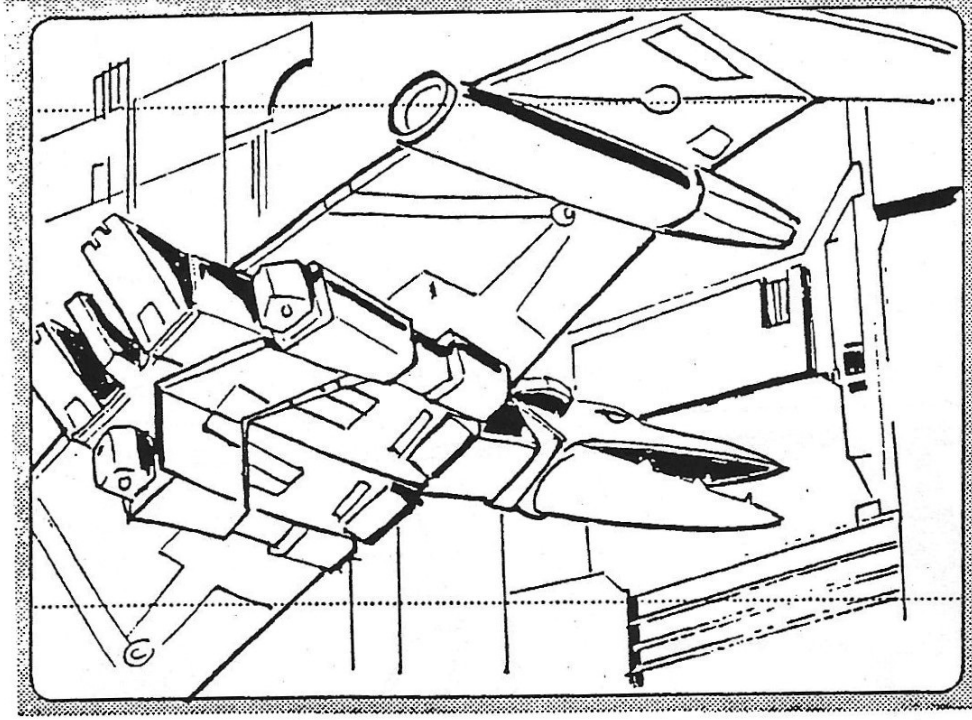
DIAL

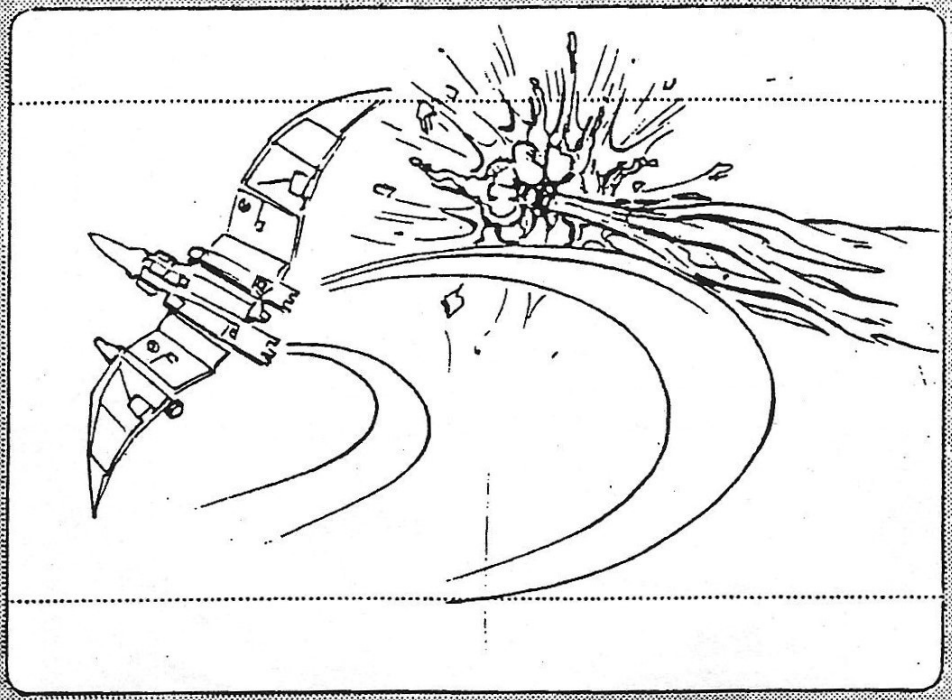
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29- 9 SC. CONT SEQ. 29 Page 6





:TION M.S. SWOOP. HE FLIES IN BANKS...

AL

SIC/SFX

ACTION ...AND FIRES A MISSILE WHICH HITS UNICRON AND EXPLODES.

DIAL

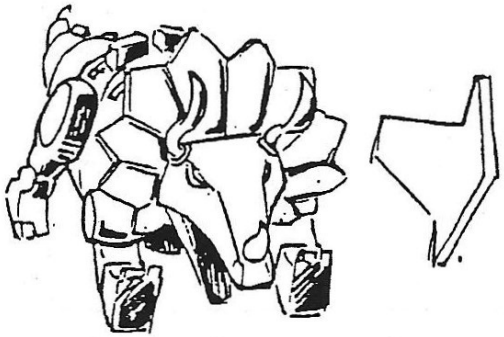
MUSIC/SFX

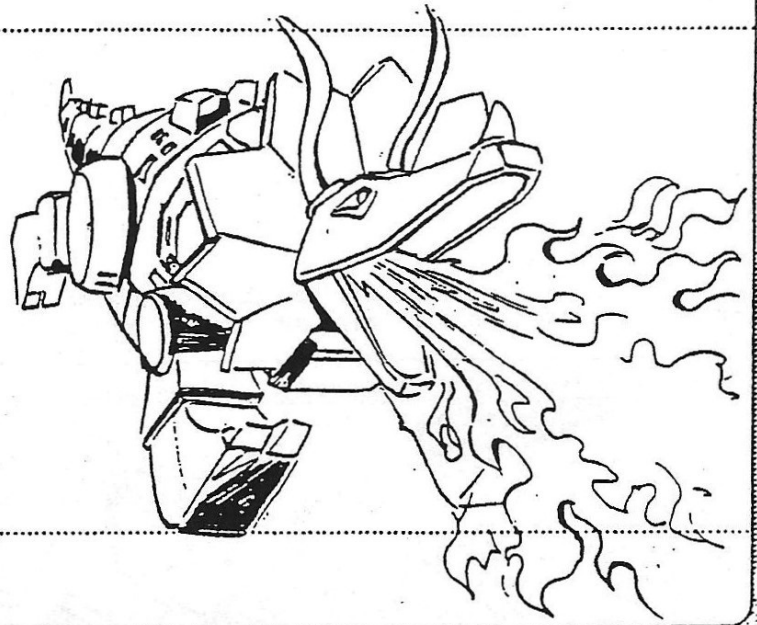
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-10

SC. CONT

SEQ. 29 Page 7





TION L.S. SLAG. HE FLIES FORWARD AND...

.L

SIC.SFX

.ERA

ACTION ...SENDS OUT A BLAST OF HIS FIRE BREATH.

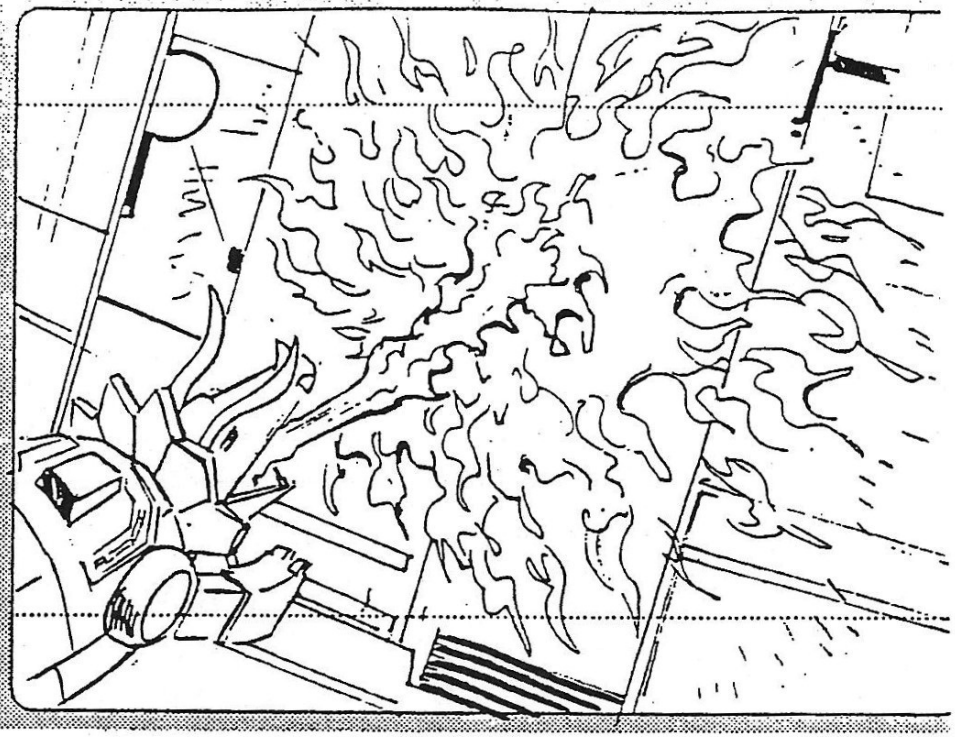
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. SC. 29-11 SEQ. 29 Page 8



ACTION

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. SLAG. THE FIRE HITS UNICRON, CAUSING AN AREA OF HIM TO GLOW RED HOT.

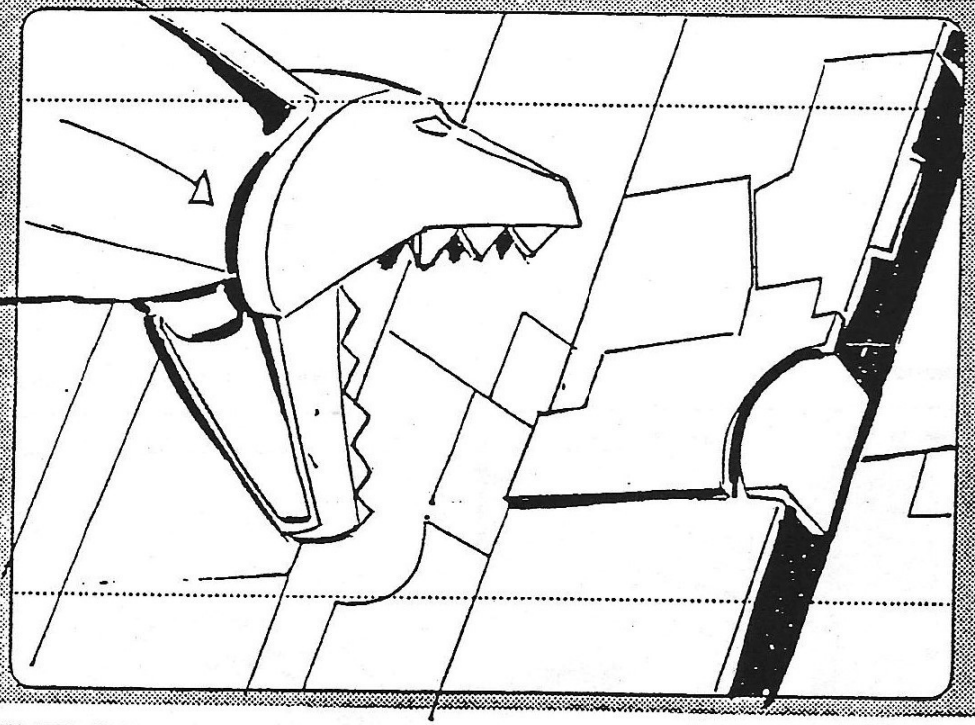
DIAL

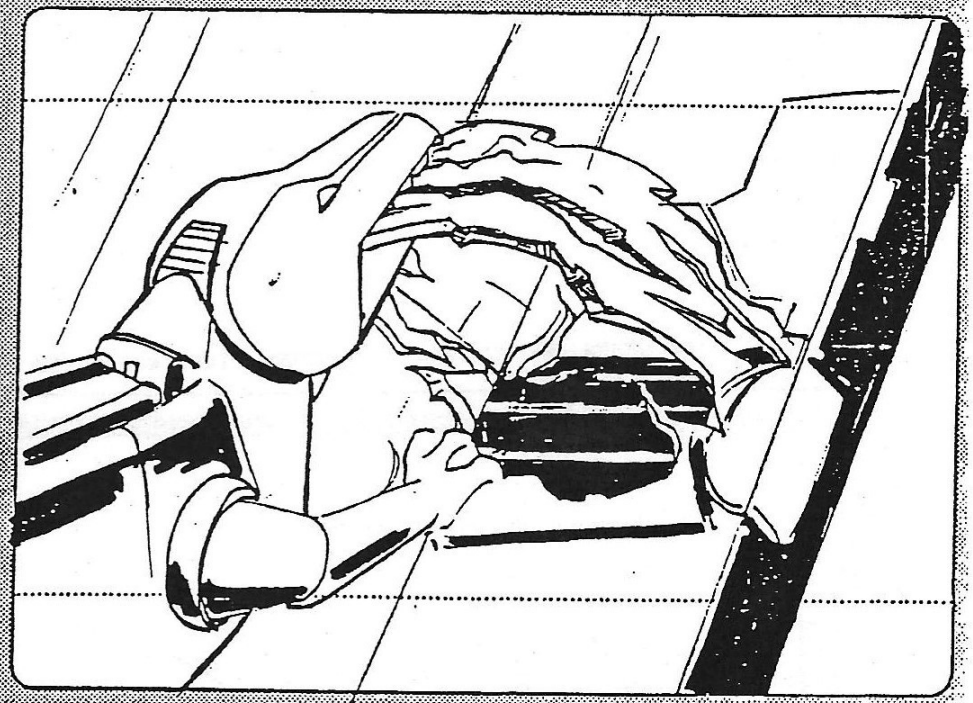
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-12 SC. CONT SEQ. Page 9.





ACTION M.C.U. GRIMLOCK MOVES IN AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...RIPS A CHUNK OUT OF UNICRON.

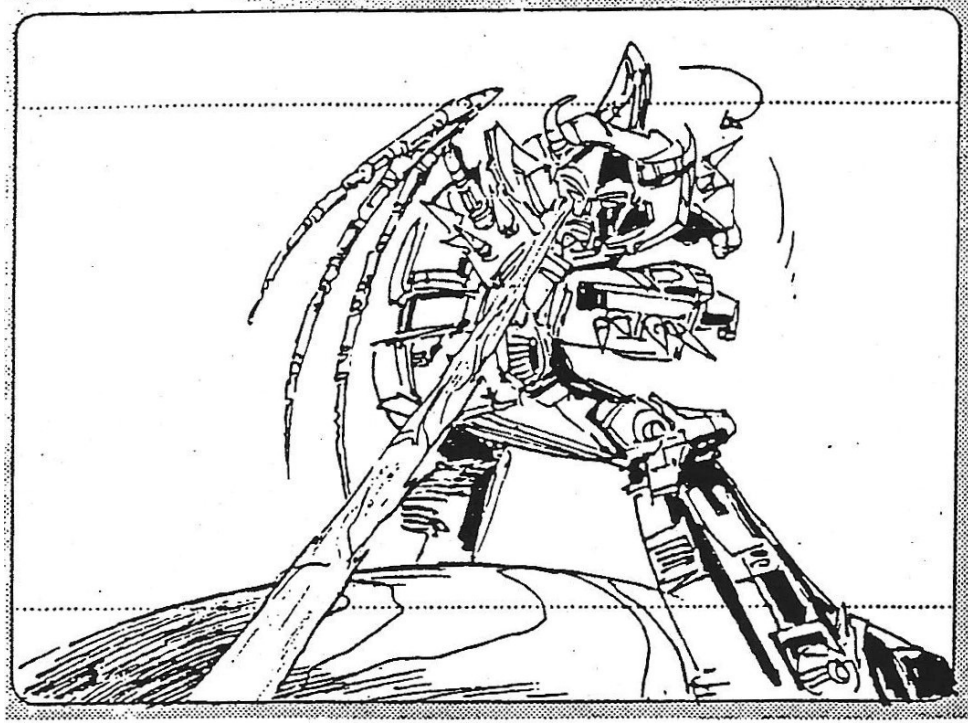
DIAL

MUSIC/SFX

CAMERA

TFRAW
from Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-13



TION M.L.S. UNICRON TURNING HIS HEAD AROUND TOWARDS HIS BUTT. HE SEES DINOBOTS KICKING.

.L

SIC/SFX

IFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 29-14

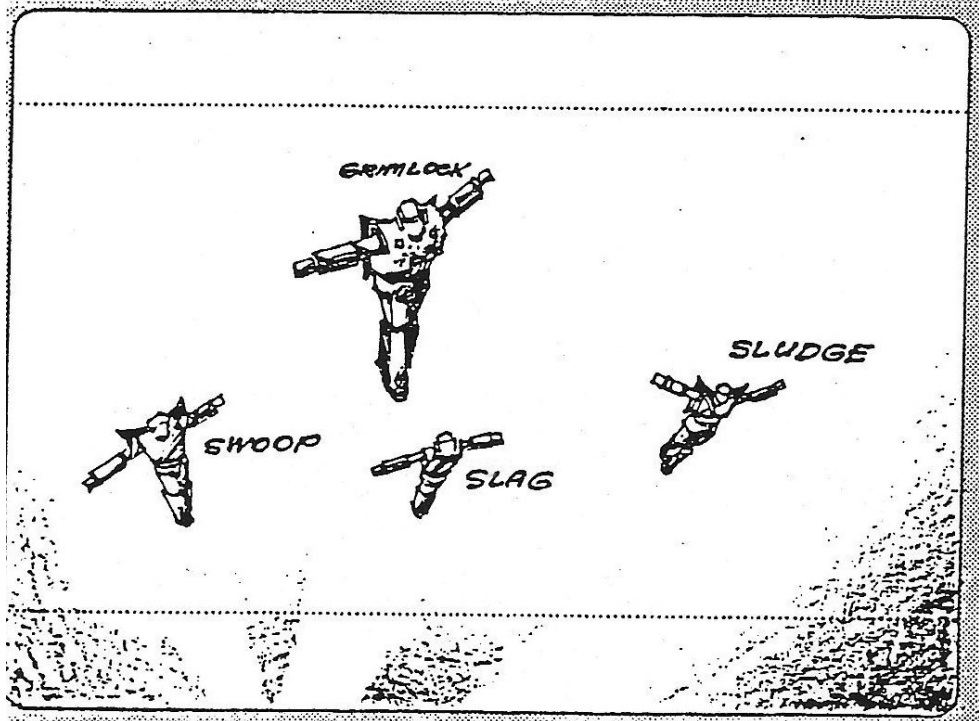
SEQ. 29 Page 10

ACTION C.U. UNICRON'S BUTT. DINOBOTS, TRANSFORMING INTO ROBOT MODE, FLYING AWAY, AVOIDING THE BLAST FROM UNICRON'S MOUTH.

DIAL

MUSIC/SFX

SC. 29-15



ION L.S. DINOBOTS IN ROBOT MODE FLY UP TOWARD US.

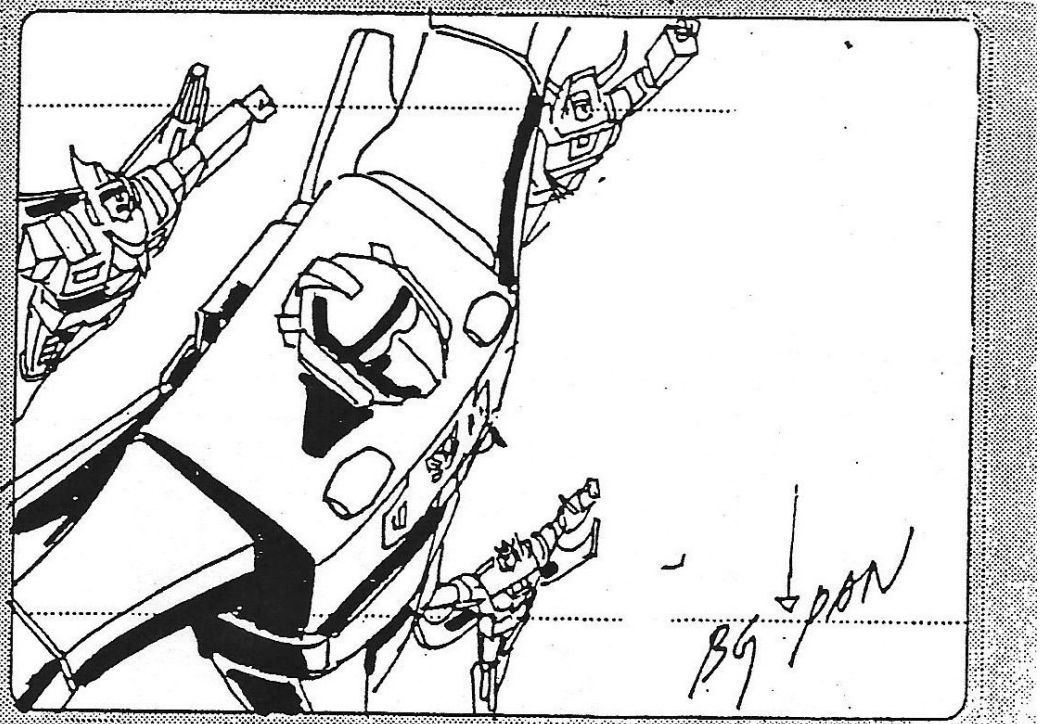
L GRIMOCK Me, Grimlock, need new strategy.

IC/SFX

ERA

SC. 29-16

SEQ. 29 Page 11



ACTION C.U. DINOBOTS. WE FOLLOW THEM FLYING UP. (IN ROBOT MODE.)

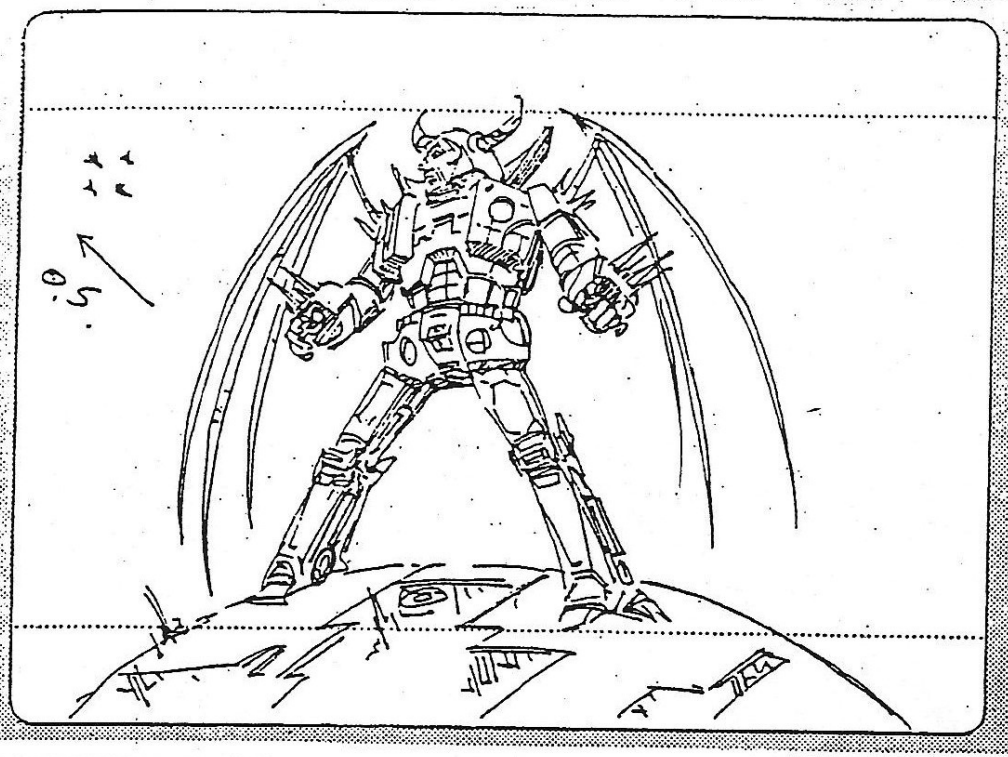
DIAL

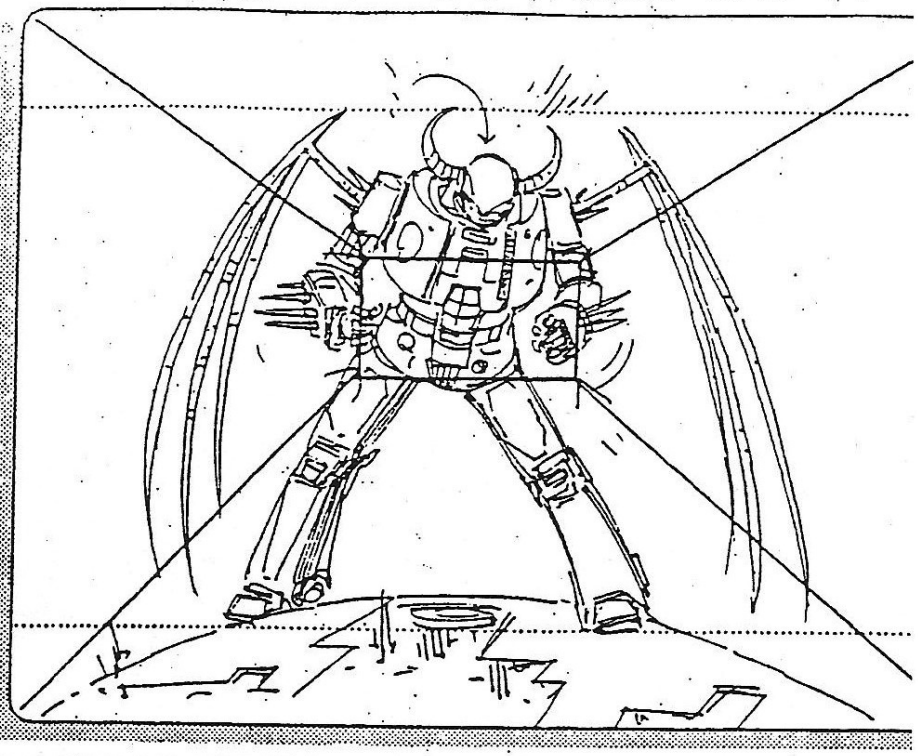
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. TRUCK IN SEQ. Page





ACTION M.L.S. UNICRON. HE SEES DINOBOTS FLYING AWAY O.S.

DIAL

MUSIC/SFX

CAMERA

ACTION SUDDENLY HE LOOKS DOWN TO HIS STOMACH AREA, WHERE HE FEELS SOMETHING GOING ON. WE TRUCK IN ON HIS STOMACH.

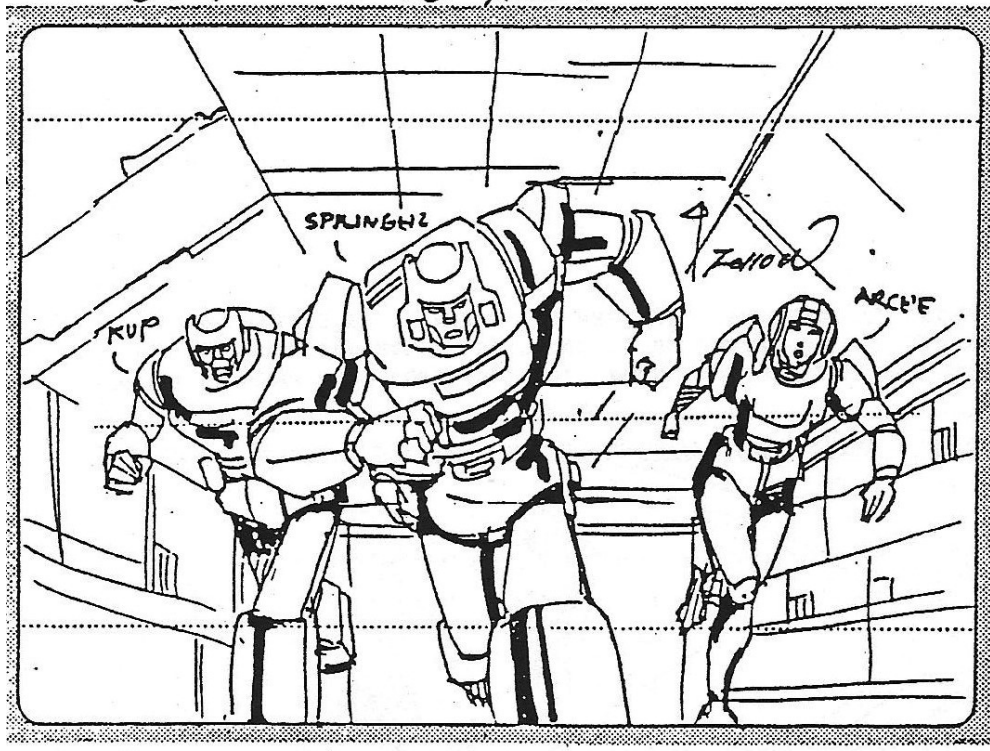
DIAL

MUSIC/SFX

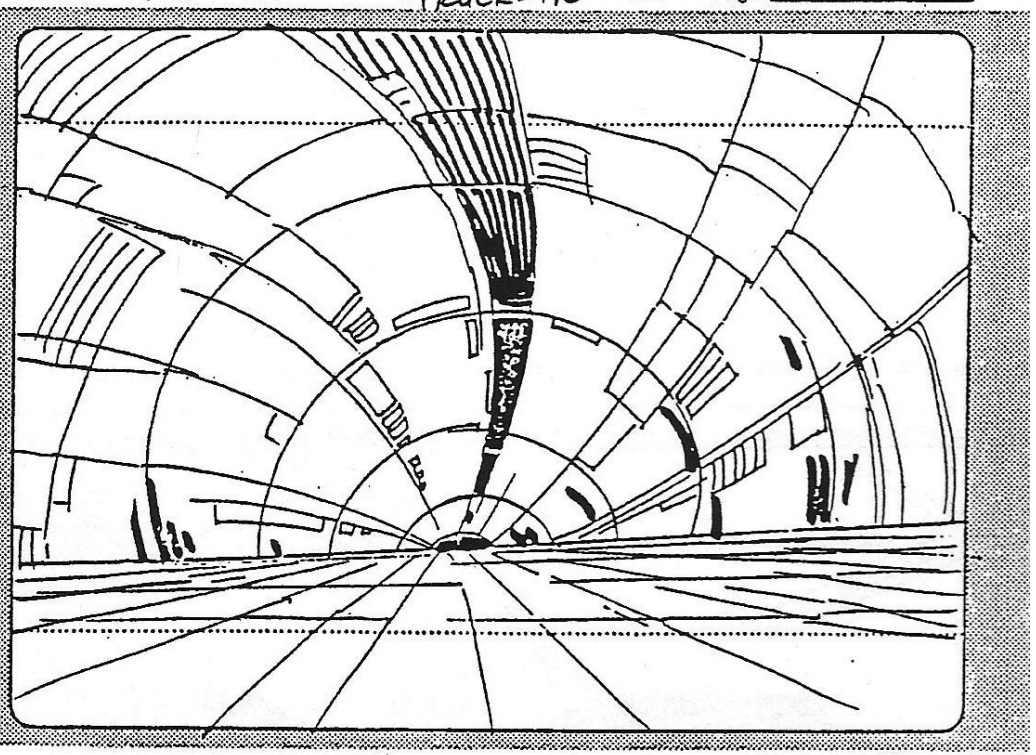
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-1 BG ANIM



SC. 30-2 STAGGER TRUCK-IN SEQ.30 Page 1



TION M.L.S. KUP, SPRINGER, AND ARCEE. WE MOVE WITH THEM AS THEY RACE FORWARD ALONG A HALLWAY INSIDE UNICRON.

AL

ISIC/SFX

MERA

ACTION P.O.V. THE HALLWAY IN UNICRON AS THE THREE AUTOBOTS RUN FORWARD O.S.

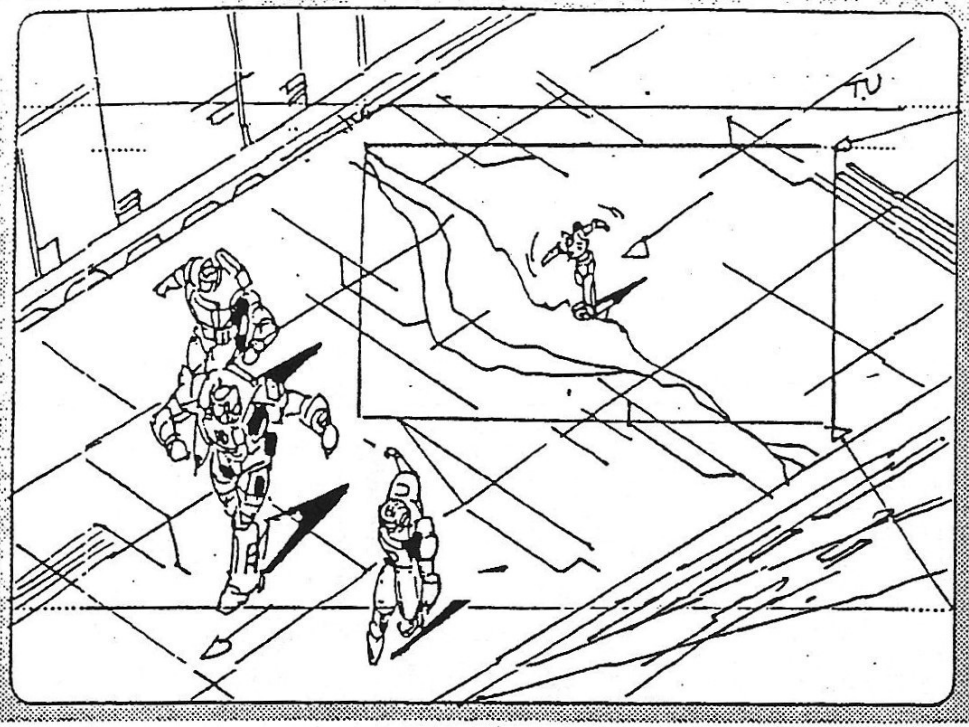
DIAL

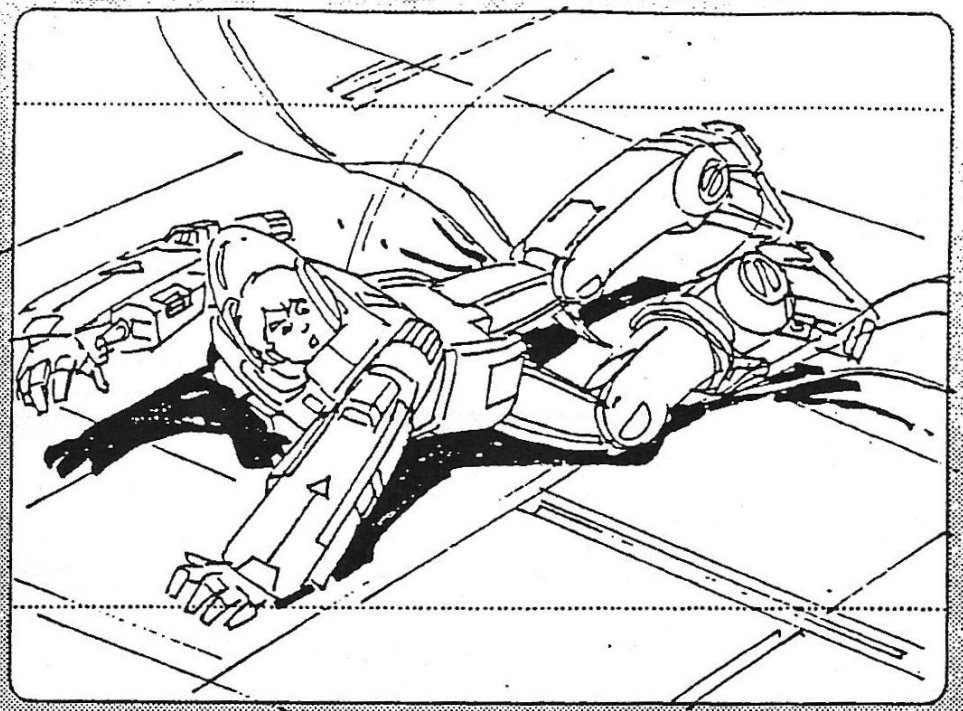
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-3 SC. CONT SEQ. 30 Page 2





ACTION L. DOWN SHOT KUP, SPRINGER, ARCEE AND DANIEL. THE AUTOBOTS RUN THROUGH THE HALL. WE TRUCK IN ON DANIEL IN HIS EXO SUIT. HE IS MAKING EVERY EFFORT TO KEEP UP. SUDDENLY HE TRIPS.

DIAL

MUSIC/SFX

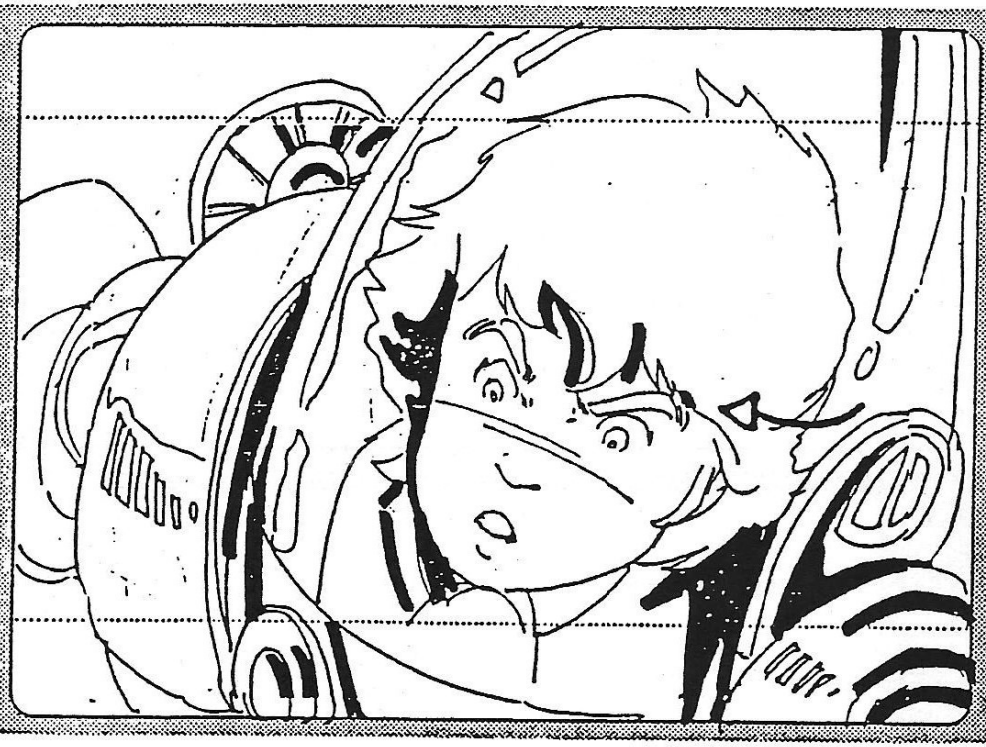
ACTION WE TRUCK IN HE FALLS FORWARD AND CRASHES TO THE GROUND.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-5



ACTION C.U. DANIEL'S FACE. HE LOOKS UP AT THE O.S. AUTOBOTS.

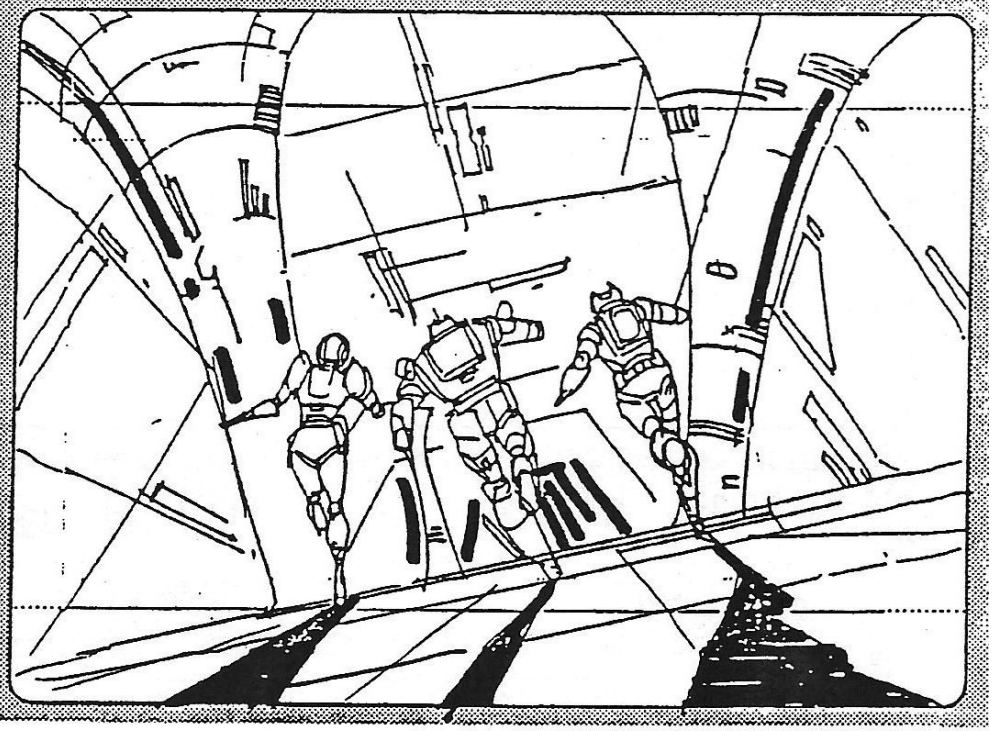
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-6



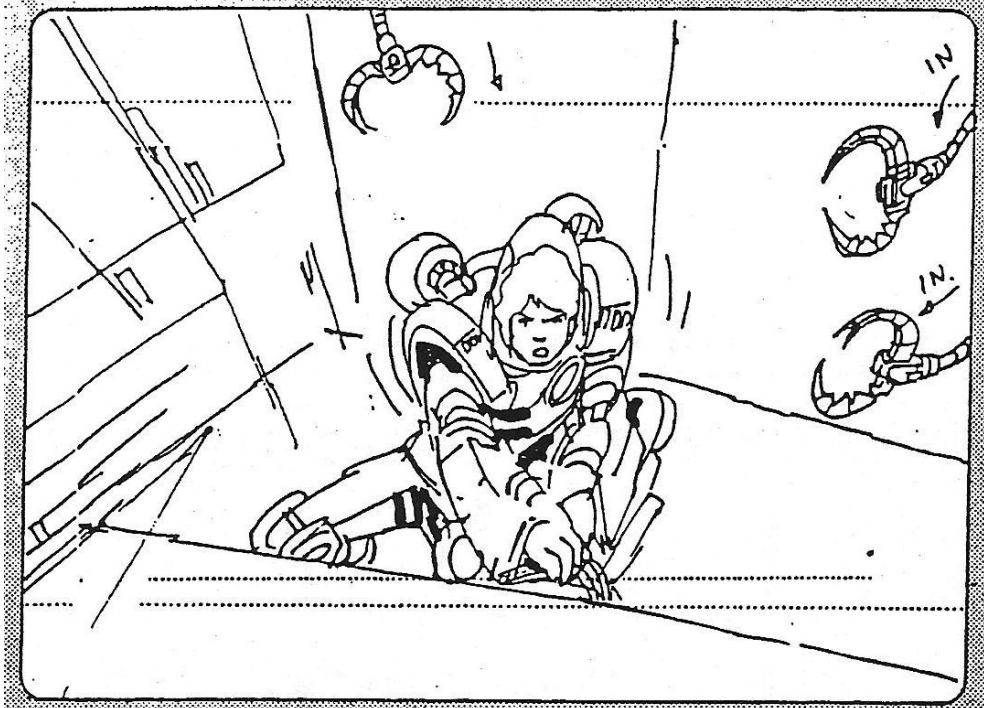
ACTION P.O.V. ARCEE, SPRINGER AND KUP RETREAT INTO THE DISTANCE.

DIAL

MUSIC/SFX

CAMERA

SC. 30-7



:TION M.L.S. DANIEL. HE PUSHES HIMSELF UP ONTO HIS KNEES, BUT IS STILL STUCK...

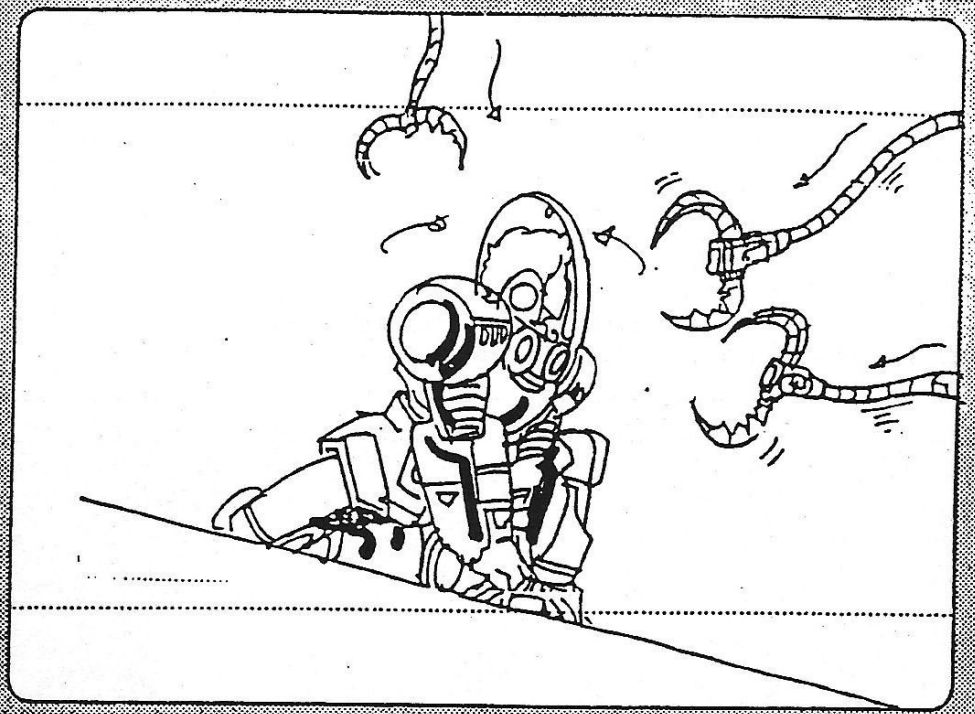
AL

SIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT

SEQ. 30 Page 4

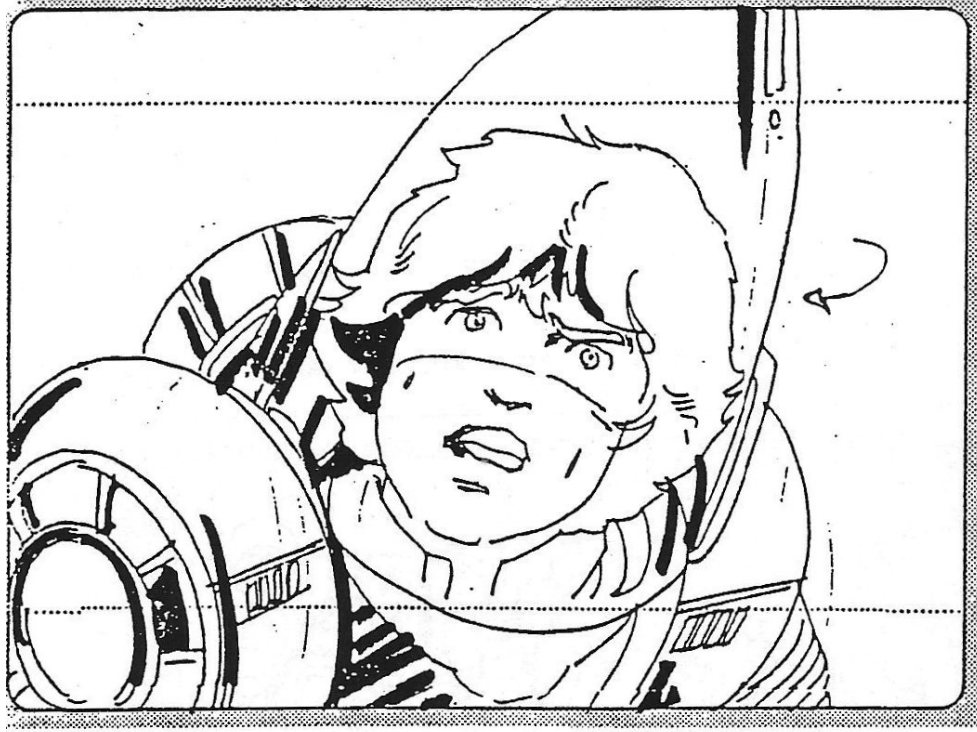


ACTION ...HE LOOKS AROUND TO SEE HOW HE CAN GET OUT OF THIS PREDICAMENT.

DIAL

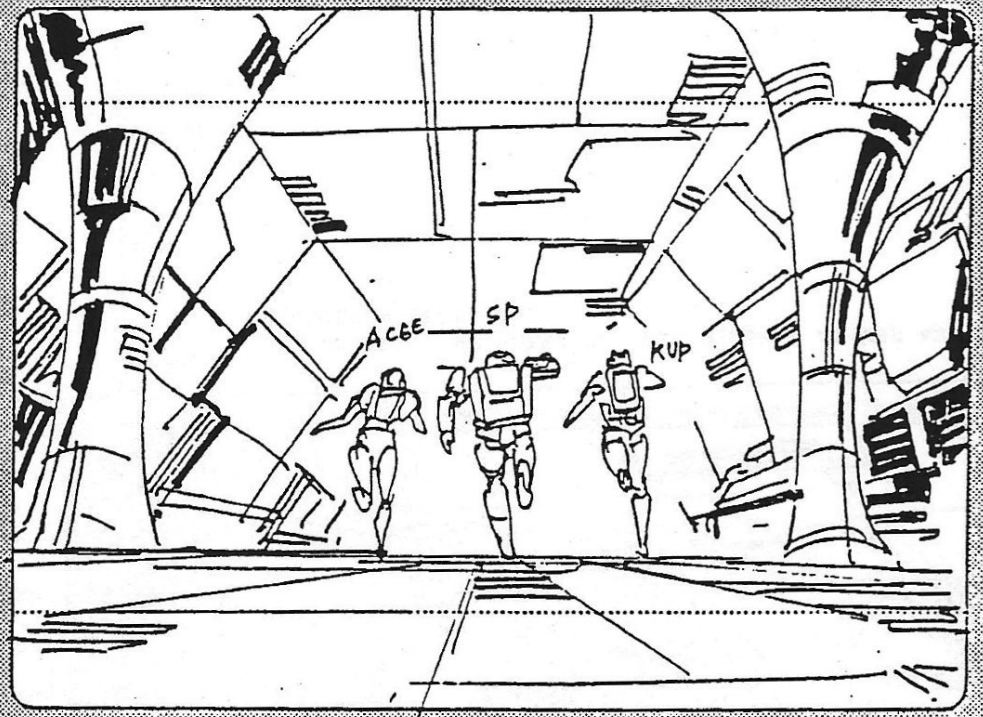
MUSIC/SFX

SC. 30-8



SC. 30-9

SEQ. 30 Page 5



ION C.U. DANIEL. HE TURNS BACK TOWARD THE O.S. AUTOBOTS. HE CALLS TO THEM.

L DANIEL Help....

IC/SFX

MERA

ACTION X.L.S. ARCEE, SPRINGER AND KUP FLEEING INTO THE DISTANCE. HEARING DAINIEL'S CALL THEY STOP, TURN, AND SEEING DANIEL IN TROUBLE, START RUNNING BACK TOWARD HIM.

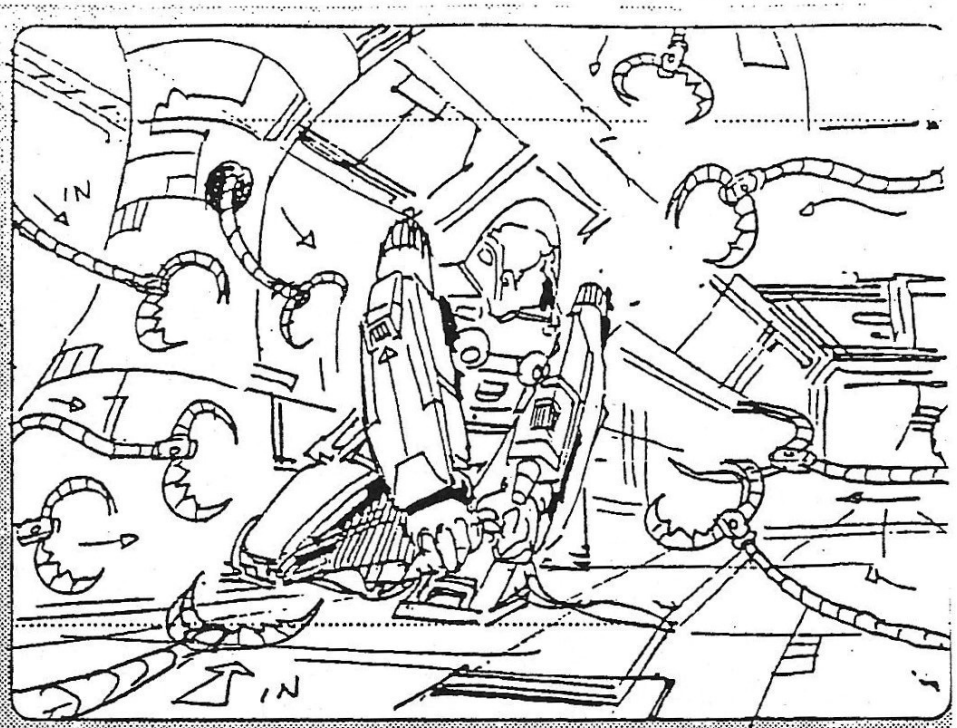
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

NO SC. 30-10



ACTION ...THEY ARE DETERMINED TO RESCUE HIM.

DIAL ARCEE Daniel!

MUSIC/SFX

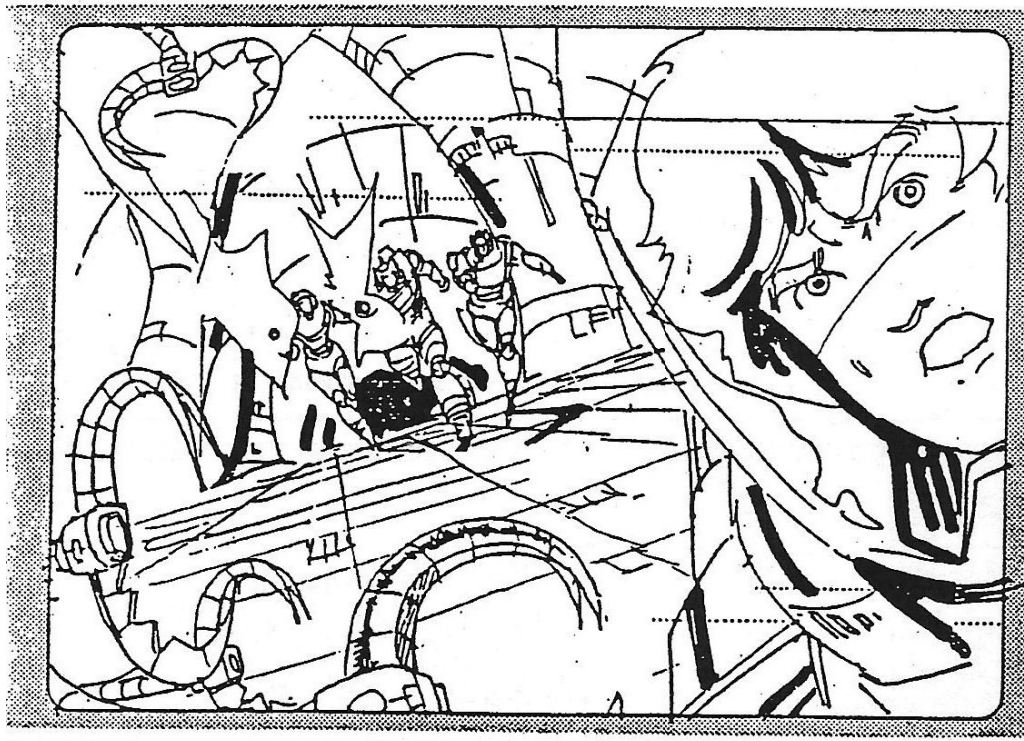
ACTION L.S. DANIEL. HE WORKS TO FREE HIMSELF AS THE ANTIBODIES OF UNICRON CLOSE IN.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-12



ACTION X.C.U. DANIEL WITH THE AUTOBOTS IN THE DISTANCE. AS THE ANTIBODIES CLOSE IN THE THREE AUTOBOTS TAKE AIM AND START TO FIRE LASER BLASTS.

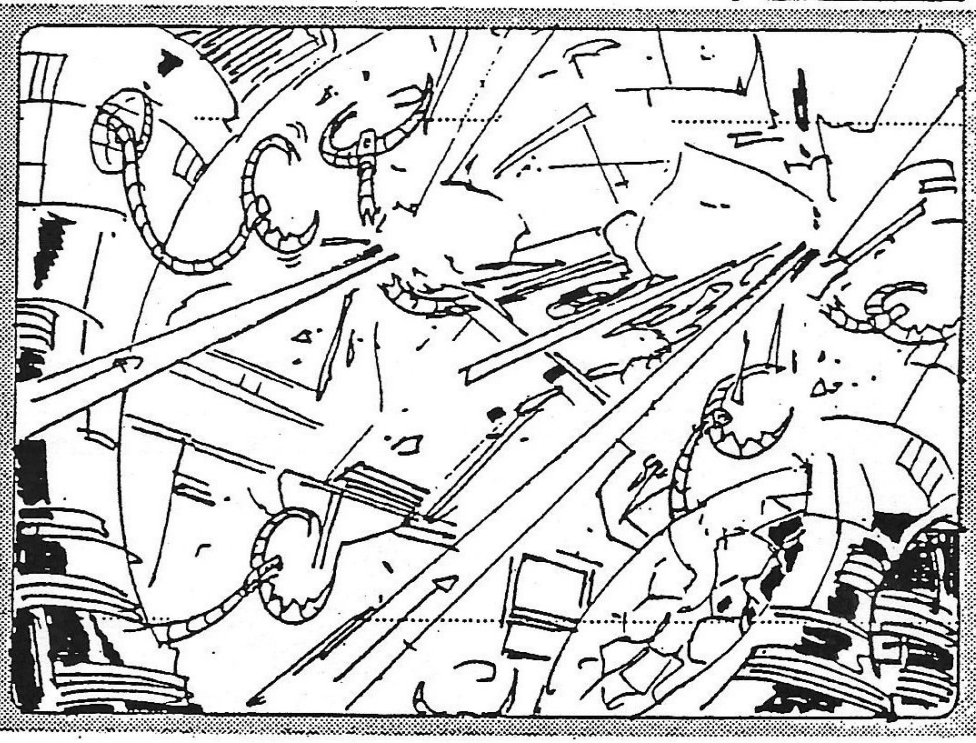
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-13



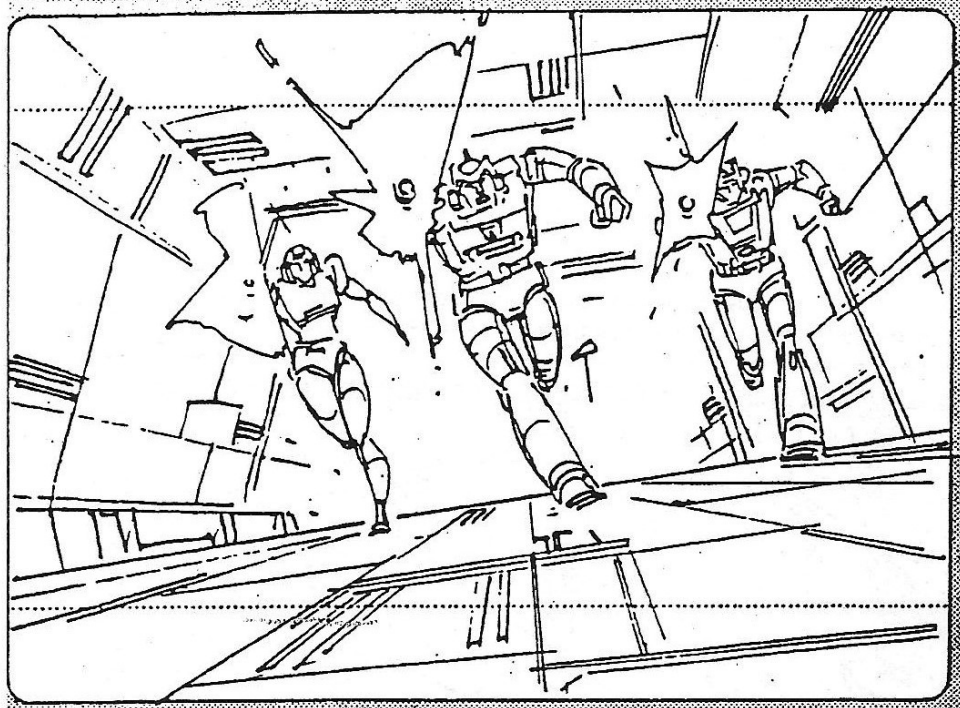
ACTION M.L.S. THE ANTIBODIES OF UNICRON. THE LASER BLASTS RIP INTO THEM, CUTTING THEM TO PIECES.

DIAL

MUSIC/SFX

CAMERA

SC. 30-14 SC. SEQ. 30 Page 8



NO SCENE 30-15

'ION L.S. ARCEE, SPRINGER AND KUP RACE FORWARD, FIRING LASER BLASTS.

L

SIC/SFX

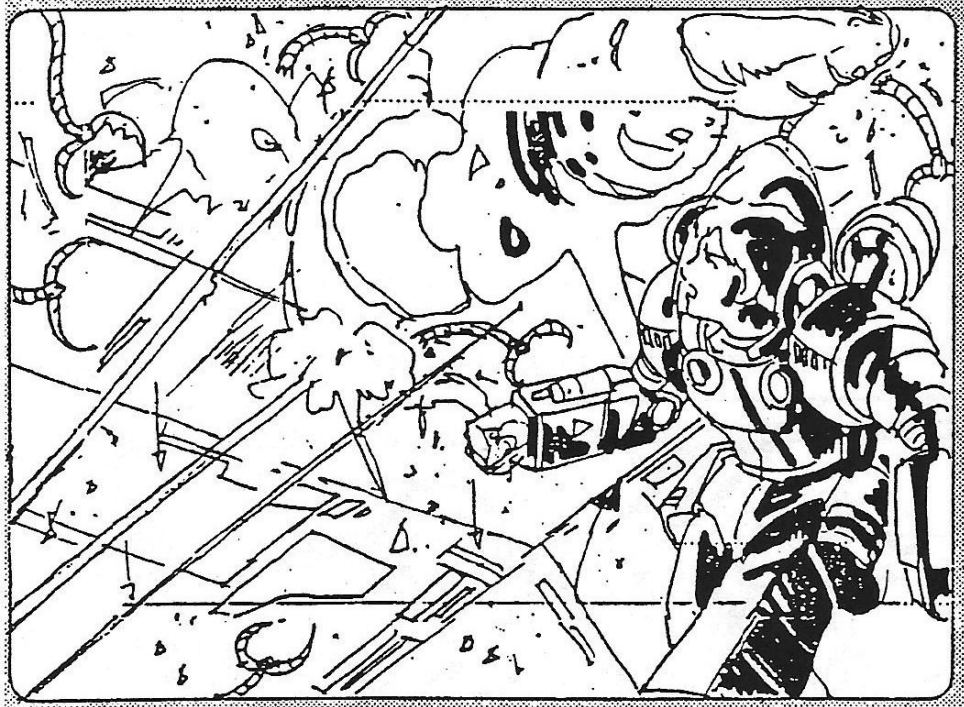
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-16 SC. SEQ. 30 Page 9



NO SCENE 30-17

TION M.S. DANIEL. THE AUTOBOTS' LASER BLASTS STRIKE AT THE ANTIBODIES OVERHEAD.

IL

SIC/SFX

MERA

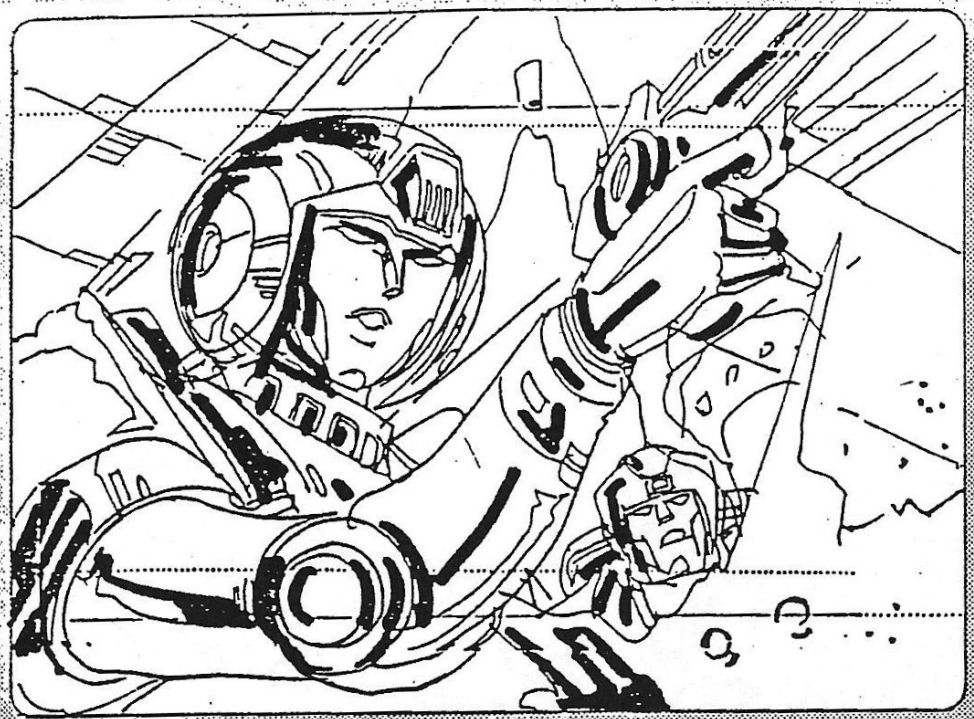
ACTION

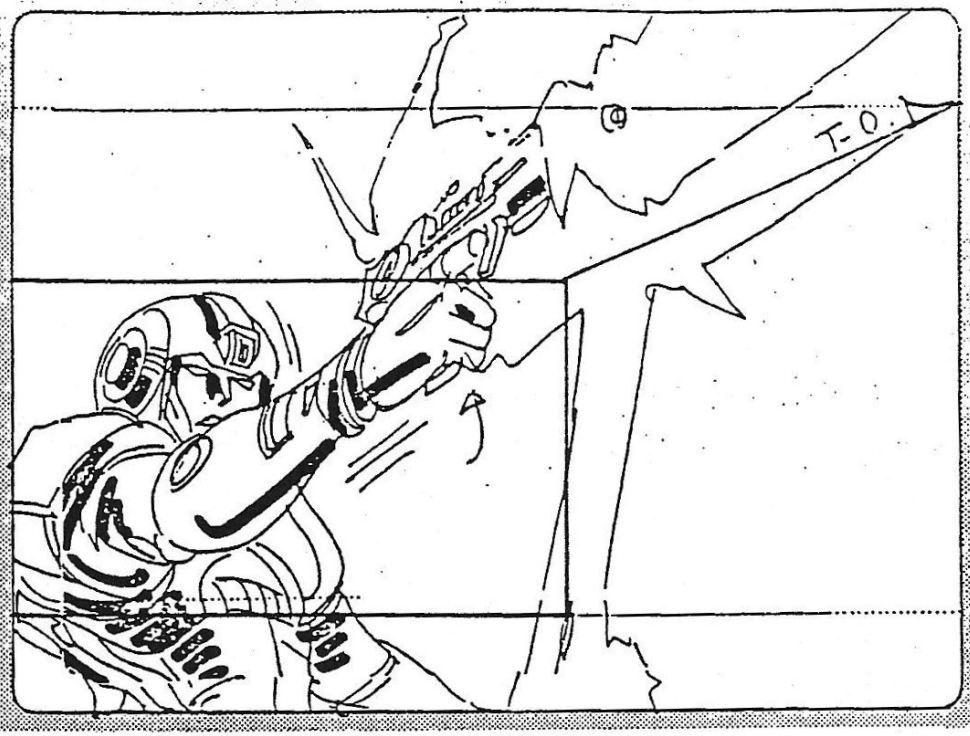
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION C.U. ARCEE. KUP IN THE B.G. SHE TAKES AIM...

DIAL

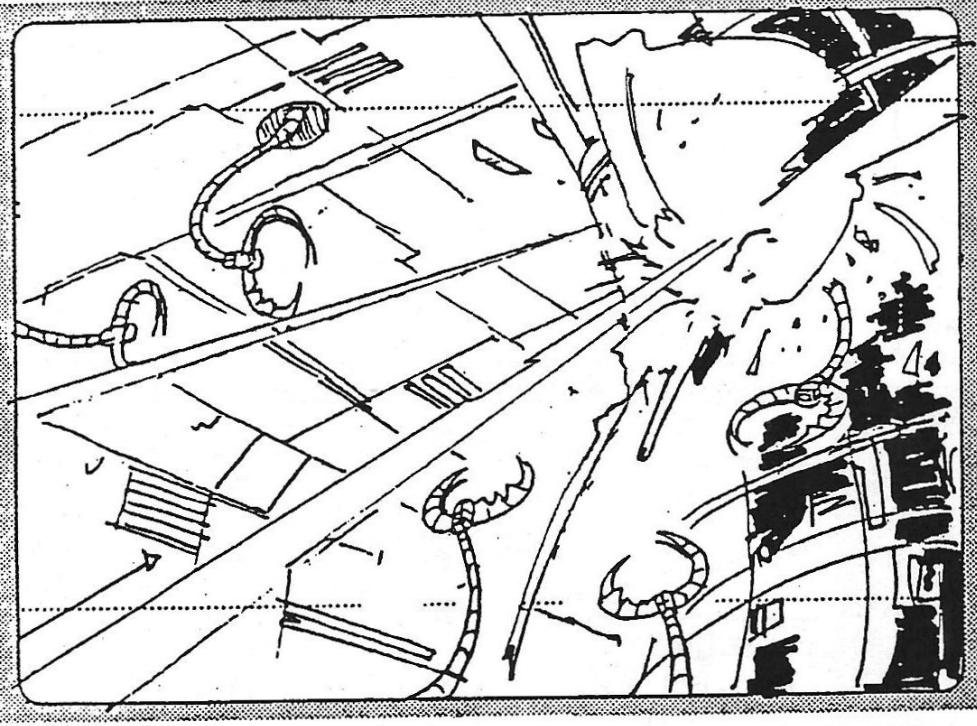
MUSIC/SFX

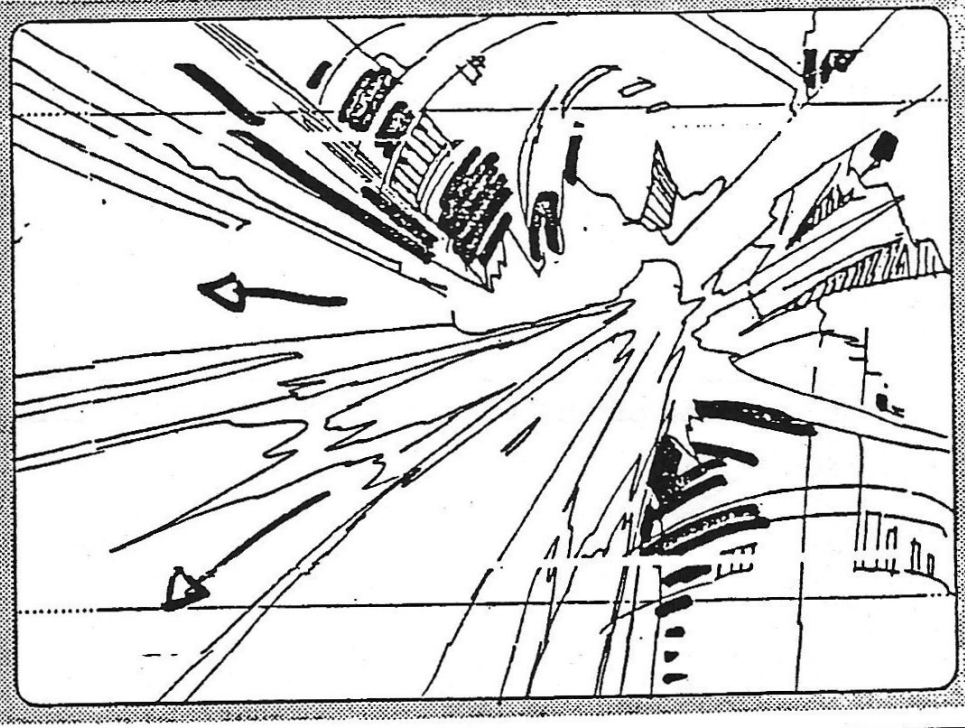
ACTION ...AND FIRES AT THE O.S. ANTIBODIES.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.C.U. THE ANTIBODIES. ARCEE'S LASER BLAST EXPLODES INTO ONE OF THEM, DESTROYING THE ANTIBODY AND...

DIAL

MUSIC/SFX

CAMERA

ACTION ...SHATTERING A LARGE TUBE IN UNICRON.

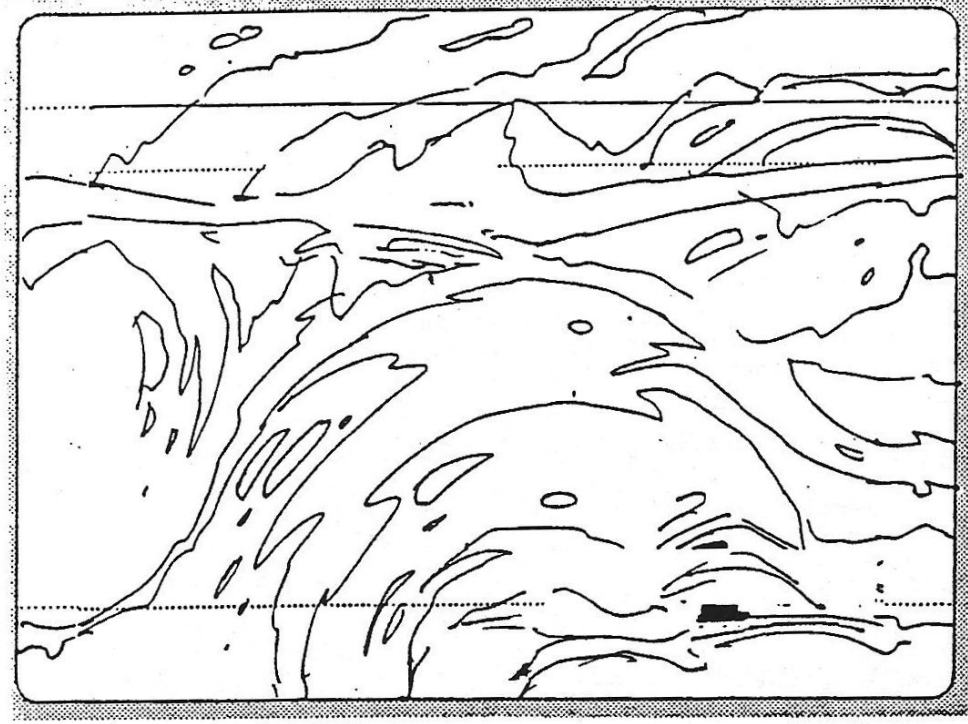
DIAL

MUSIC/SFX

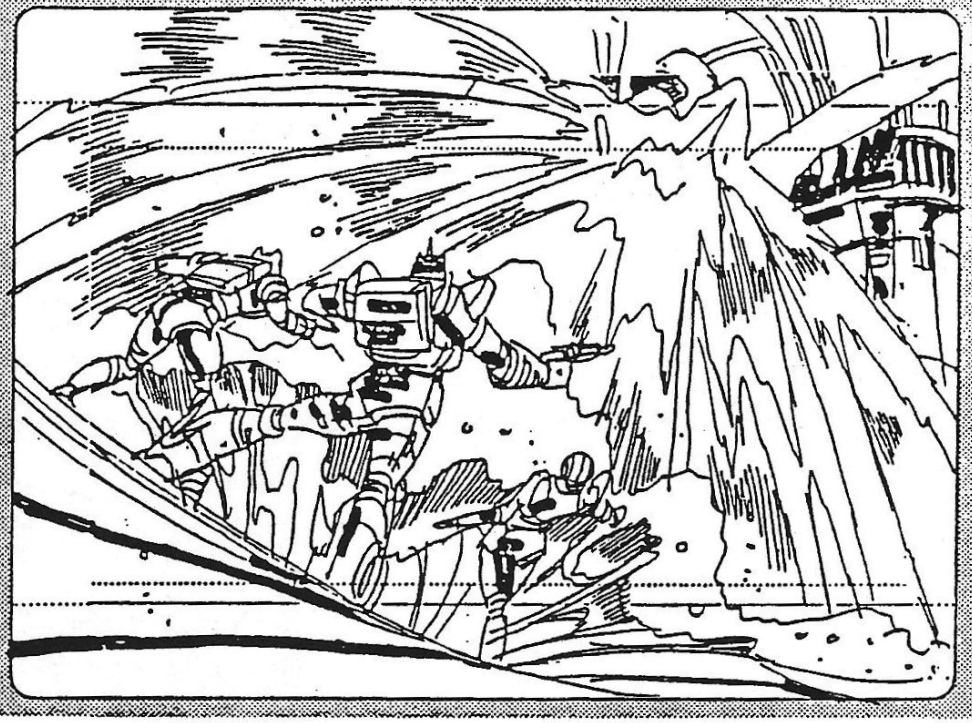
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 30-19



SC. 30-20 SEQ.30 Page 12



TION ...A TORRENT OF LIQUID POURS OUT, FILLING THE SCENE.

THE LIQUID IS COLOR RP-3.

L

IC/SFX

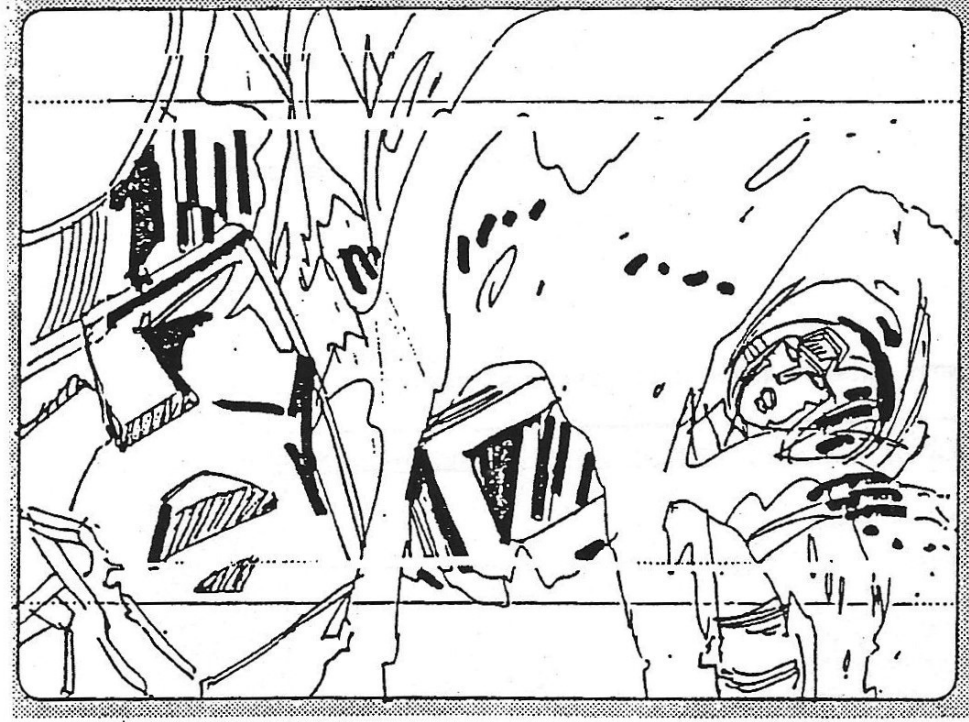
ACTION X.L.S. KUP, SPRINGER AND ARCEE. THE VIOLENT RIVER OF LIQUID SPLASHES TO THE FLOOR AND...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 30-20 SC. SEQ. 30 Page 13



TION ...FLOODS OVER THE AUTOBOTS CARRYING THEM O.S. BEHIND THEM...

L

SIC/SFX

MERA

ACTION

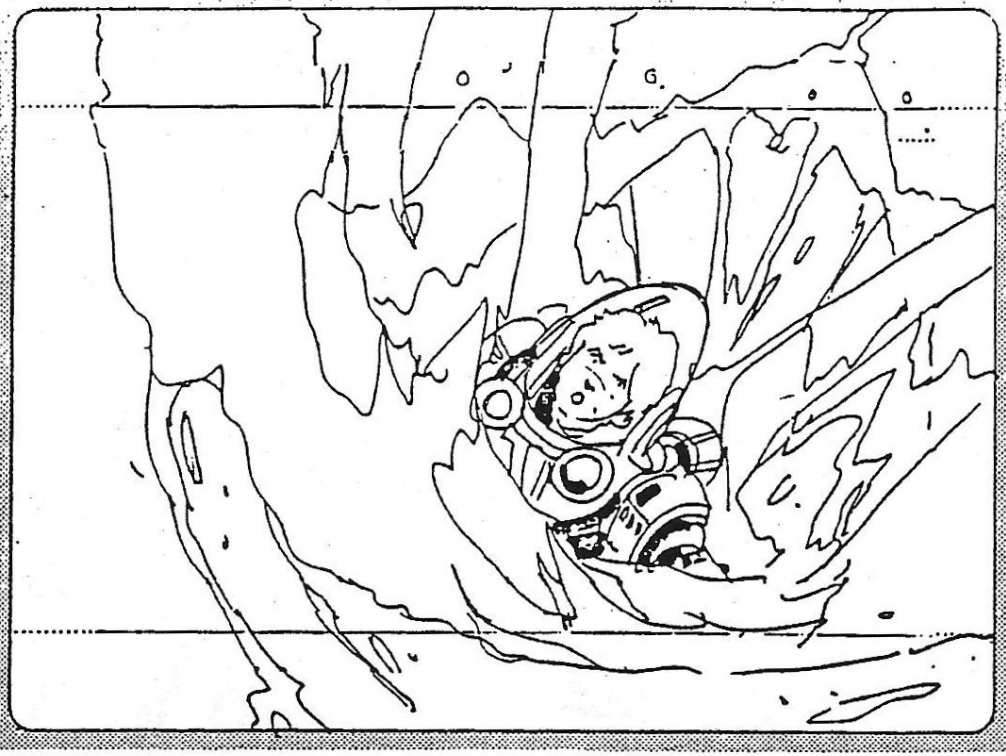
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-21



ACTION ...DANIEL IS WASHED INTO SCENE CARRIED ALONG IN THE SWIFT CURRENT...

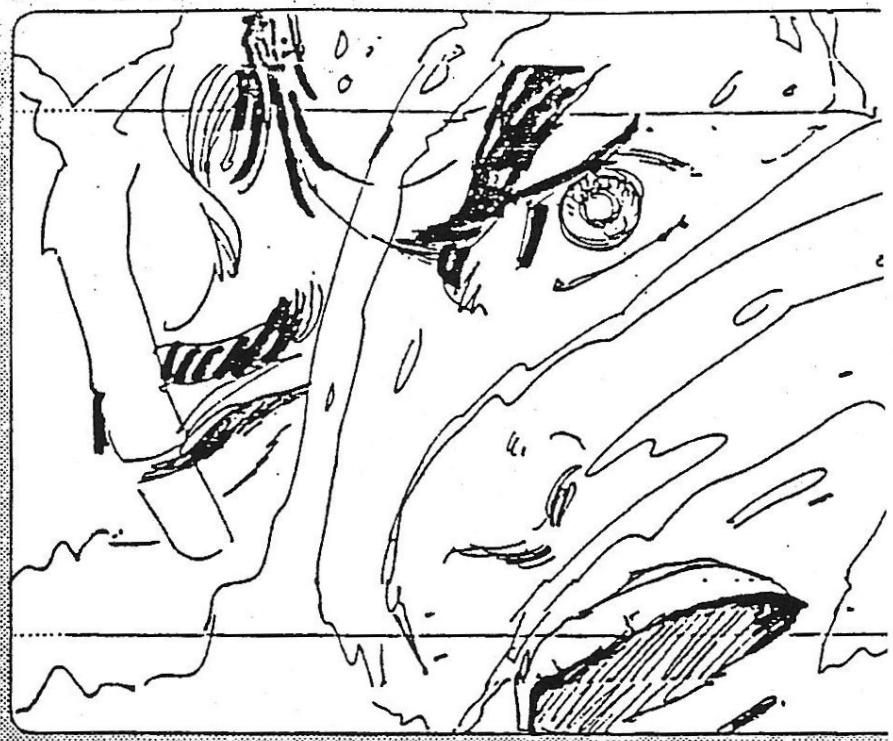
DIAL

MUSIC/SFX

CAMERA

SC. CONT 30-21

SEQ. 30 Page



ACTION ...AND INTO CAMERA.

DIAL DANIEL Arcee. Kup.

MUSIC/SFX

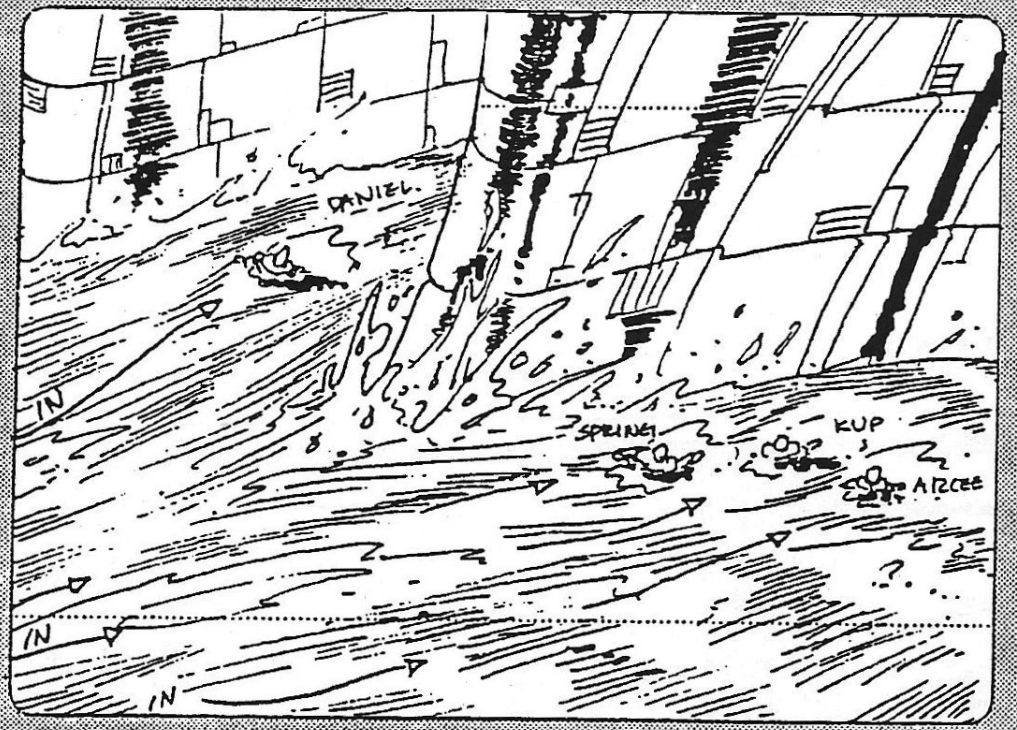
CAMERA

TF RAW
From Beast Hunters and Beyond!!!

SC. 30-22

SC.

SEQ 30 Page 1



ACTION X.L. DOWN SHOT. DANIEL, ARCEE, KUP, SPRINGER. THEY ARE CARRIED ALONG IN THE TORRENT OF LIQUID. AT A JUNCTION IN THE TUNNEL, ARCEE, SPRINGER AND KUP ARE WASHED DOWN ONE CHANNEL, DANIEL IS WASHED DOWN THE OTHER.

DIAL

MUSIC/SFX

CAMERA

ACTION

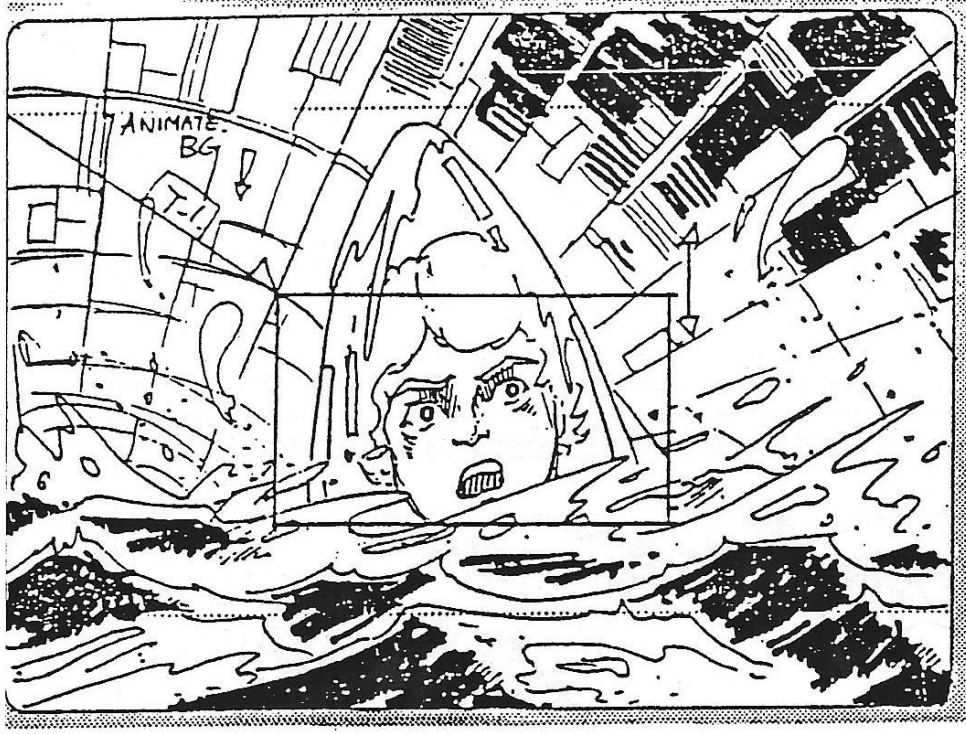
DIAL

MUSIC/SFX

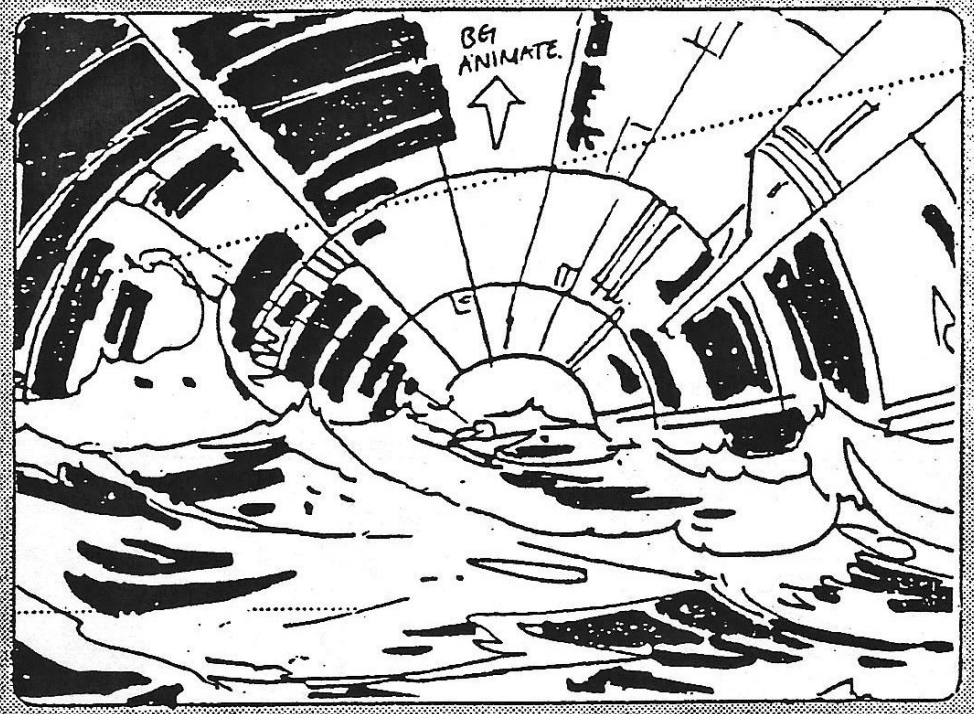
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-23 TRUCK IN.



SC. 30-24 ANIMATE BG. SEQ 30 Page 16



TION M.C.U. DANIEL. HE IS CARRIED ALONG IN THE STRONG CURRENT. WE TRUCK IN . HE LOOKS TERRIFIED!

L

SIC/SFX

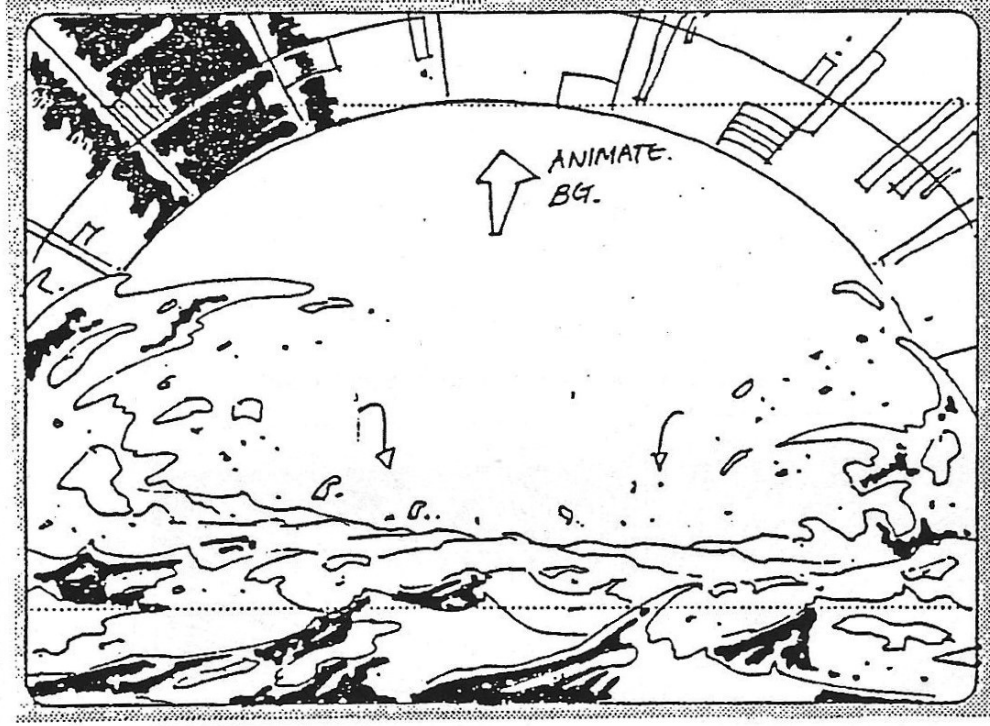
ACTION L.S. DANIEL'S P.O.V. OF THE TUNNEL. IN THE DISTANCE IS AN OPENING. AS WE MOVE TOWARD IT, THE SOUND OF A HUGE WATERFALL INCREASES.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 30-24 ANIMATE BG.



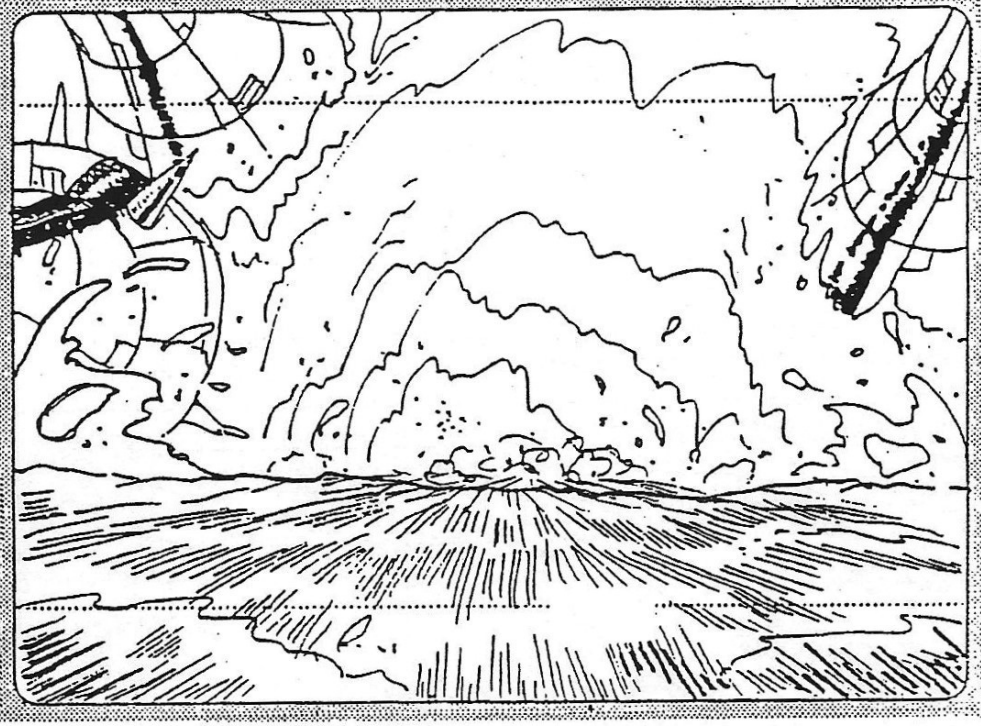
TION WE APPROACH THE OPENING AND THE BRINK OF THE FALLS WHICH THUNDERS.

AL

SIC. SFX

CAMERA

SC. CONT ANIMATE BG. SEQ 30 Page 17



ACTION ...WE MOVE OUT OF THE TUNNEL AND TIP OVER THE EDGE OF THE WATERFALL, LOOKING STRAIGHT DOWN.

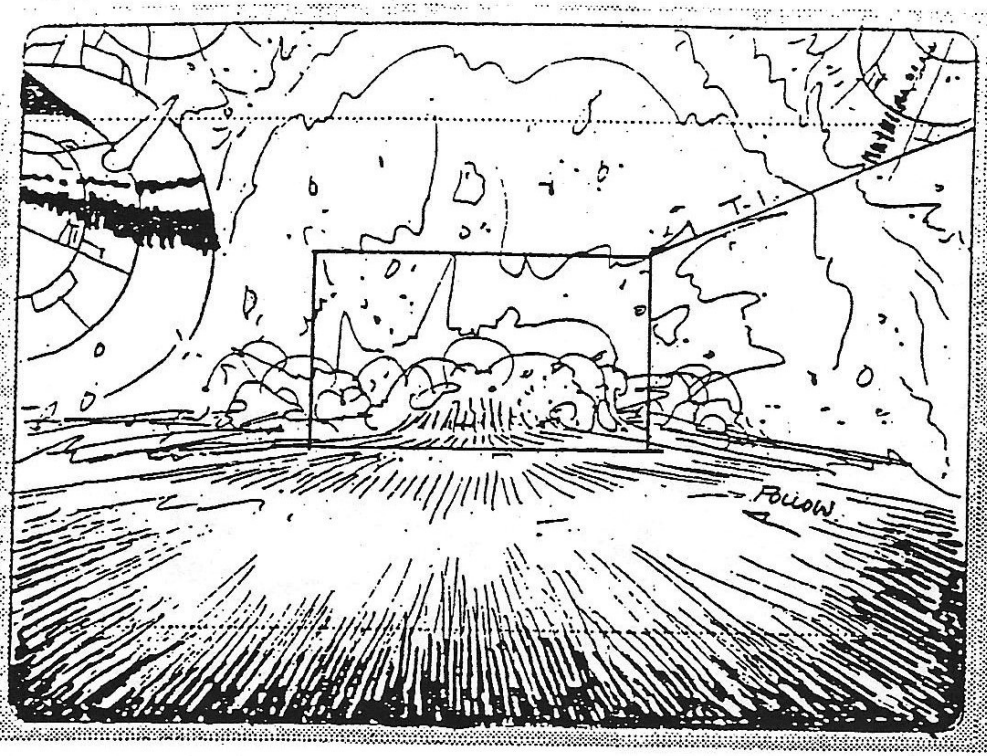
DIAL

MUSIC/SFX

CAMERA

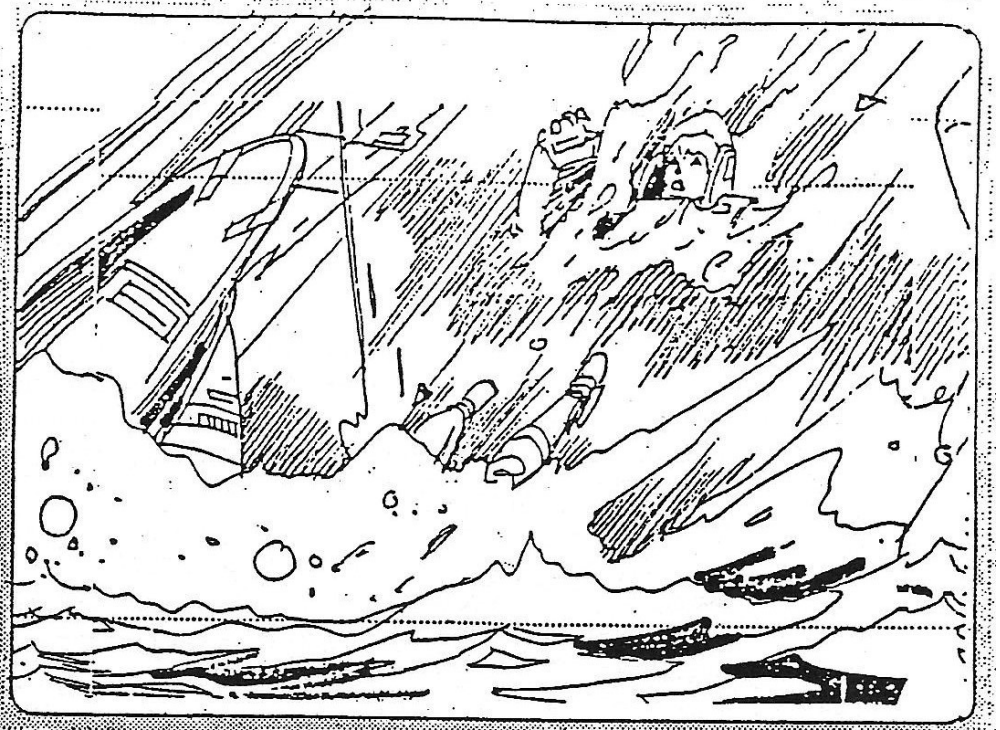
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 30-24 FAST TRAVELLING.



NO SCENE 30-25

SC. 30-26 SEQ 30 PAGE 18



ACTION ...WE PLUNGE DOWN THE FACE OF THE FALLS.

DIAL

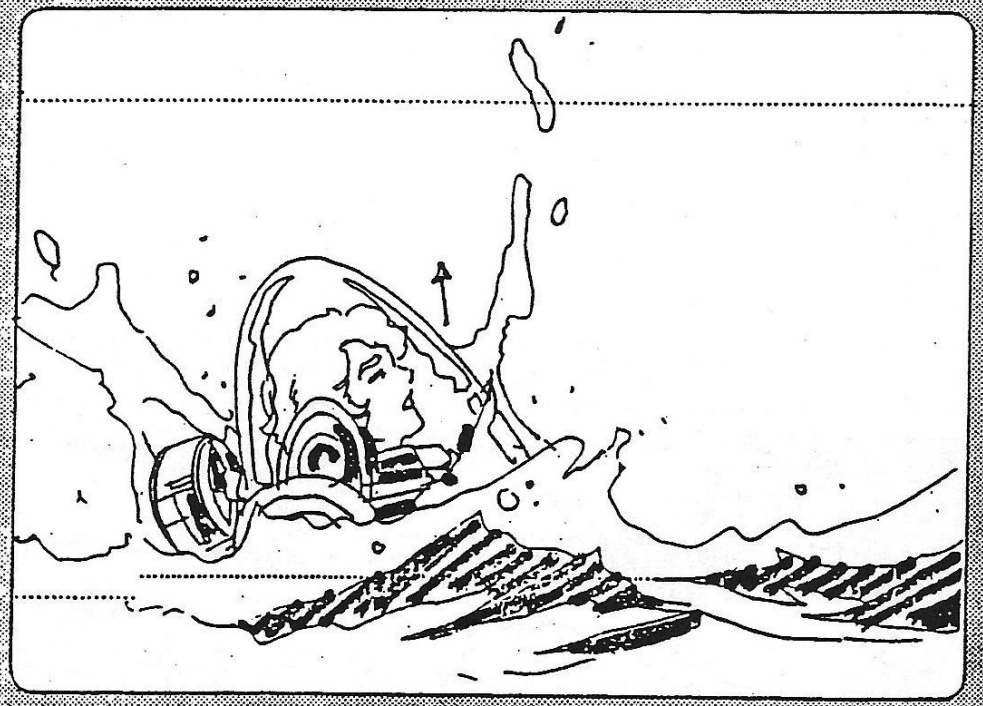
MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. DANIEL. HE IS WASHED INTO A GLOWING LAKE AND PULLED UNDER BY THE FORCE OF THE FALLING LIQUID...

DIAL

MUSIC/SFX



ACTION ...THEN HE POPS UP, TO THE SURFACE LIKE A BOBBING CORK...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND IS WASHED ALONG TOWARD CAMERA.

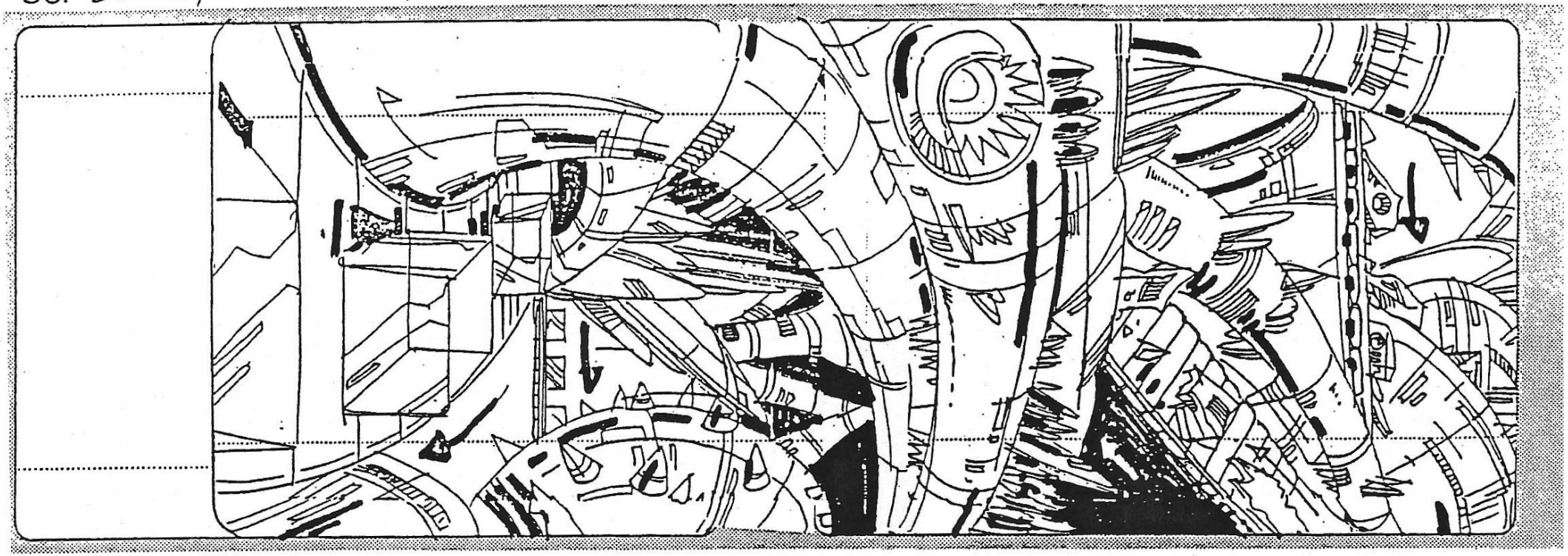
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30 -27 STOP PAN DOWN. SEQ 30 START Page 20



TION L.S. THE INTERIOR OF UNICRON'S STOMACH. THIS IS THE CENTRAL PROCESSING FOR UNICRON'S ENERGY. A LONG CONVEYOR BELT CARRIES ALONG PIECES OF MATERIAL...

.L

IIC/SFX

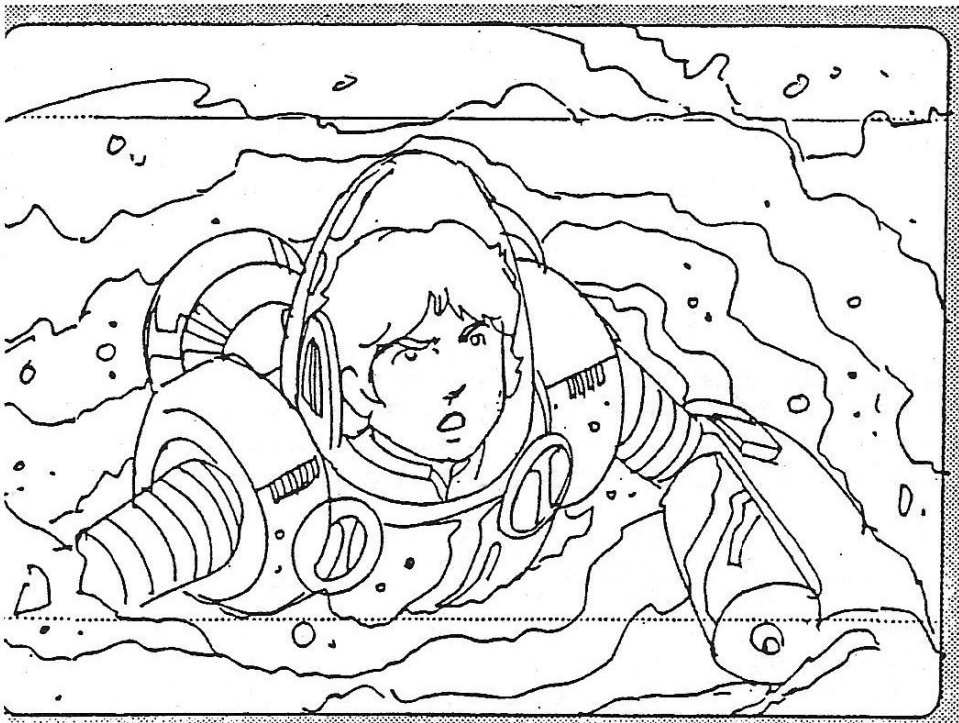
ACTION WE PAN DOWN TO SEE THE PIECES OF MATERIAL CARRIED DOWN, CRUNCHED IN AN ENERGY VICE AND FORMED INTO PULSATING ENERGY CUBES.

DIAL

MUSIC/SFX

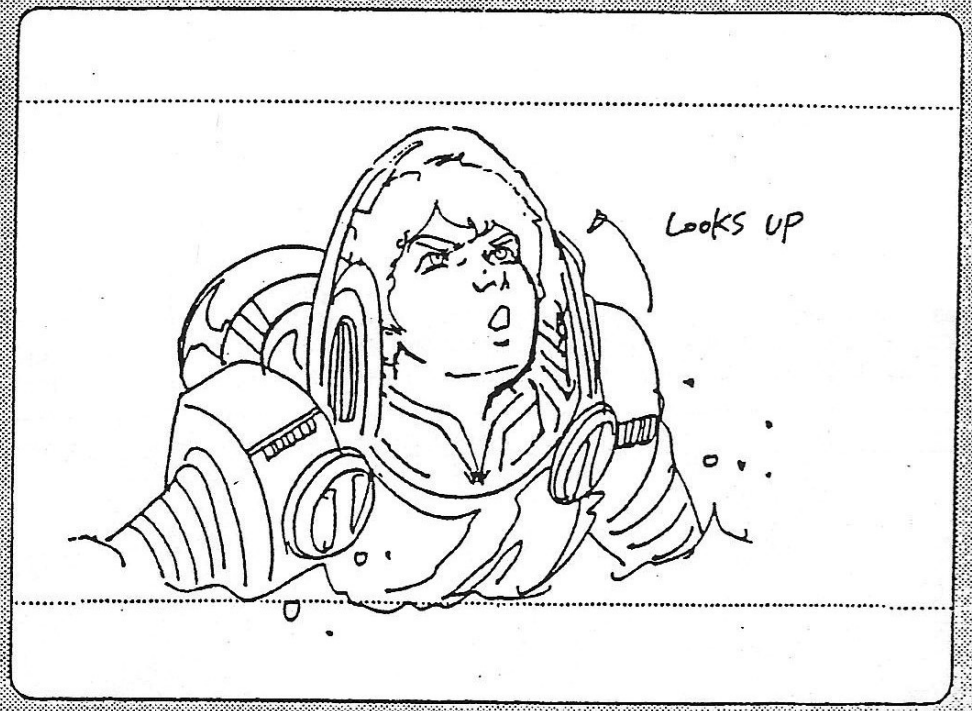
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-28



SC. CONT

SEQ. 30 Page 21



ON M.S. DANIEL. HE FLOATS ABOUT IN THE SWIRLING LIQUID...

C/SFX

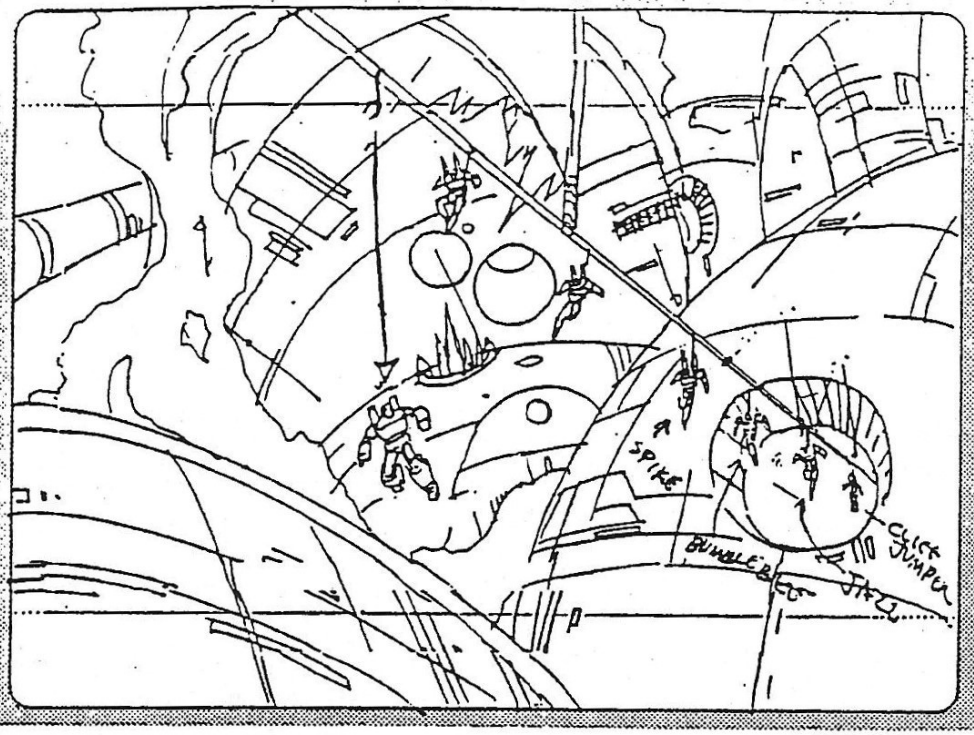
ACTION ...HIS ATTENTION IS DRAWN UP. HE LOOKS UP.

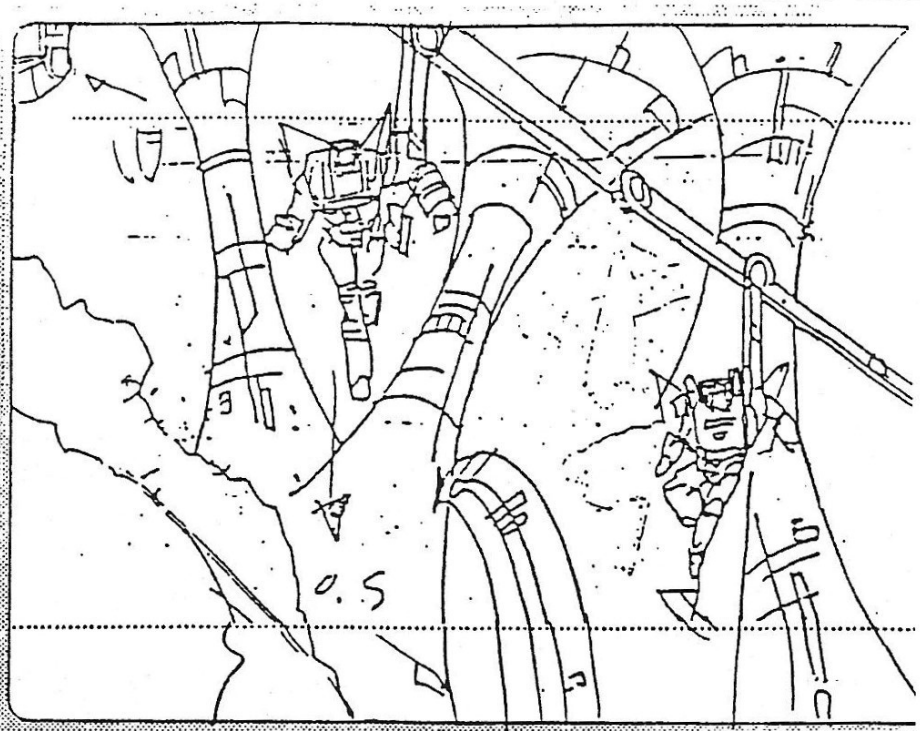
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION X.L.S. THE VAULT OF UNICRON'S STOMACH. HIGH ABOVE, SEVERAL DECEPTICONS HANG FROM A LONG CABLE THAT CARRIES THEM ALONG TOWARD A HUGE VAT.

DIAL

MUSIC/SFX

CAMERA

ACTION L.S. TWO DECEPTICONS ARE CARRIED DIRECTLY OVER THE STEAMING VAT. FUMES CLOUD THE AIR. THE FIRST DECEPTICON IS LET LOOSE AND DROPS O.S. THESE ARE UNIDENTIFIED DECEPTICONS COLOR PURPLE.

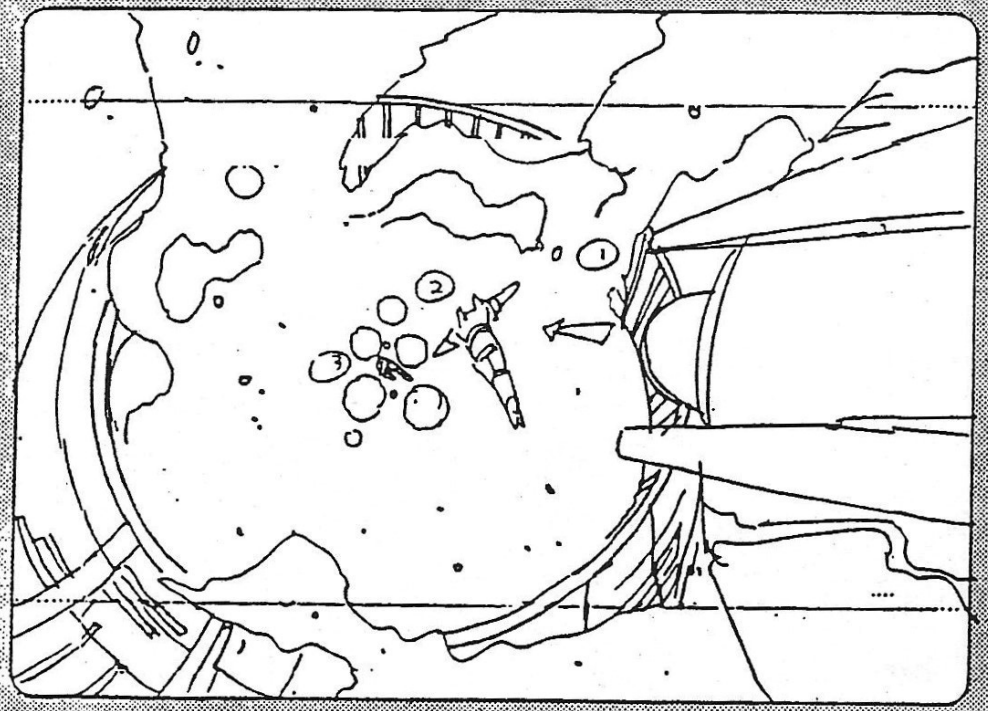
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-31



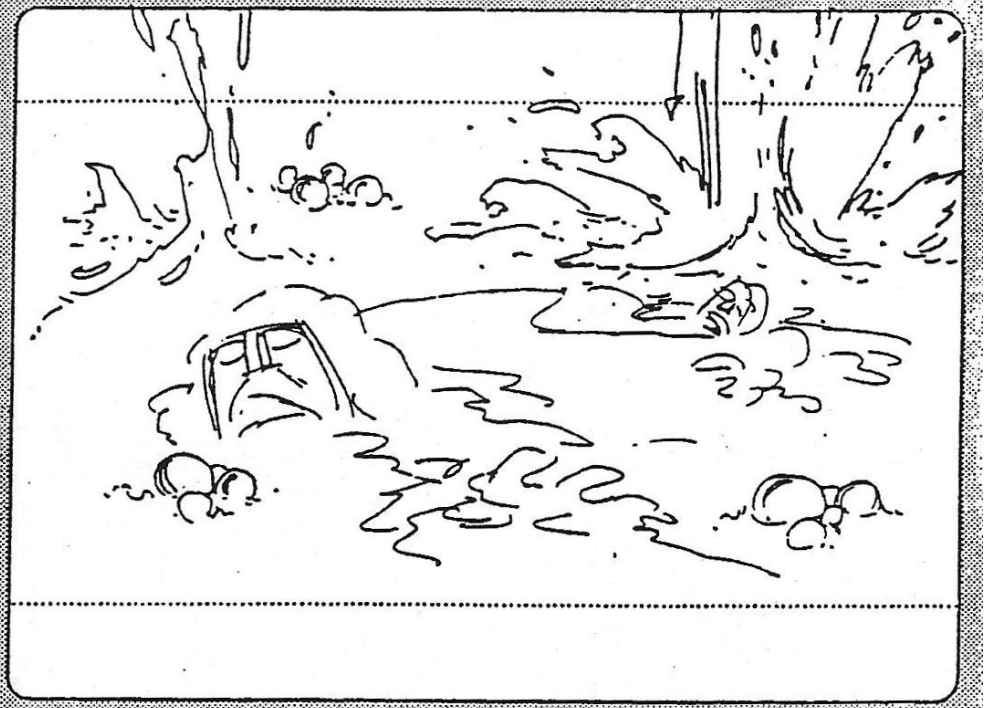
ACTION DOWN SHOT. THE DECEPTICON FALLS AND SPLASHES INTO THE VAT FAR BELOW.

DIAL

MUSIC/SFX

CAMERA

SC. 30-32



ACTION M.S. THE DECEPTICON AS HE SPLASHES ABOUT AND IS DISSOLVED BY THE STRONG ACID IN THE VAT.

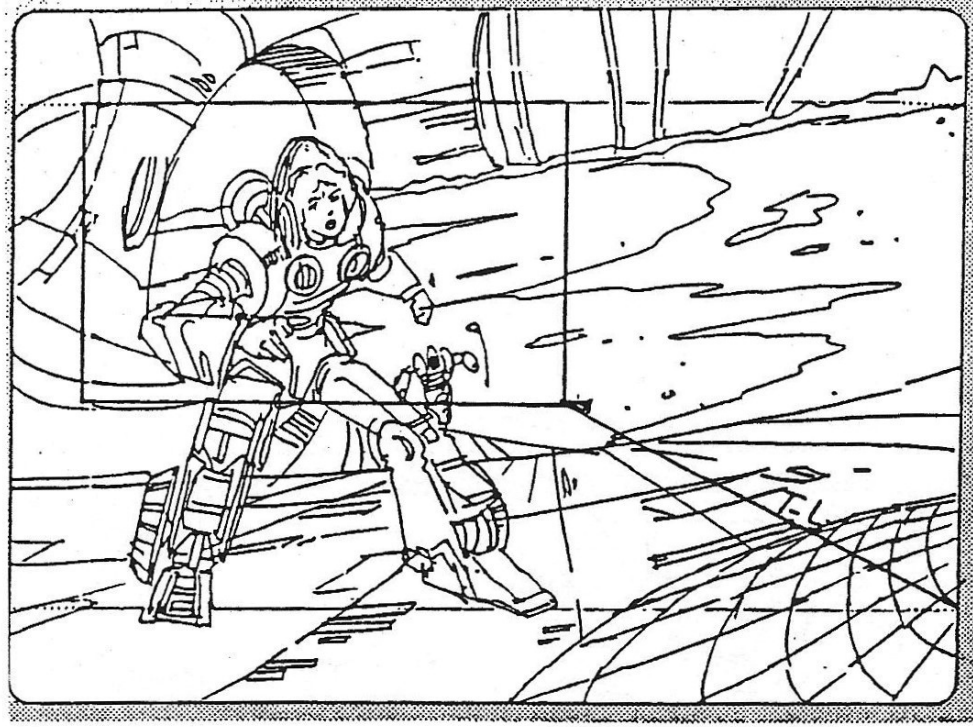
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30 - 33 SC. SEQ. 30 Page 24



NO SCENE 30-34
NEXT SCENE 30-35

ION X.L.S. DANIEL. HE COMES UP OUT OF THE LAKE OF LIQUID AND RUNS TOWARD CAMERA. HE STOPS AND LOOKS UP.

DANIEL Cliffjumper! Jazz!..

IC/SFX

ERA

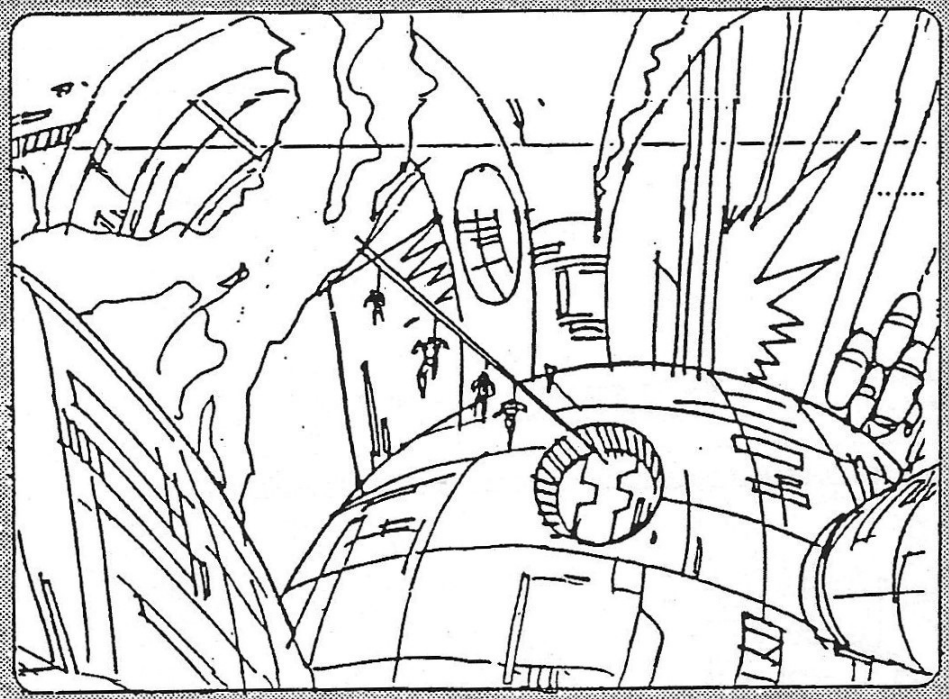
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



NO SCENE 30-36

ACTION X.L.S. DANIEL, SPIKE, BUMBLEBEE AND JAZZ INSIDE UNICRON'S STOMACH CHAMBER. DANIEL WATCHES HELPLESSLY AS HIS FRIENDS ARE CARRIED CLOSER AND CLOSER TO THE ACID VAT.

DIAL DANIEL (CONT) Bumblebee!

MUSIC/SFX

CAMERA

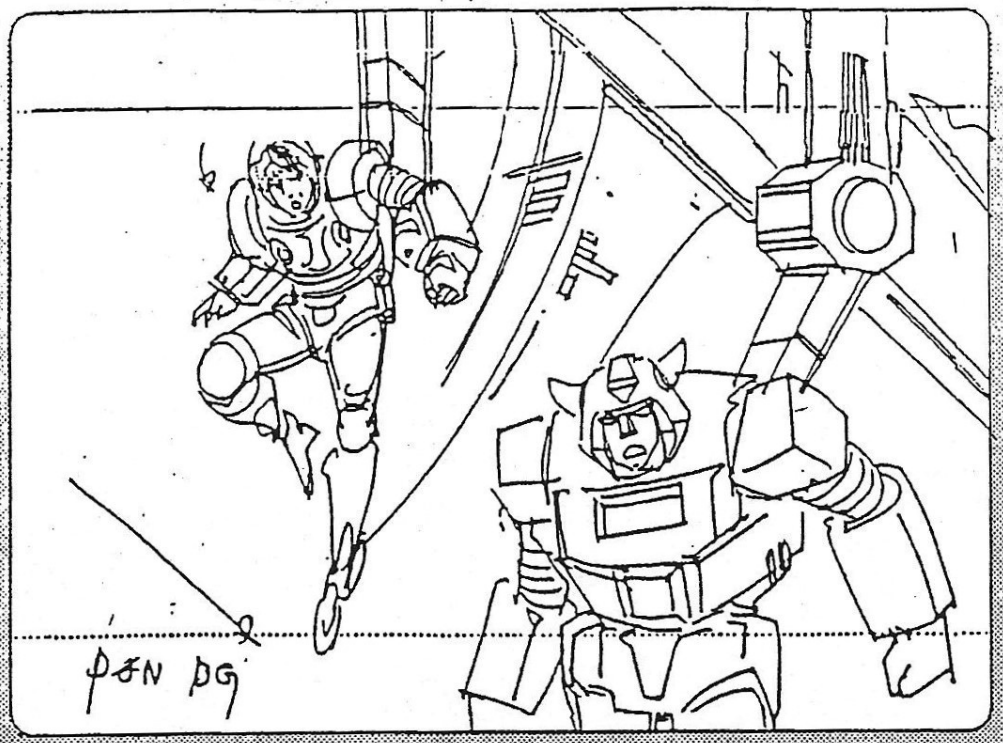
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. SPIKE AND BUMBLEBEE. WE MOVE ALONG WITH THEM. THEY ARE HELD HELPLESS IN THE GRIP OF MASSIVE PINCERS.

DIAL DANIEL (VO) Dad!

MUSIC/SFX

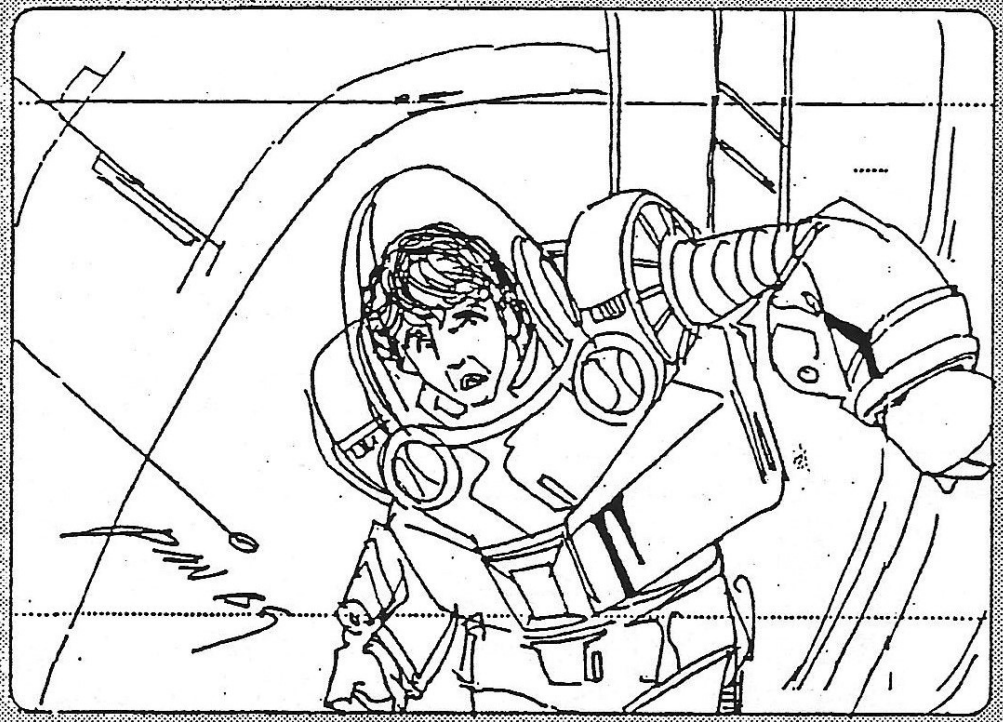
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-38



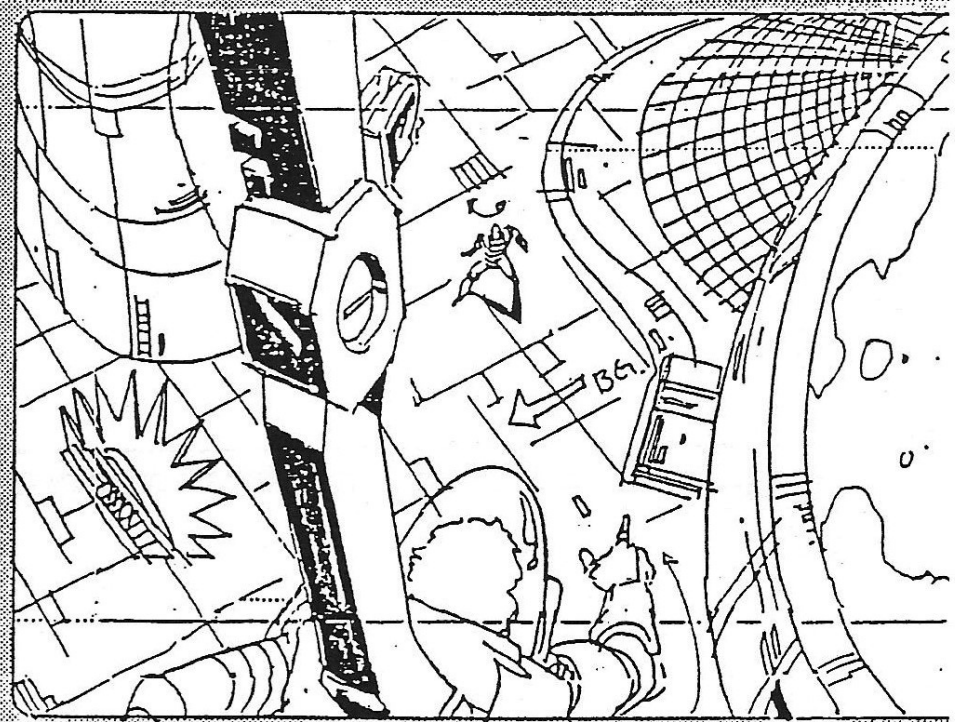
ACTION M.S. SPIKE. HE CALLS OUT TO HIS SON DANIEL.

DIAL SPIKE Daniel!

MUSIC/SFX

CAMERA

SC. 30-39



ACTION DOWN SHOT DANIEL AND SPIKE ON THE FLOOR BELOW. DANIEL LOOKS AROUND FOR THE CONTROLS HIGH ABOVE HIM. SPIKE POINTS IT OUT.

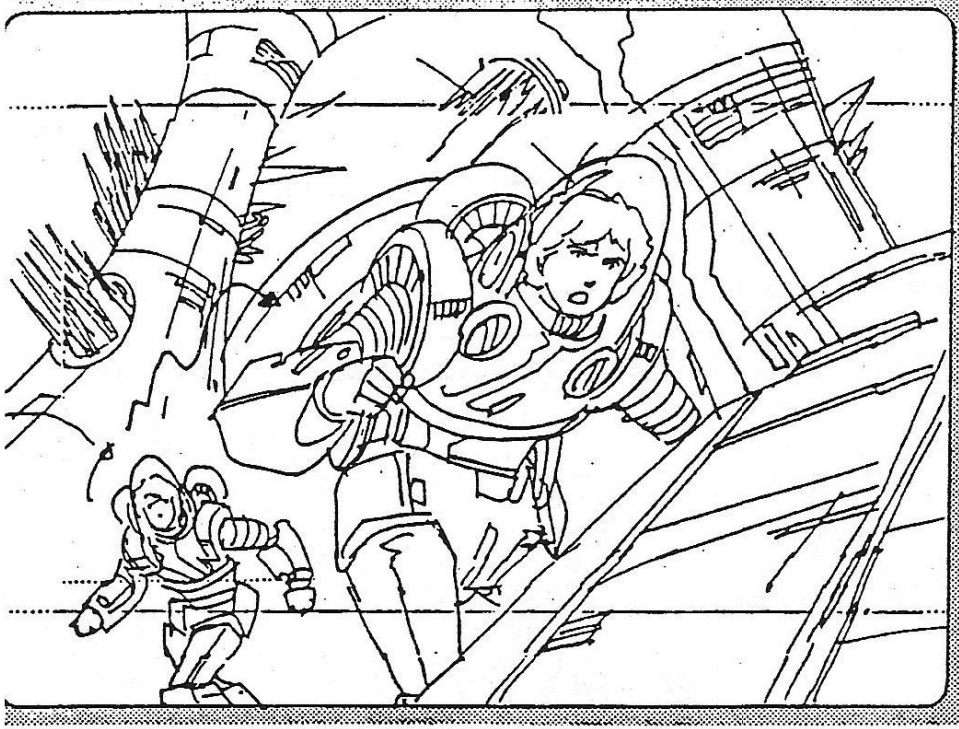
DIAL DANIEL What can I do?

SPIKE Stop the acid pump!

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!



NO SCENE 30-41
NEXT SCENE 30-42

ON M.L.S. DANIEL. HE TAKES OFF AND RUNS OVER TO THE VAT.

C/SFX

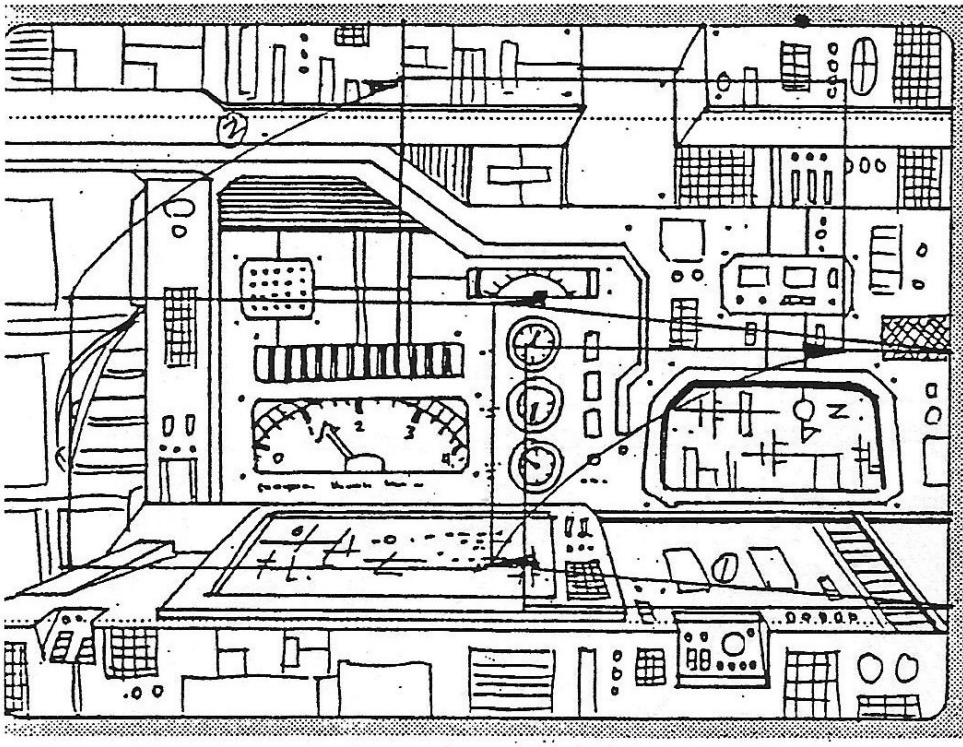
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-42



ION C.U. THE CONTROLS TO THE ACID VAT.

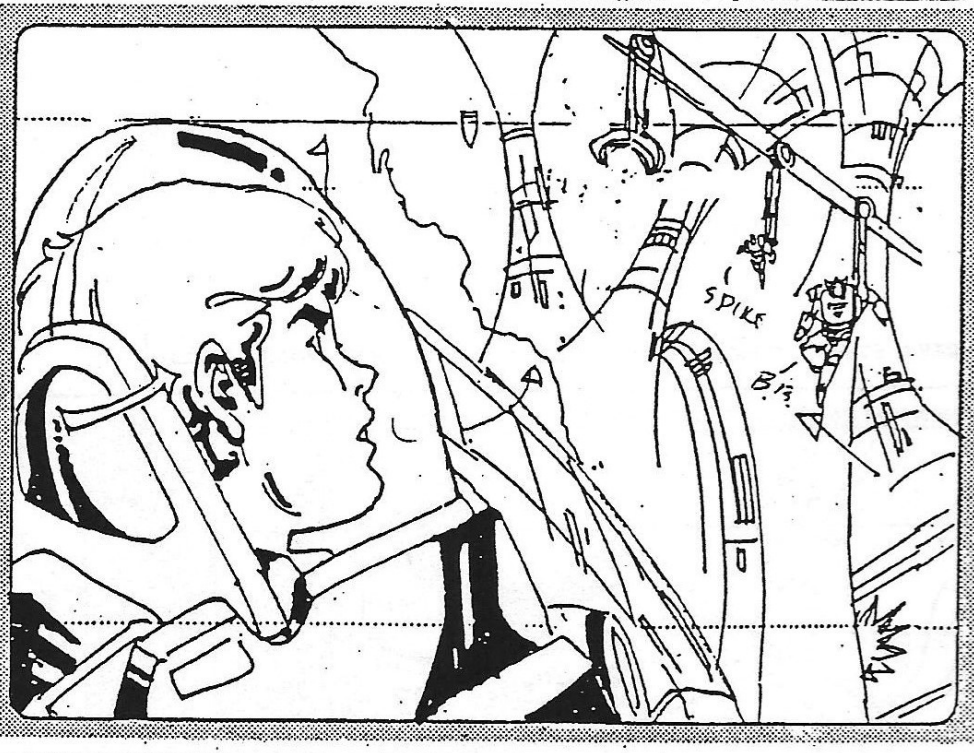
DANIEL'S P.O.V. WE PAN AROUND IN AN ARC TO VARIOUS PLACES ON THE CONTROLS, TRYING TO DISCOVER HOW TO TURN OFF THE PUMP.

IC/SFX

ERA

SC. 30-43

SEQ.30 Page 29



ACTION C.U. DANIEL. HE TURNS AND LOOKS UP TO HIS FATHER AND AUTOBOT FRIEND HANGING HELPLESSLY HIGH ABOVE HIM.

DIAL DANIEL How?

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-44

ACTION C.U. SPIKE. HE CALLS OUT TO HIS SON.

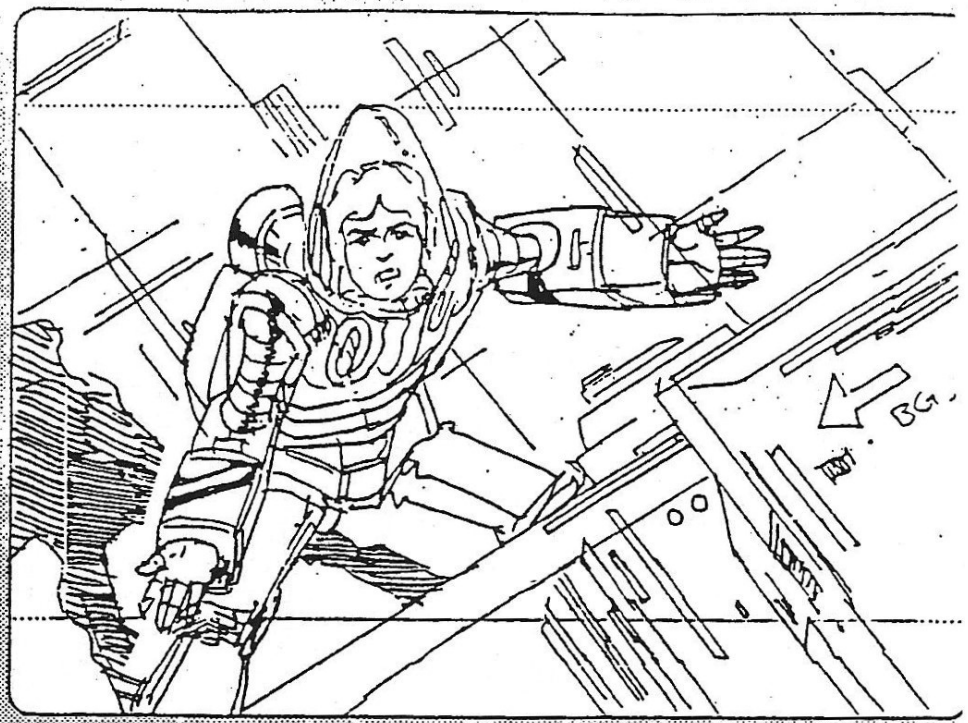
DIAL SPIKE Blast it, Son.

MUSIC/SFX

CAMERA

SC. 30-45

SEQ. 30 Page 30



ACTION DOWN SHOT DANIEL LOOKING UP RESPONDS TO HIS FATHER.

DIAL DANIEL But I don't have a gun.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30 - 46

SC.

SEQ. 30 Page 31

ACTION X.C.U. SPIKE. HE CALLS INSTRUCTIONS OUT TO DANIEL.

DIAL SPIKE Use your exo-suit.

MUSIC/SFX

CAMERA

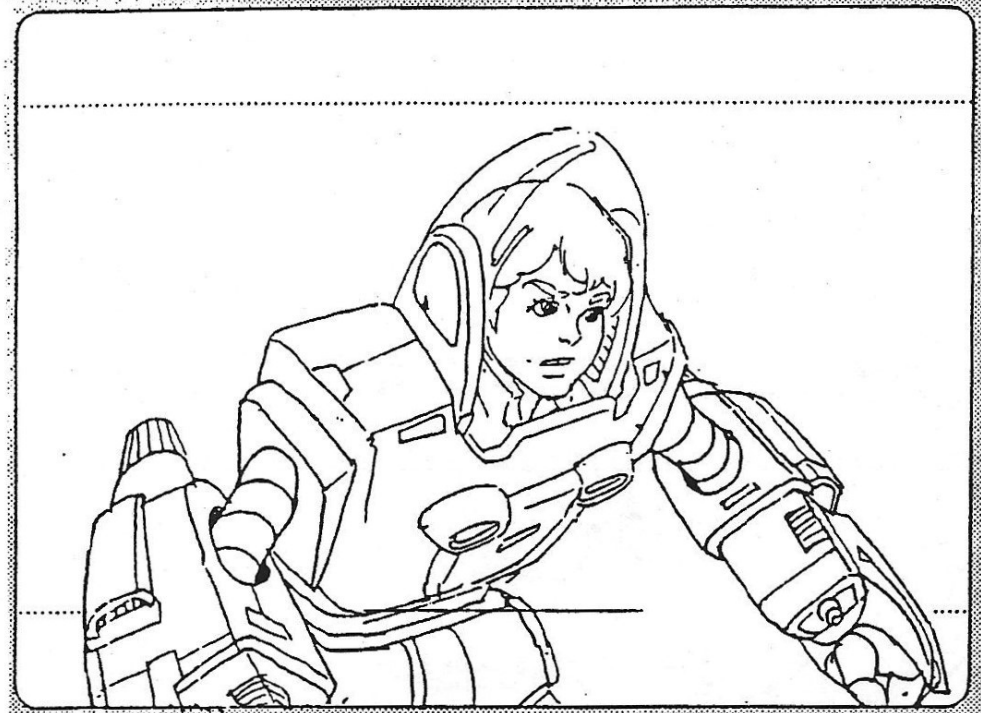
ACTION

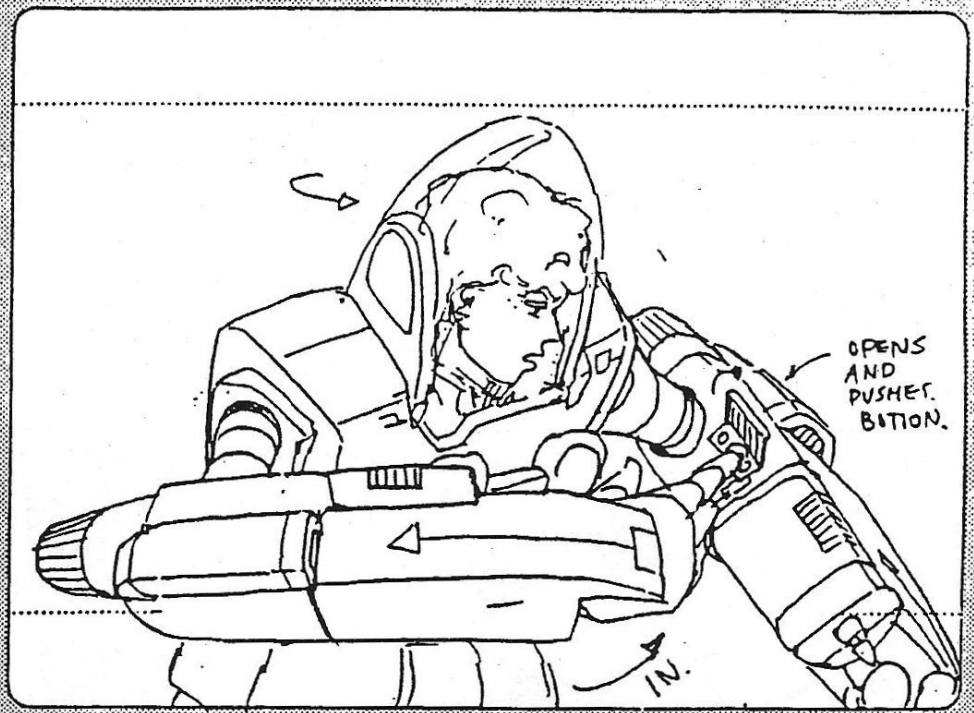
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





TION M.S. DANIEL. HE LOOKS DOWN AT HIS SUIT AND TRIES TO FIGURE OUT WHAT TO DO...

.L

SIC/SFX

MERA

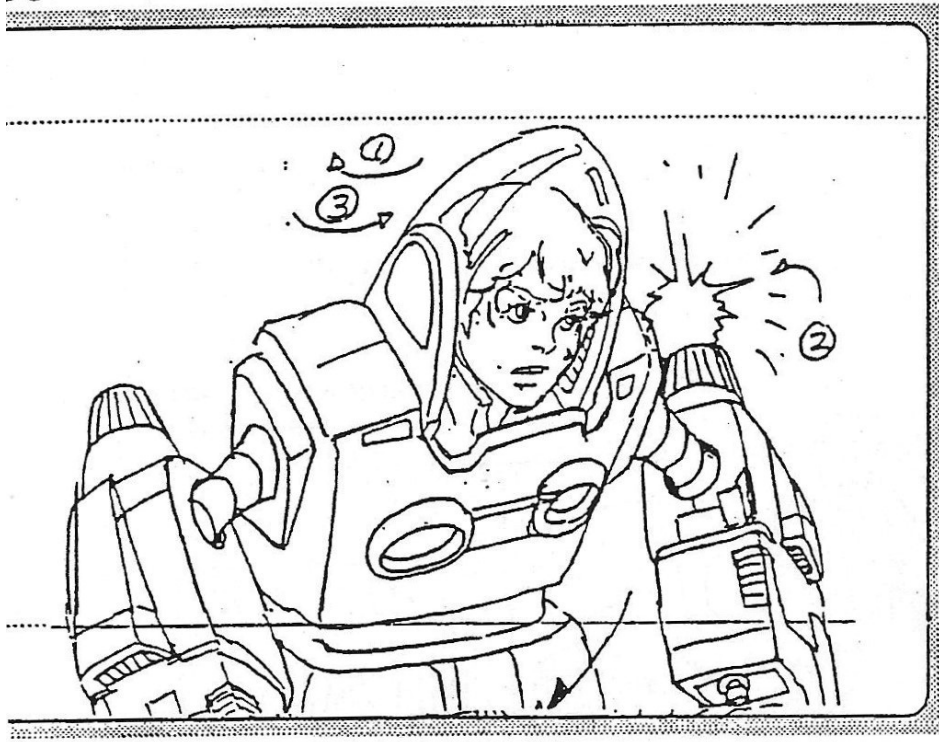
ACTION ...HE REACHES OVER, FLIPS UP A PANEL AND PRESSES A FEW BUTTONS ON HIS ARM.

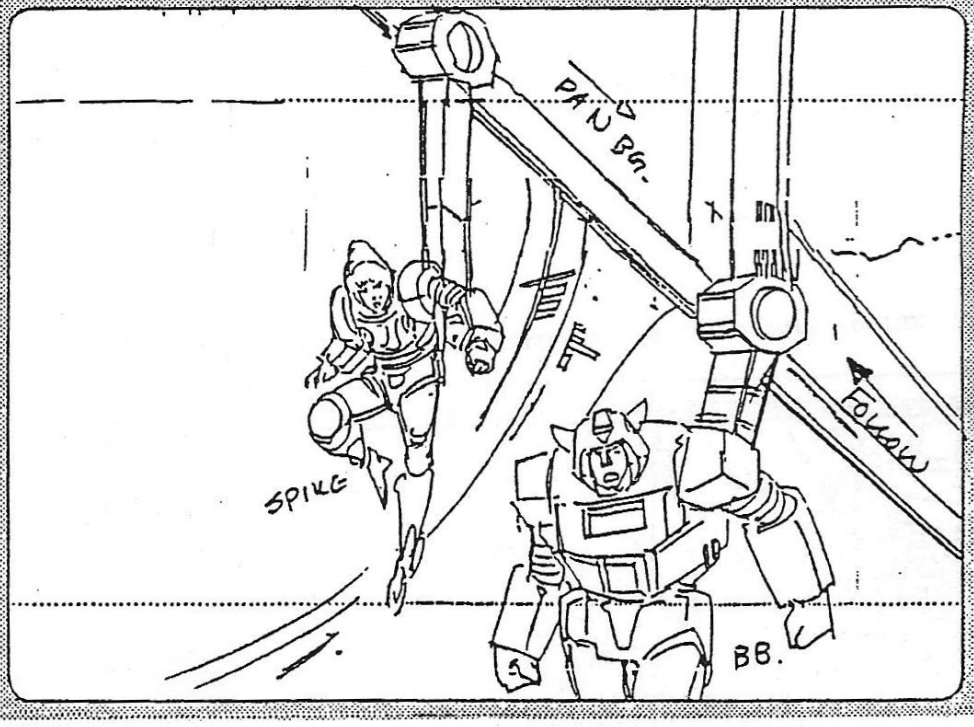
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON THE ROCKET BLASTERS ON HIS ARMS IGNITE FOR AN INSTANT, THEN DIE OUT.

SFX

ACTION L.S. SPIKE AND BUMBLEBEE MOVE ALONG TOWARD THE VAT. WE FOLLOW THEM.

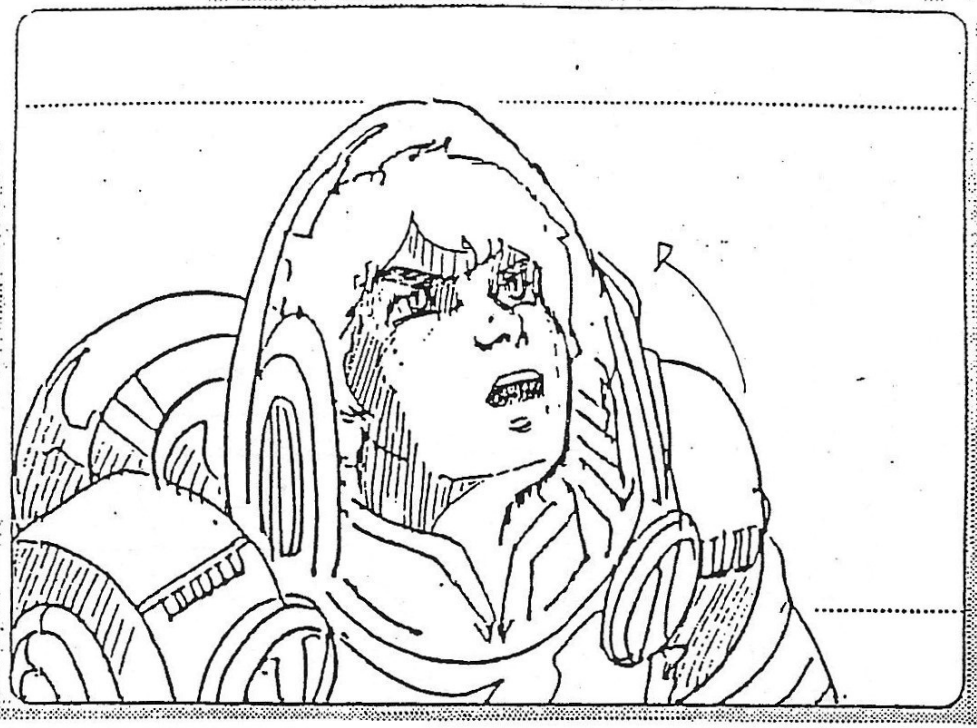
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-47B

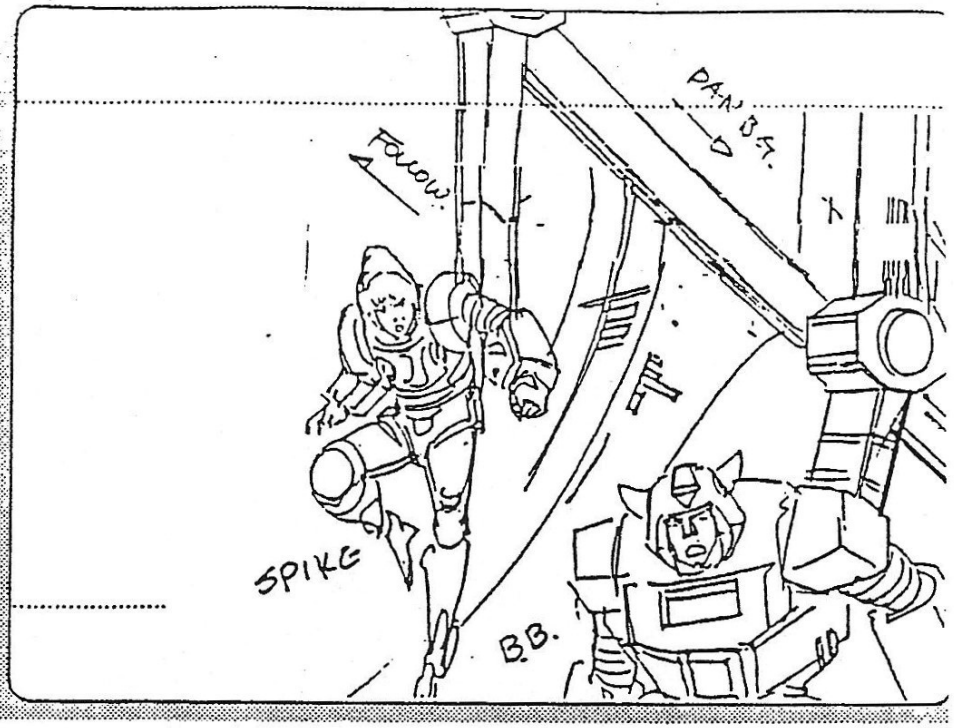


ACTION C.U. DANIEL LOOKS UP AT HIS DAD.

DIAL DANIEL I can't stop it!

MUSIC/SFX

SC. 30-47C

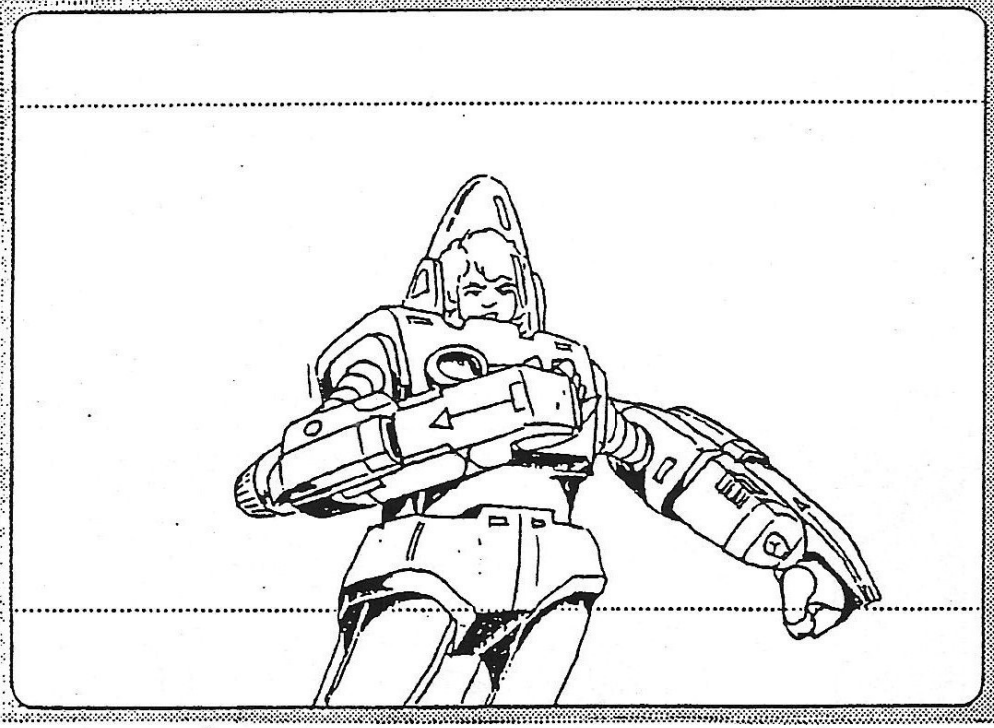


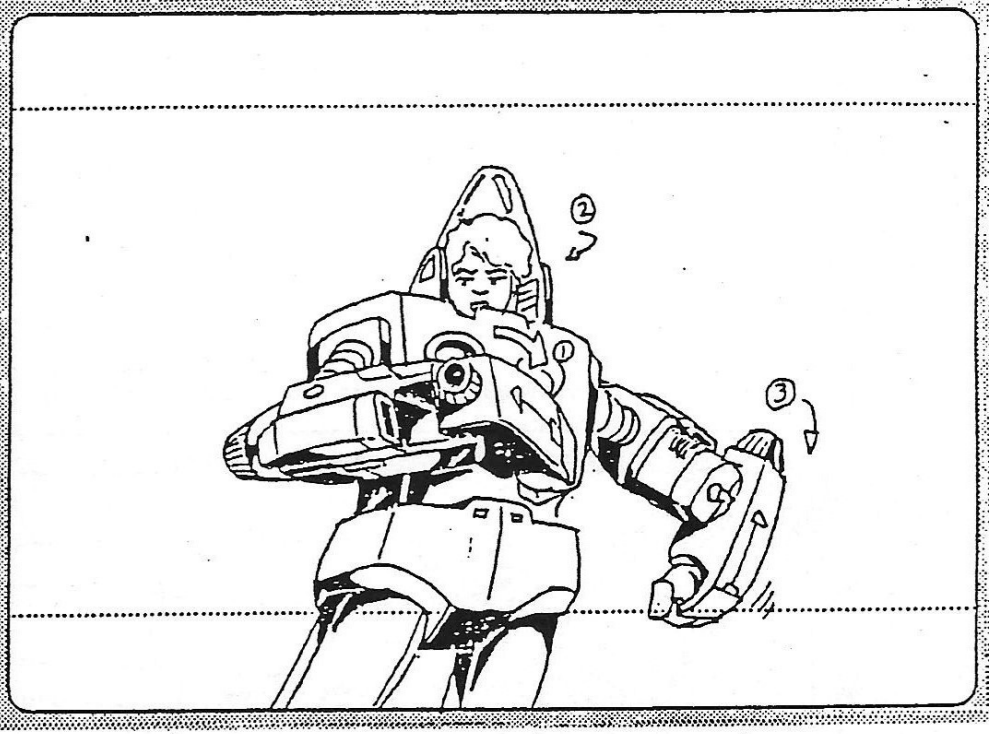
ACTION L.S. SPIKE AND BUMBLEBEE MOVING CLOSER TO THE VAT.

DIAL SPIKE Hurry!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. DANIEL. HE LOOKS DOWN AT HIS SUIT AND SEARCHES DESPERATELY FOR A WAY TO HELP HIS DAD AND FRIENDS.

DIAL

MUSIC/SFX

CAMERA

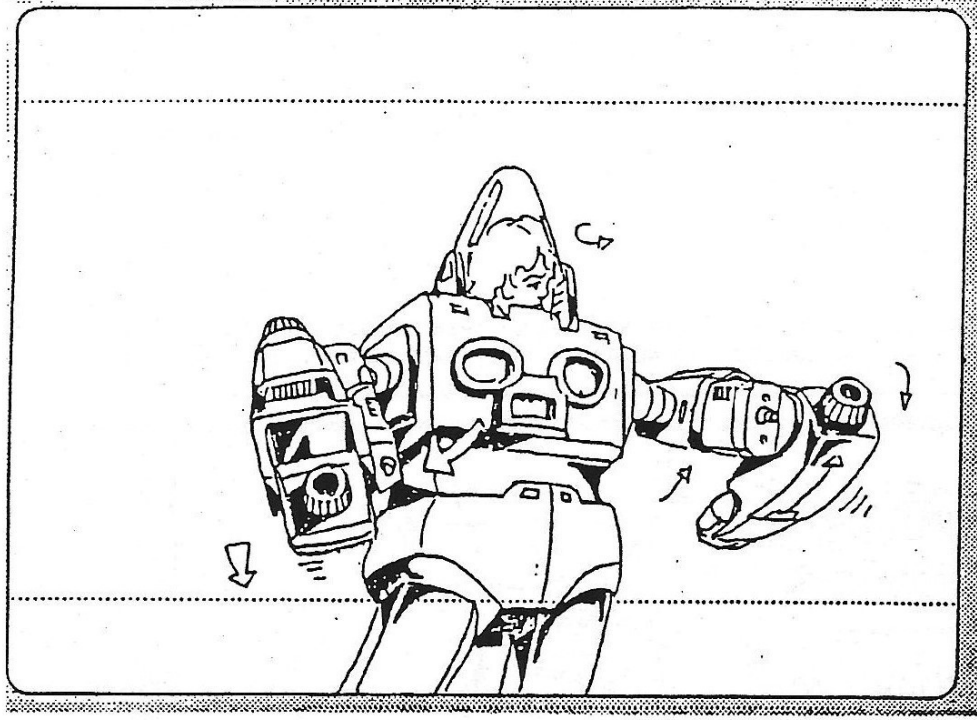
ACTION SUDDENLY AFTER PUSHING VARIOUS PLACES, HIS HANDS START TO FLIP AROUND.

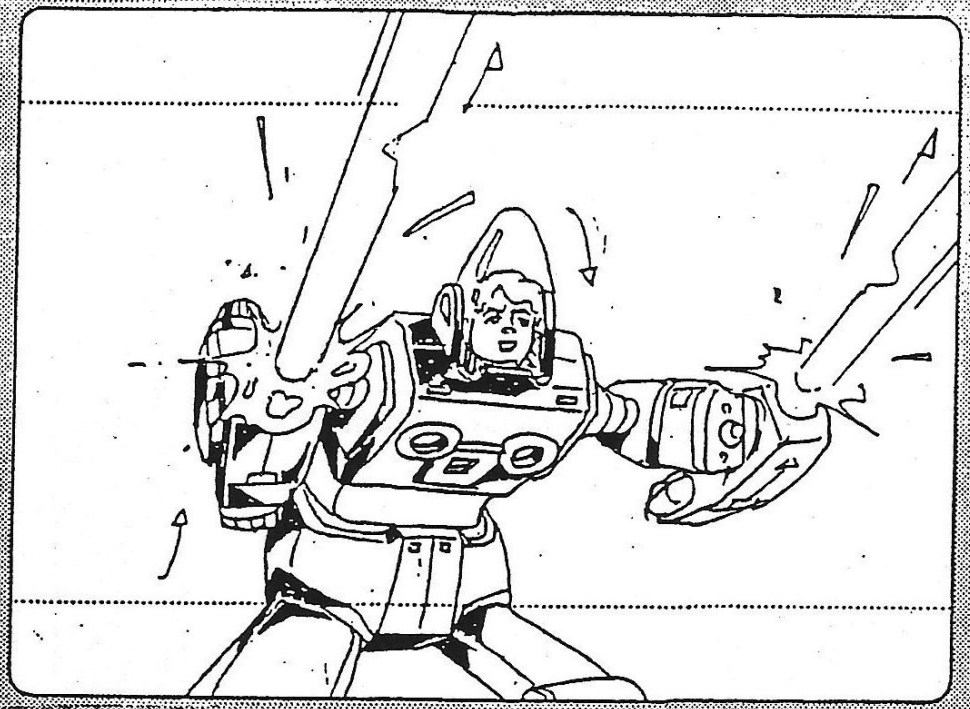
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 35B

:TION THEY TURN INTO BLASTERS...

AL

ISIC/SFX

MERA

ACTION ...HE AIMS THEM AND FIRES AT THE VAT.

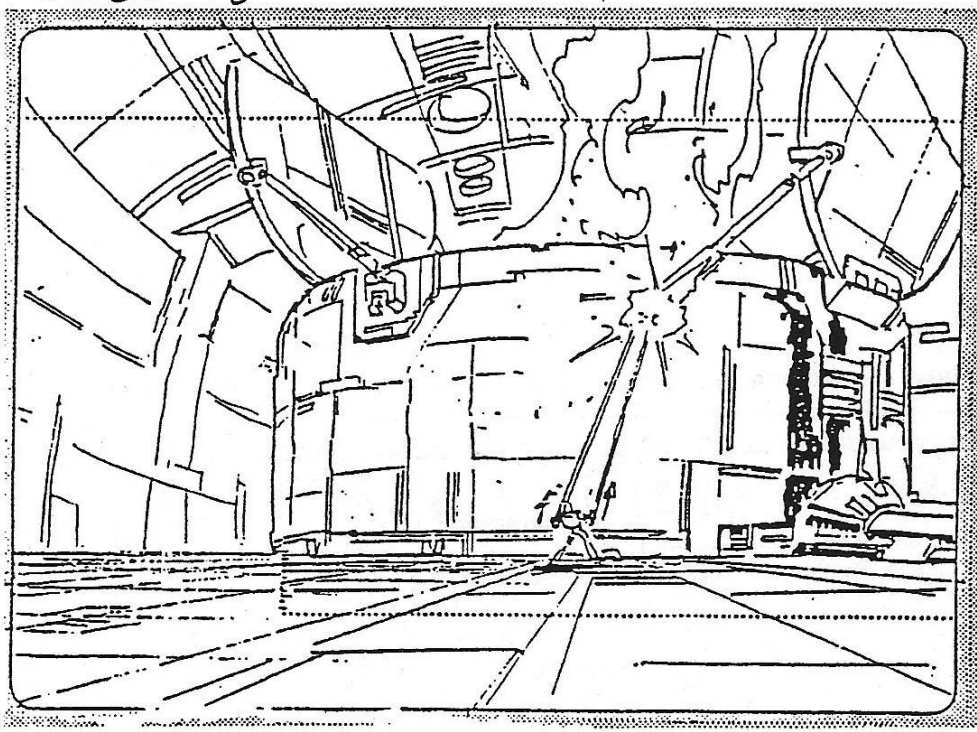
DIAL

MUSIC/SFX

CAMERA

TF RAW
The Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-48 SC. SEQ 30 Page 35B



NEXT PAGE 36.

CTION X.L.S. DANIEL. AT THE BASE OF THE VAT HE POINTS HIS ROCKET BLASTERS AND FIRES ON THE HINGE TO THE VAT.

AL

USIC/SFX

AMERA

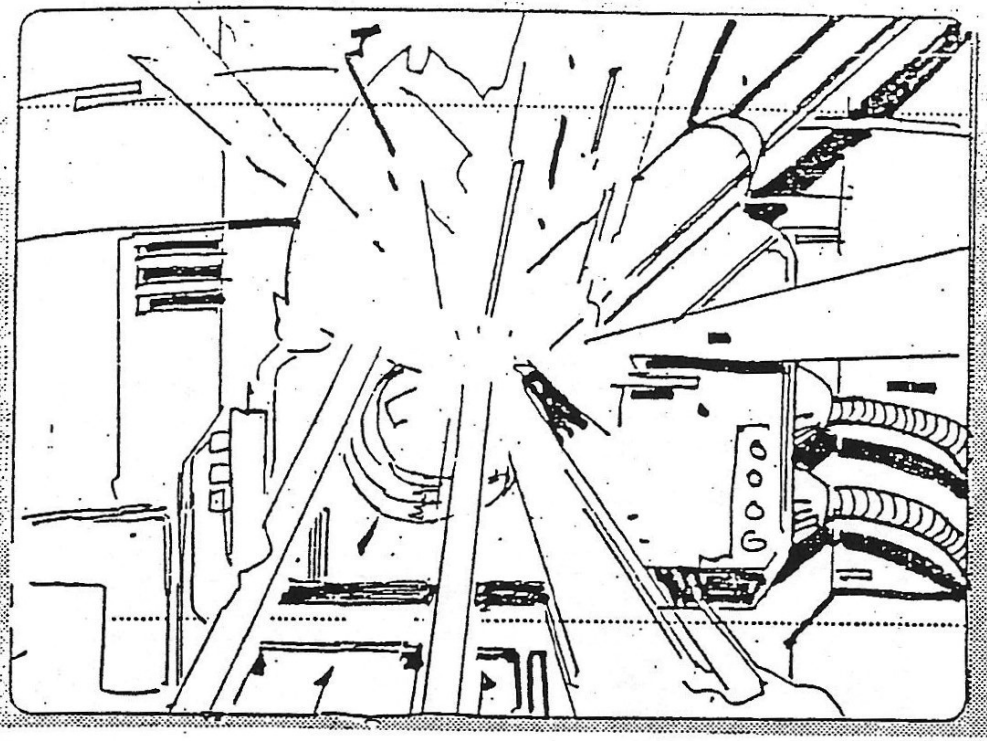
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

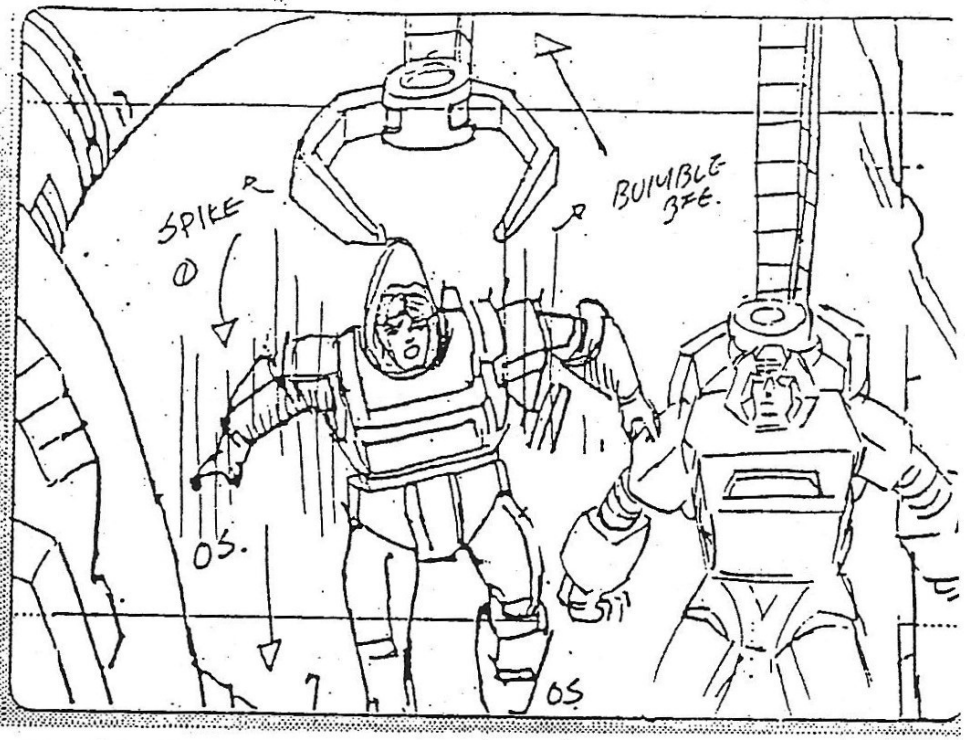


ACTION C.U. THE HINGE TO THE VAT BEING BLASTED BY DANIEL O.S.

DIAL

MUSIC/SFX

CAMERA



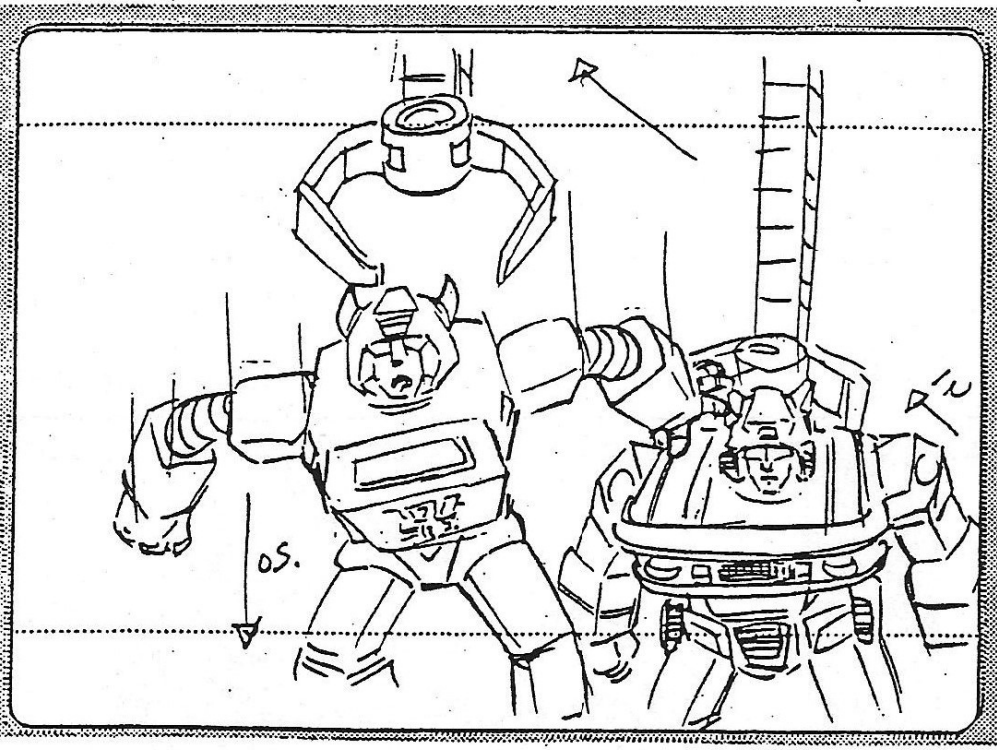
ACTION M.L. SPIKE AND BUMBLEE. THEY MOVE FORWARD AND THE HOOK HOLDI
SPIKE RELEASES, HE FALLS O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From G1 to Beast Hunters and Beyond!!!!



ACTION BUMBLEBEE MOVES INTO POSITION AND CLIFFJUMPER MOVES INTO THE SCENE BEHIND HIM. THE HOOK OPENS AND BUMBLEBEE DROPS O.S.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

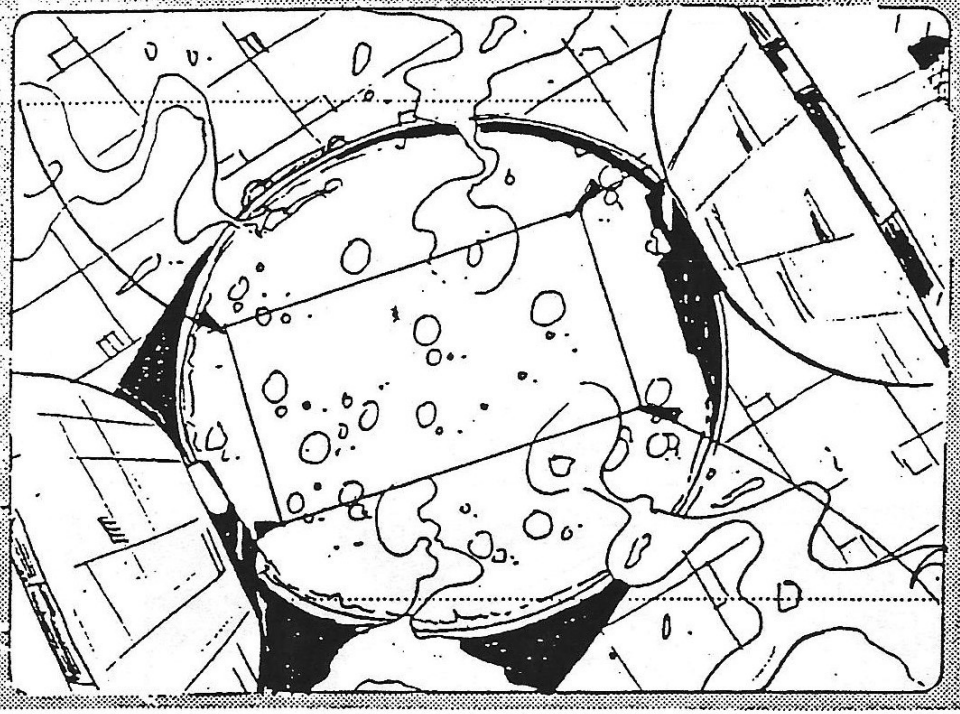
ACTION

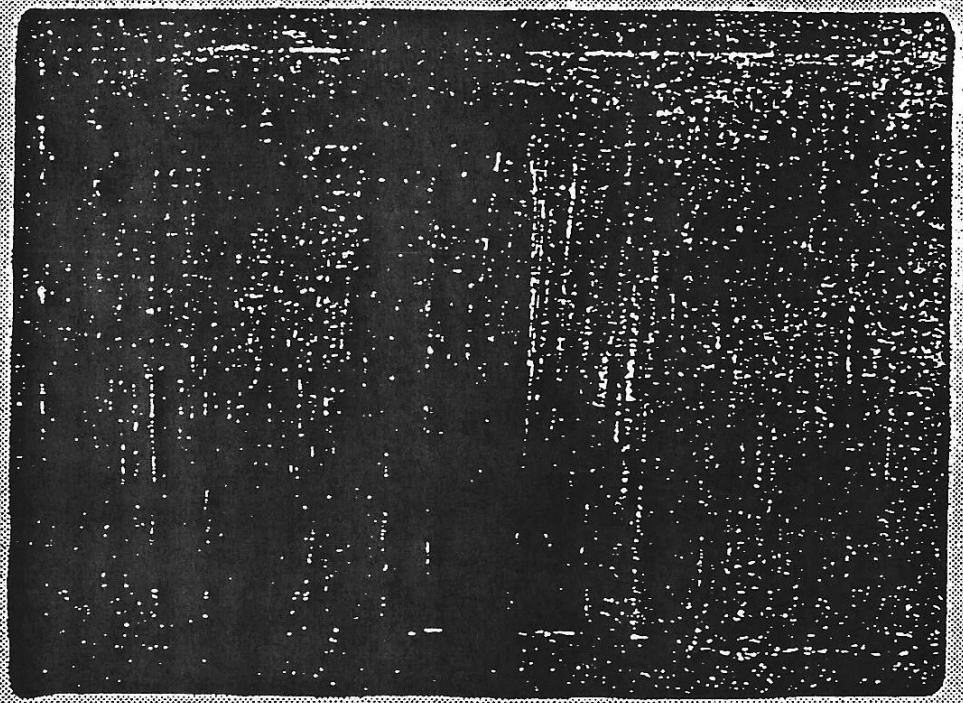
DIAL

MUSIC/SFX

CAMERA

SC. 30-51 FAST TRUCK IN. SC. CONT BLACK OUT-. Page 37





ACTION L.S. THE VAT, SPIKE'S P.O.V. WE TWIST AND TRUCK IN ON THE VAT...

DIAL

MUSIC/SFX

CAMERA

ACTION THE SCENE GOES BLACK.

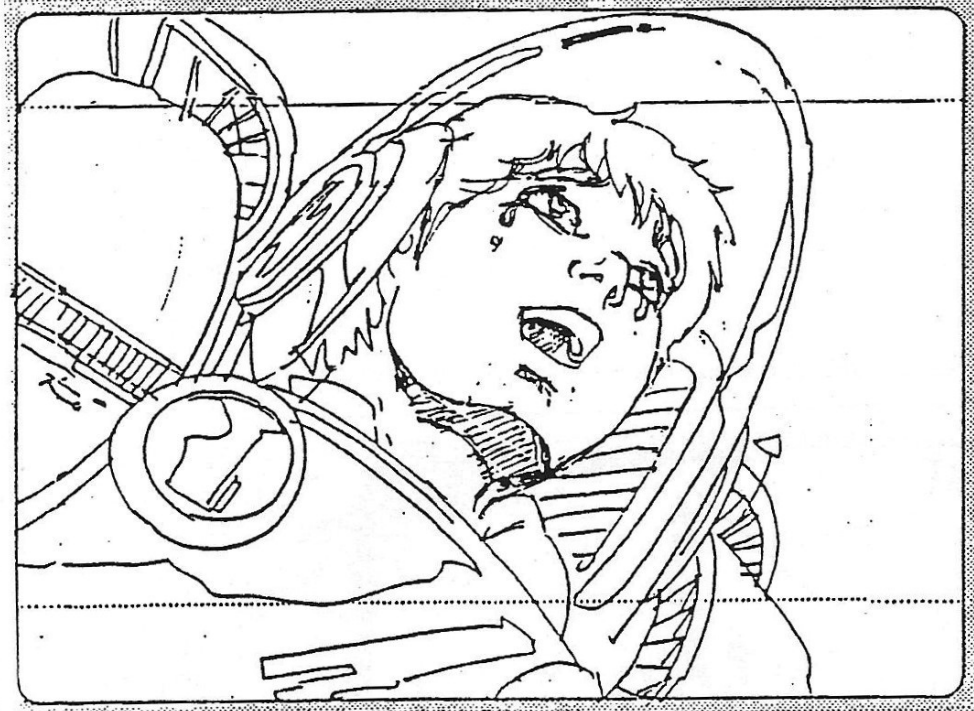
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-52



ION C.U. DANIEL LOOKING UP TO THE VAT.
TEARS FILL HIS EYES.

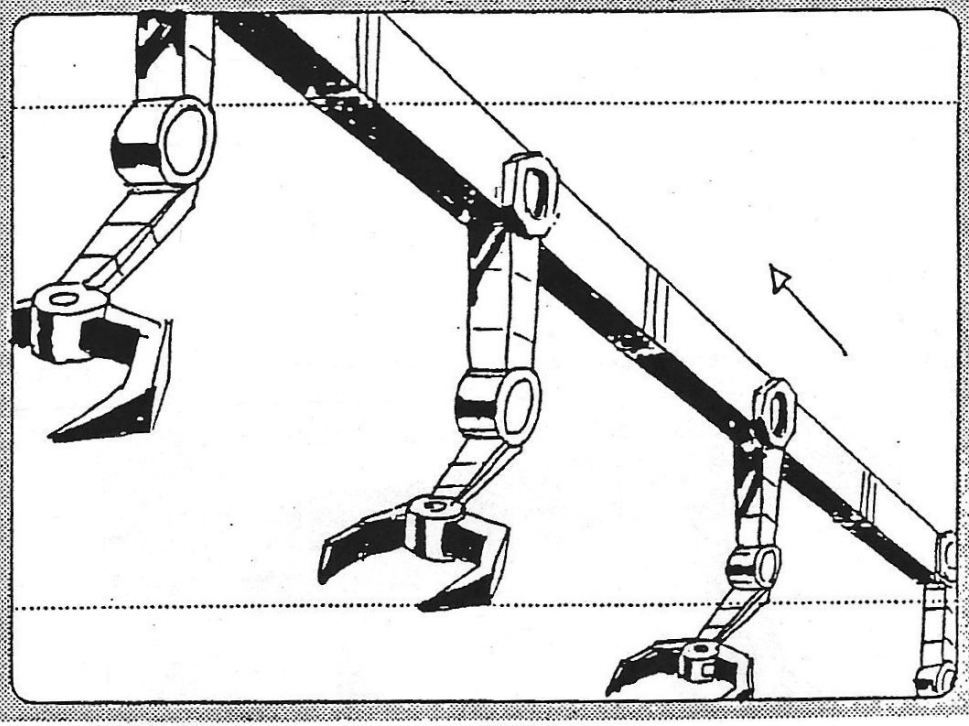
L DANIEL Dad!

IC/SFX

ERA

SC. 30-53

Page 38



ACTION C.U. THE EMPTY HOOKS MOVE RELENTLESSLY ON.

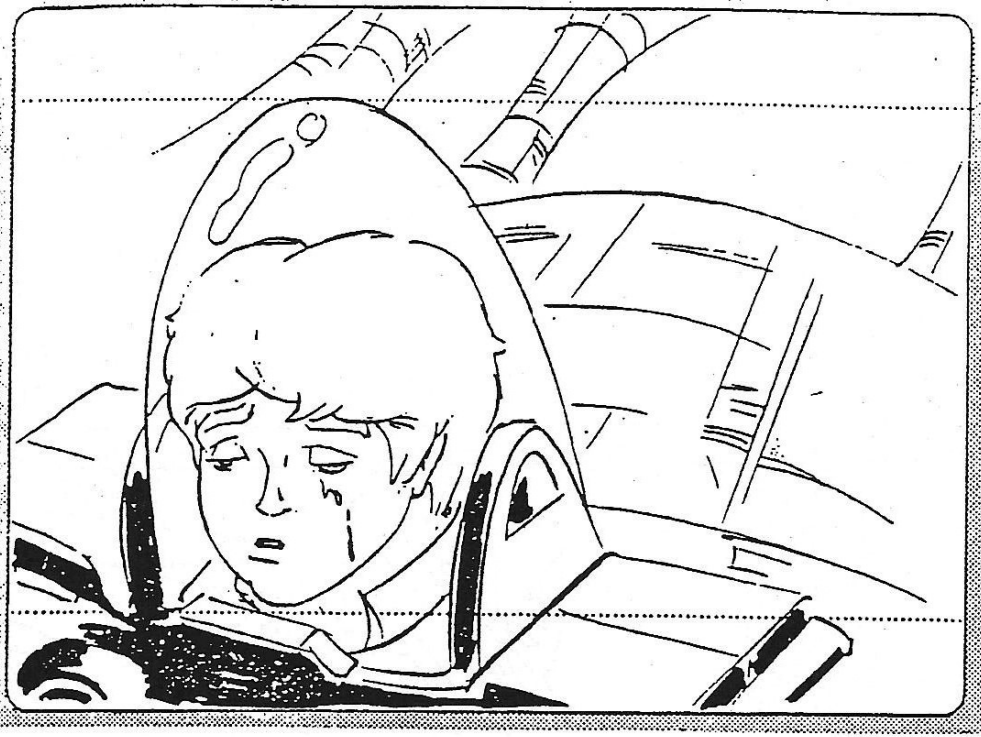
DIAL

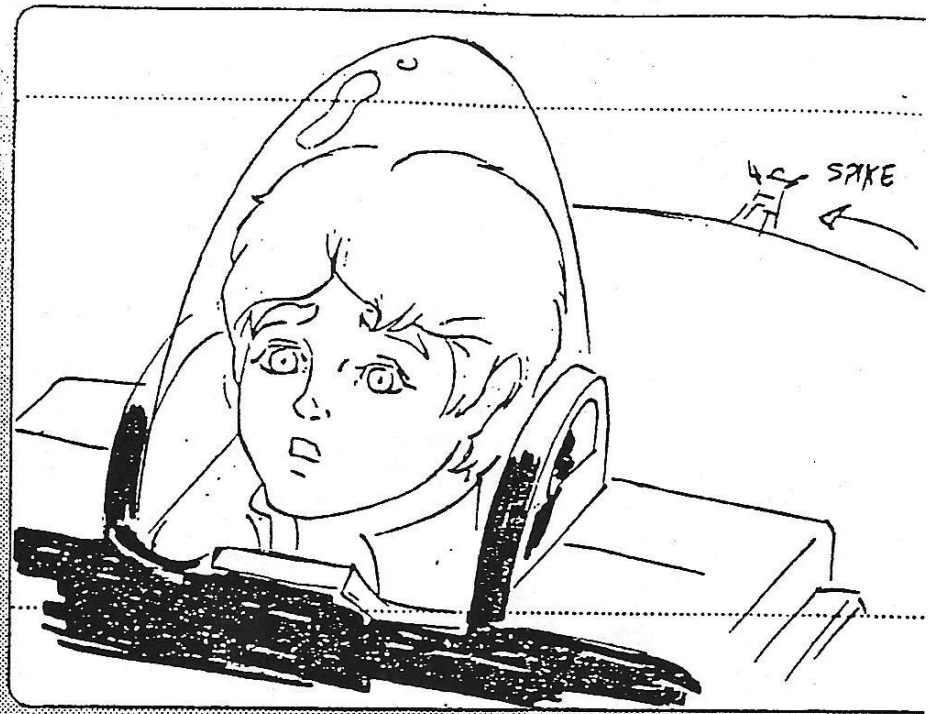
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3-37 SC. CONT. SEQ. 30 PAGE 38A.





ACTION C.U. DANIEL. HE LOOKS AWAY FROM THE VAT, TEARS FILL HIS EYES.

DIAL

MUSIC/SFX

ACTION ...THEN ON TOP OF THE VAT A FIGURE APPEARS. IT IS SPIKE.

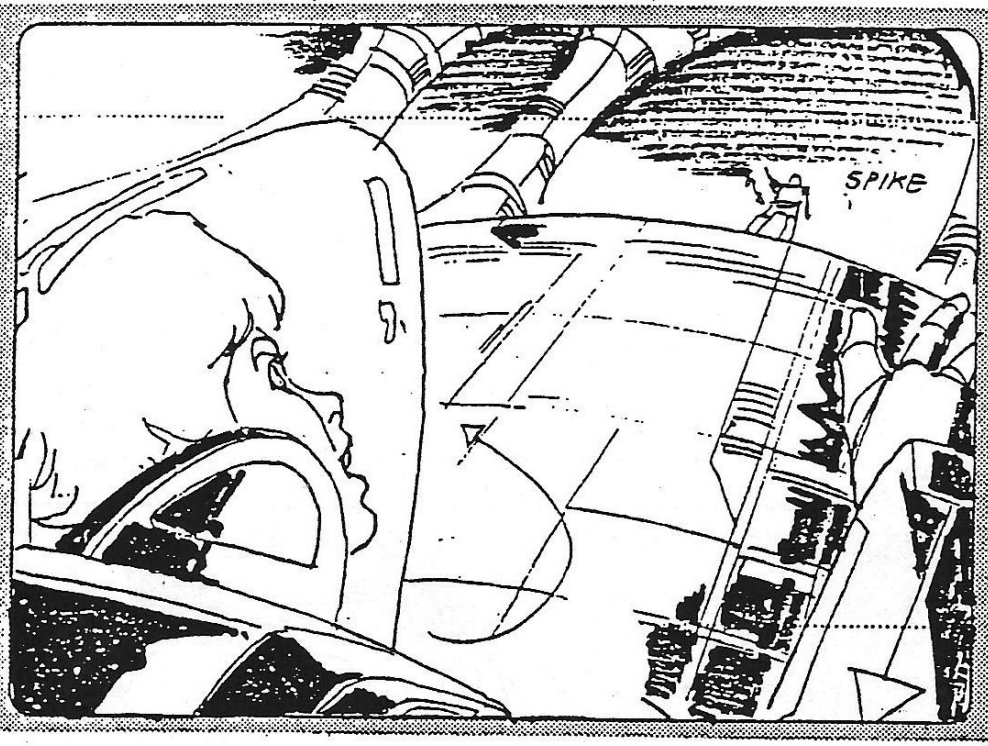
DIAL

SPIKE Daniel...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 30-54 cont



ACTION C.U. DANIEL SMILES AND TURNS TO SEE SPIKE.

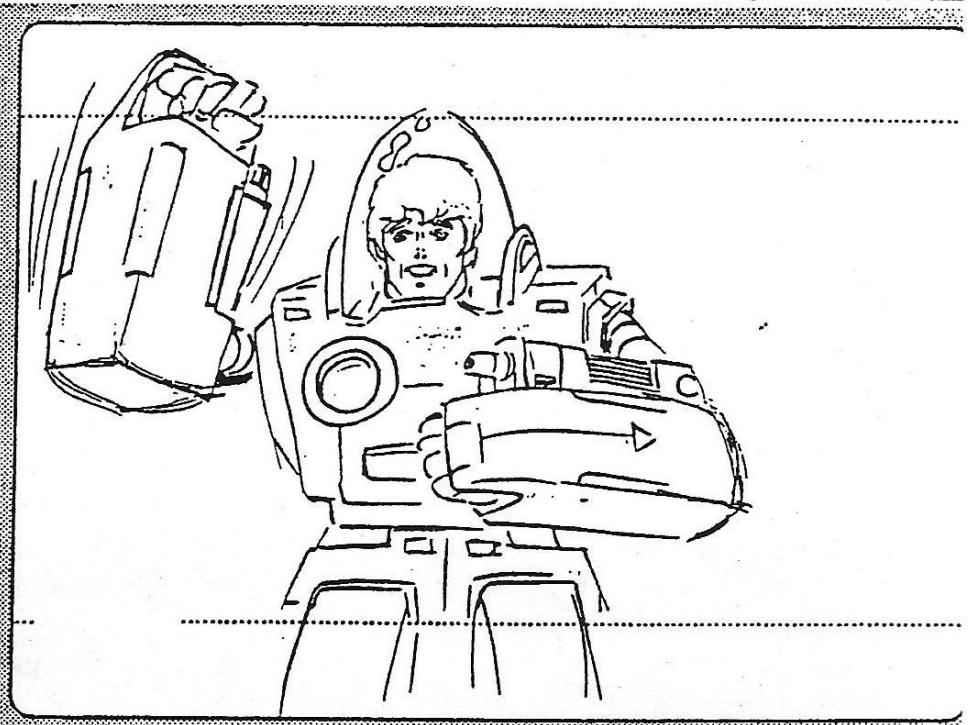
DIAL

MUSIC/SFX

CAMERA

SC. 30-54 A

SEQ. 30 Page 39



ACTION M.S. SPIKE. HE JOYOUSLY WAVES TO DANIEL.

DIAL SPIKE You did it!

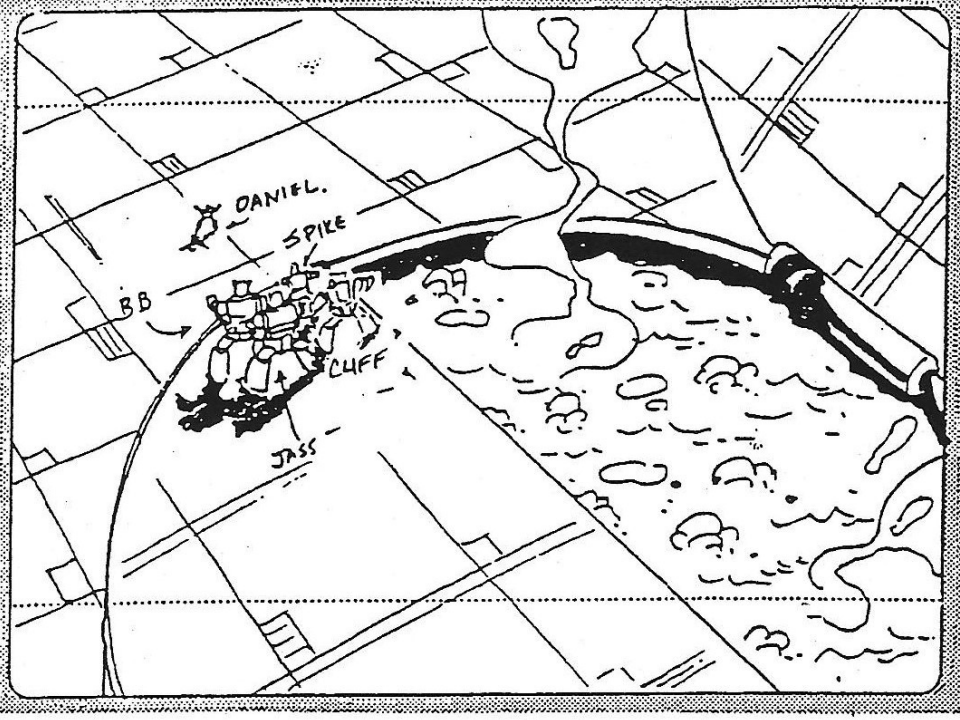
MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Wars and Beyond!!!!

SC. 30-55

SC.



ACTION X.L.S. DANIEL, SPIKE, BUMBLEBEE, CLIFFJUMPER, JAZZ.
ALL ARE SAFE.

DIAL DANIEL I did it!

MUSIC/SFX

CAMERA

ACTION

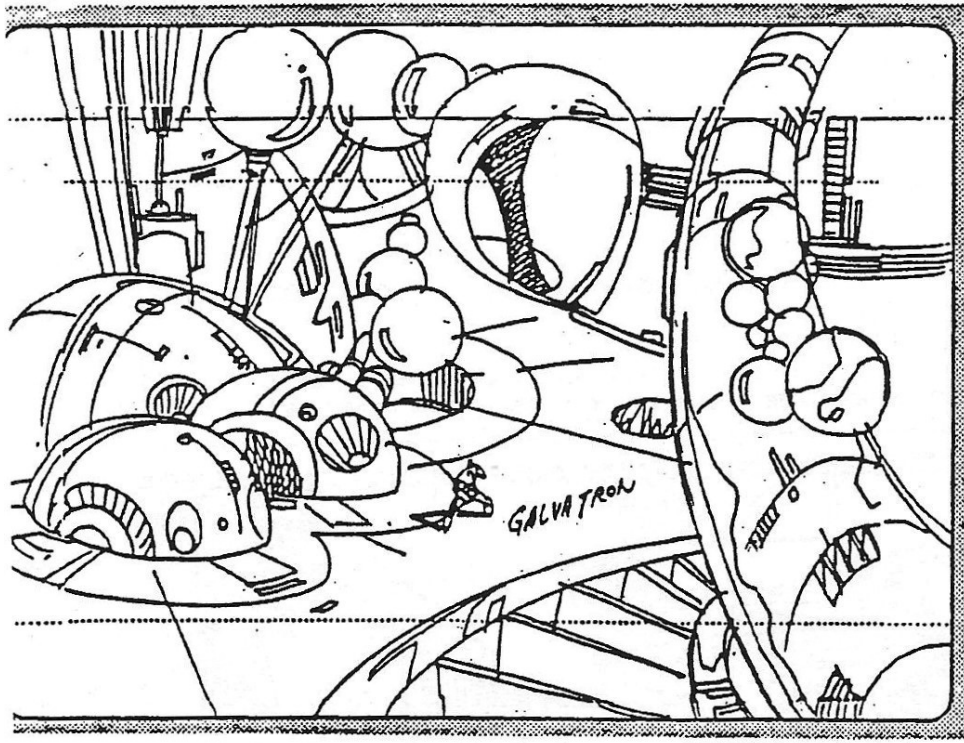
DIAL

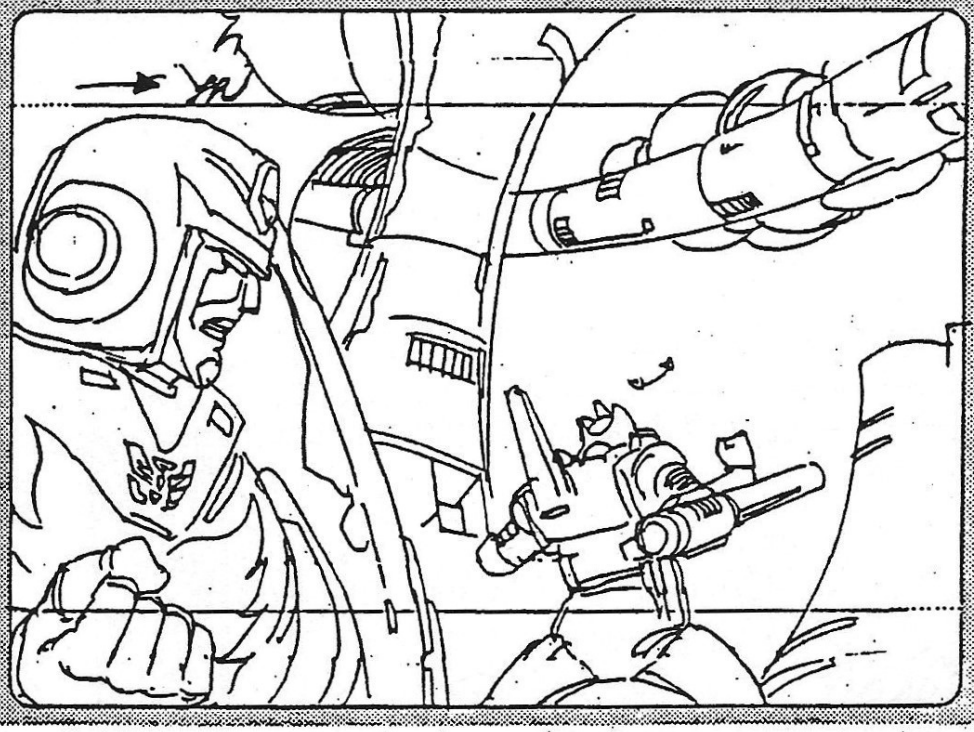
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC 31-1 SC. 31-2 SEQ. 31 Page 1





ON X.L.S. GALVATRON IN THE DARK CAVERNS INSIDE UNICRON. HE SEARCHES FOR HOT ROD.

GALVATRON Come out, Autobot.

C/SFX

ACTION L.S. GALVATRON. HE LOOKS AROUND FOR HOT ROD WHEN SUDDENLY, HOT ROD MOVES INTO THE SCENE BEHIND HIM.

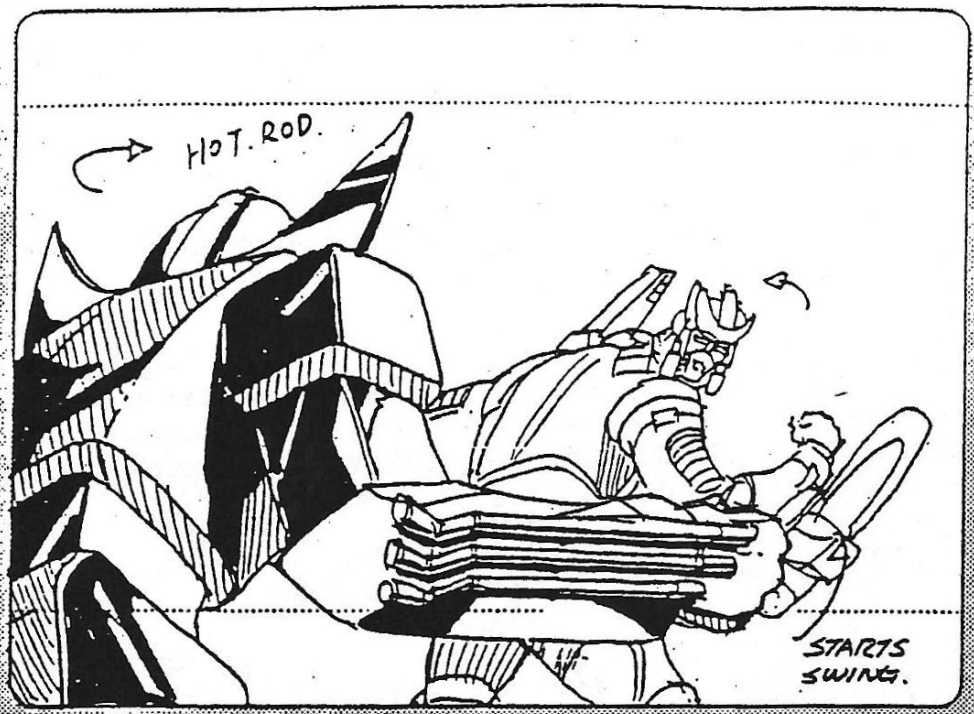
DIAL (GALVATRON (CONT) We all must die sometime.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-2



ACTION GALVATRON TURNS TO FACE HOT ROD. HOT ROD MOVES IN AND TAKES A SWING AT GALVATRON.

DIAL HOT ROD (JUMPS AND FIGHTS)

MUSIC/SFX

SC. 31-3 SEQ. 31 PAGE 2

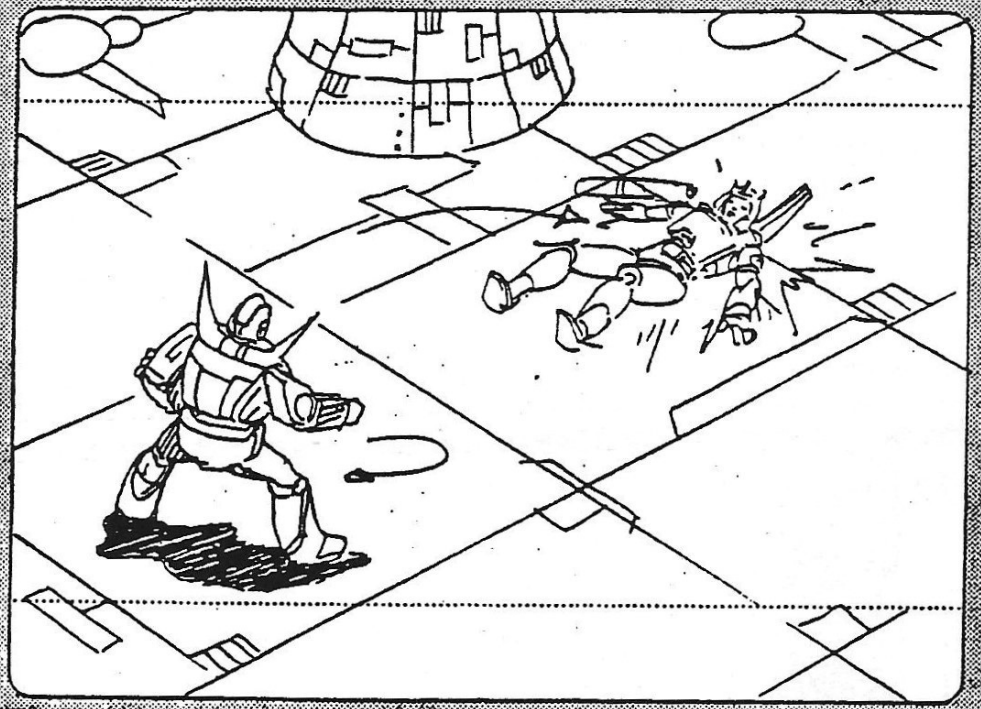
ACTION M.C.U. GALVATRON. HOT ROD'S FIST STRIKES HIM IN THE FACE, KNOCKING HIM BACK, O.S.

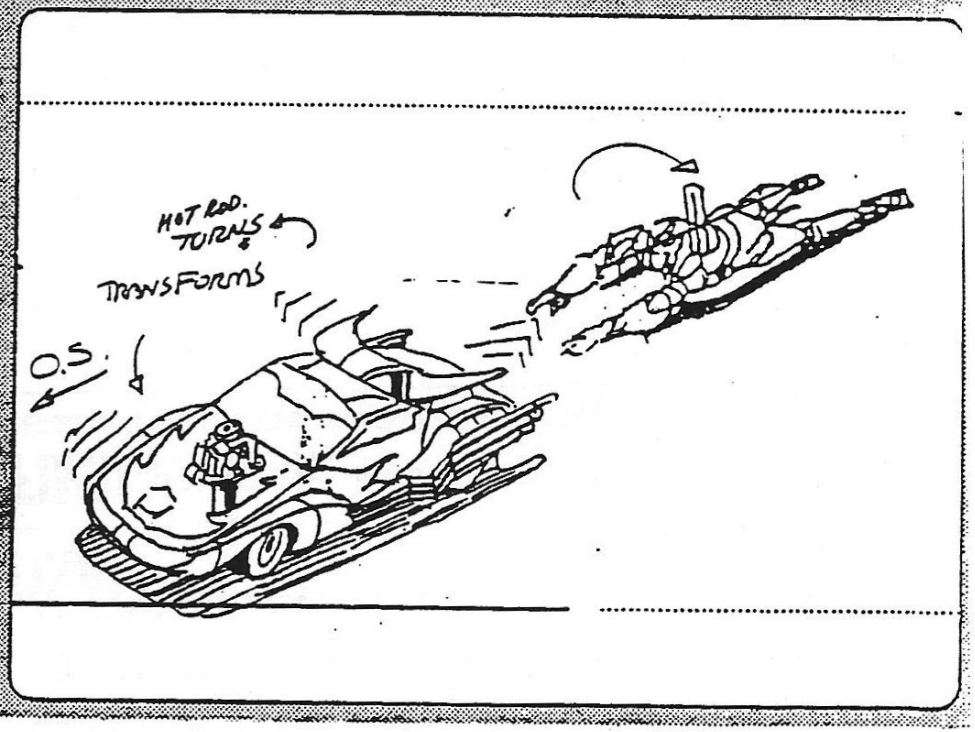
DIAL GALVATRON (FIGHTS)

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-4 SC. CONT SEQ. 31 Page 3





ACTION X.L.S. HOT ROD AND GALVATRON. GALVATRON FLIES BACK AND SMASHES TO THE FLOOR. HOT ROD SPINS AROUND...

DIAL

MUSIC/SFX

CAMERA

ACTION TRANSFORMS INTO AUTO MODE AND ZOOMS O.S. AS GALVATRON FLIPS OVER AND LUNGES TOWARD HIM BUT MISSES.

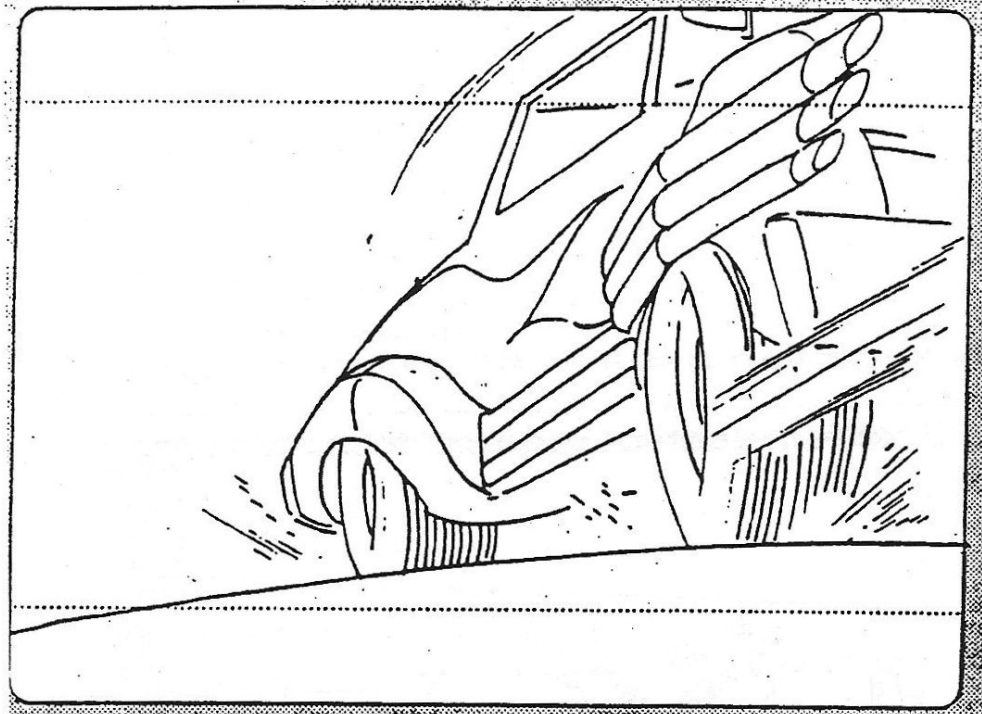
DIAL

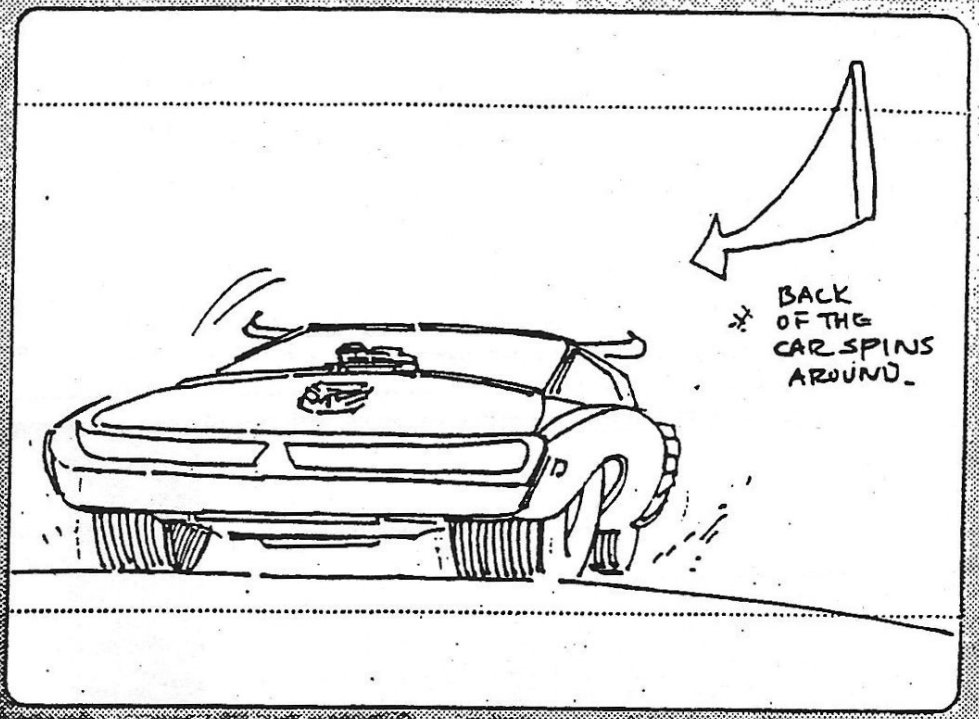
MUSIC/SFX

CAMERA

IF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31- 5 SC. CONT SEQ. 31 Page 4





ION M.S. HOT ROD. HE DRIVES AWAY FROM GALVATRON...

IC/SFX

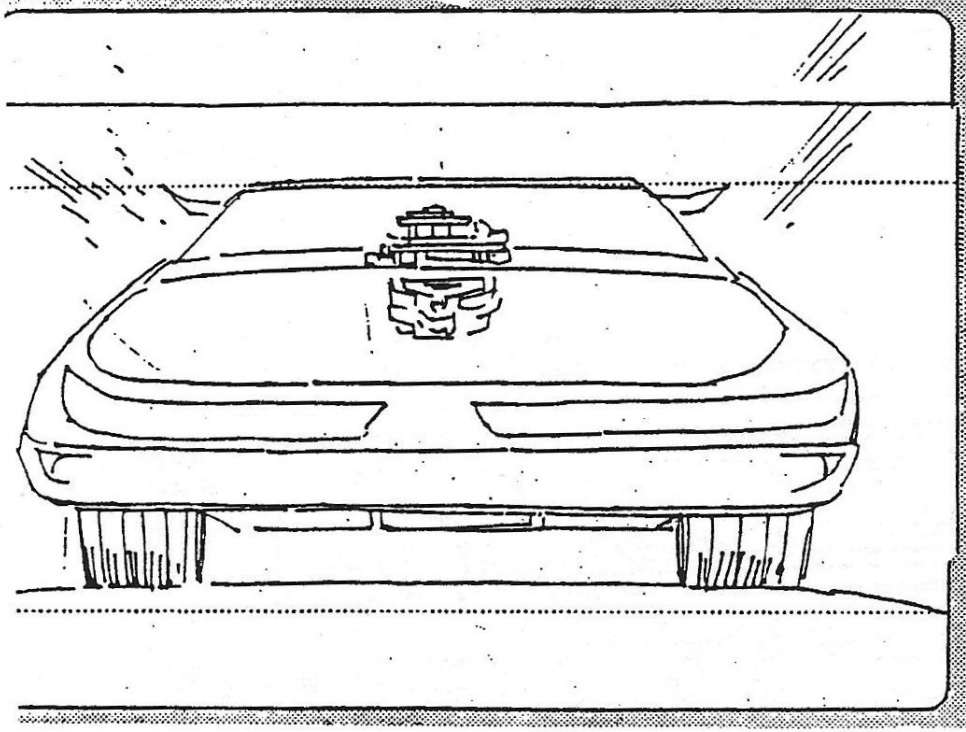
ACTION ...SPINS AROUND...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31- 5 SC. SEQ. 31 Page 5



...AND DRIVES STRAIGHT BACK TOWARD GALVATRON O.S.

SFX

ACTION

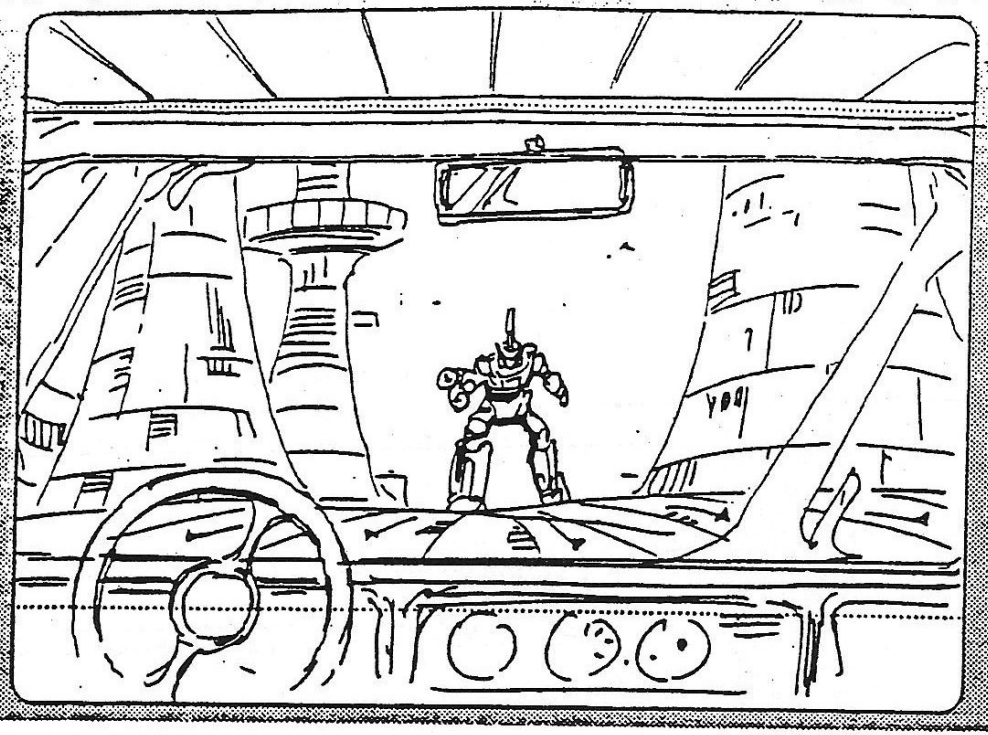
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-0



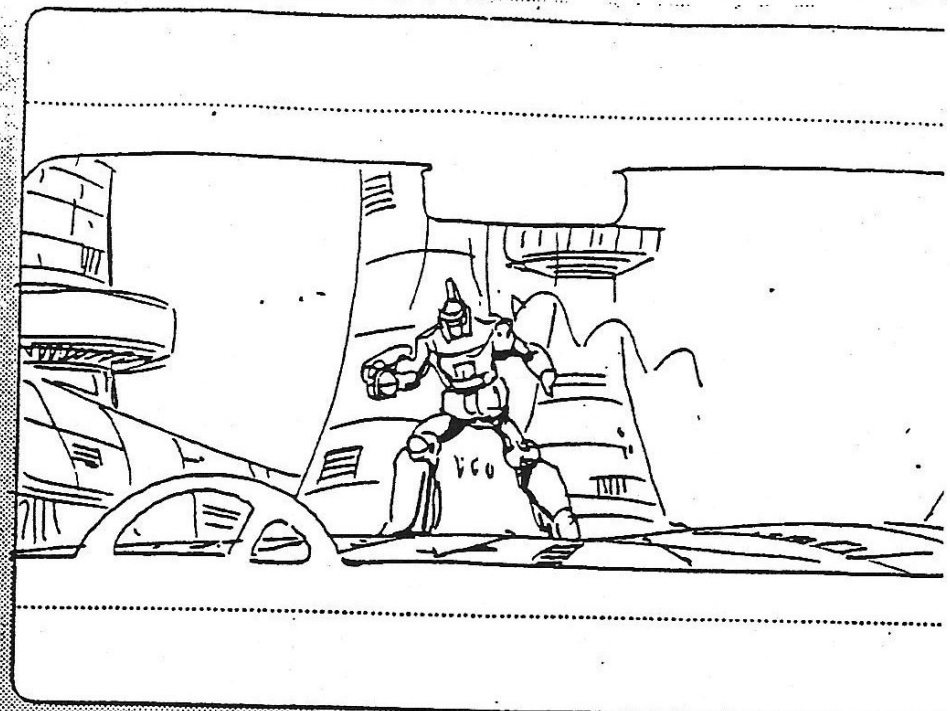
ACTION L.S. GALVATRON THROUGH HOT ROD'S WINDSHIELD. HOT ROD IS HEADING STRAIGHT FOR GALVATRON.

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

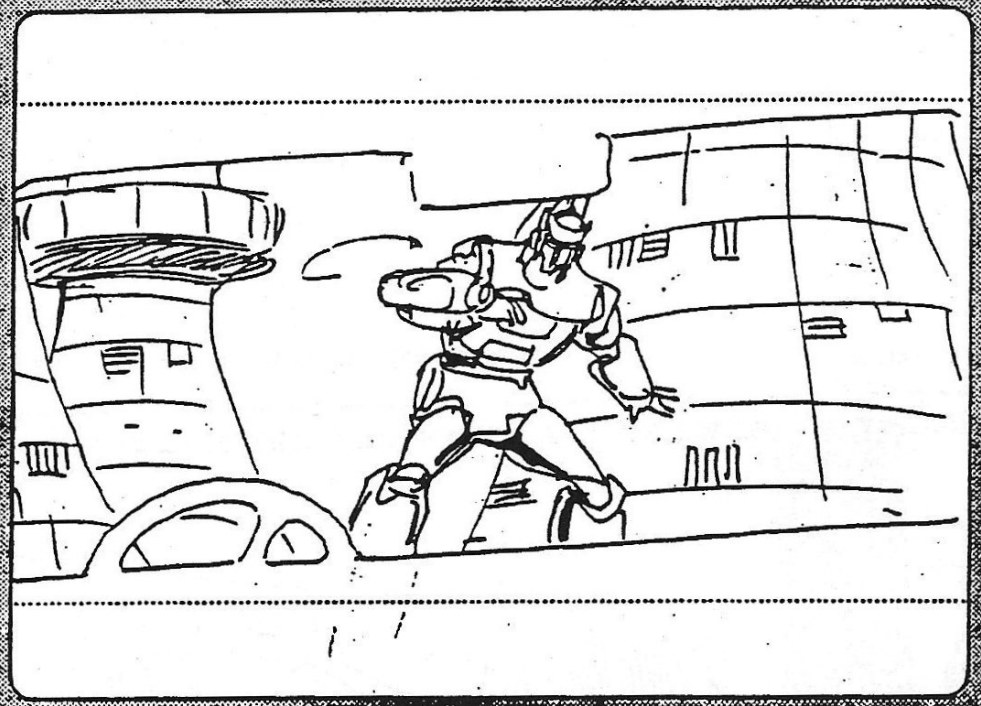
SC. CONT SEQ. 31 Page 6

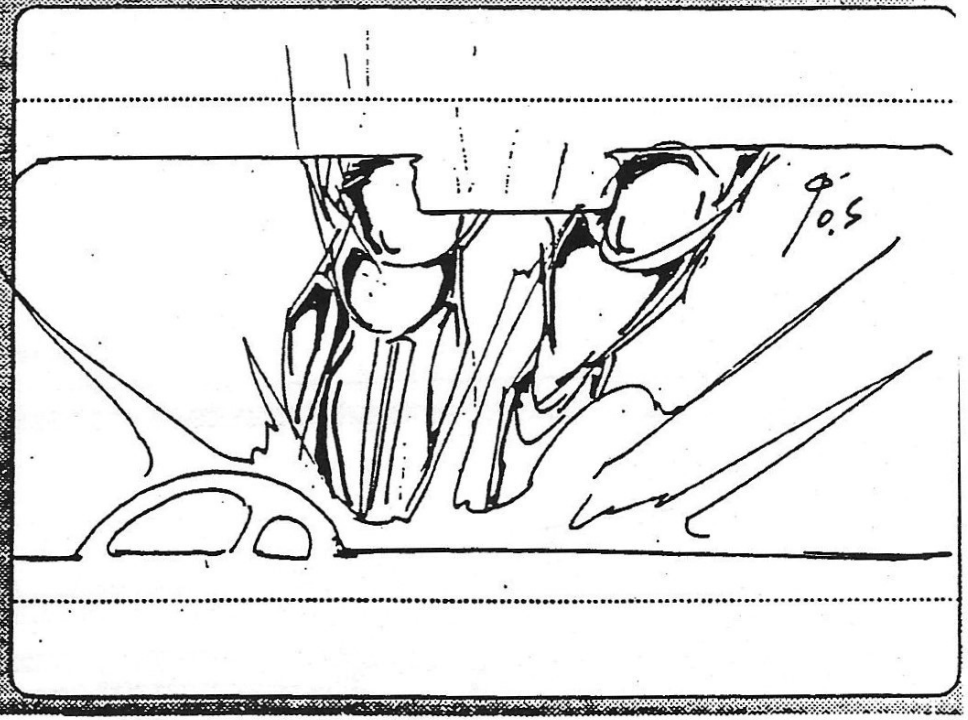


ACTION GALVATRON TRIES TO DODGE HOT ROD, BUT HOT ROD TURNS AND KEEPS HEADING FOR HIM.

DIAL

MUSIC/SFX





ACTION GALVATRON TURNS BACK AND TRIES TO AVOID HOT ROD, BUT HOT ROD CLOSES IN ON HIM...

DIAL

MUSIC/SFX

CAMERA

ACTION ...AND RUNS RIGHT INTO HIM, THROWING GALVATRON UP INTO THE AIR OVER THE TOP OF HOT ROD.

DIAL

MUSIC/SFX

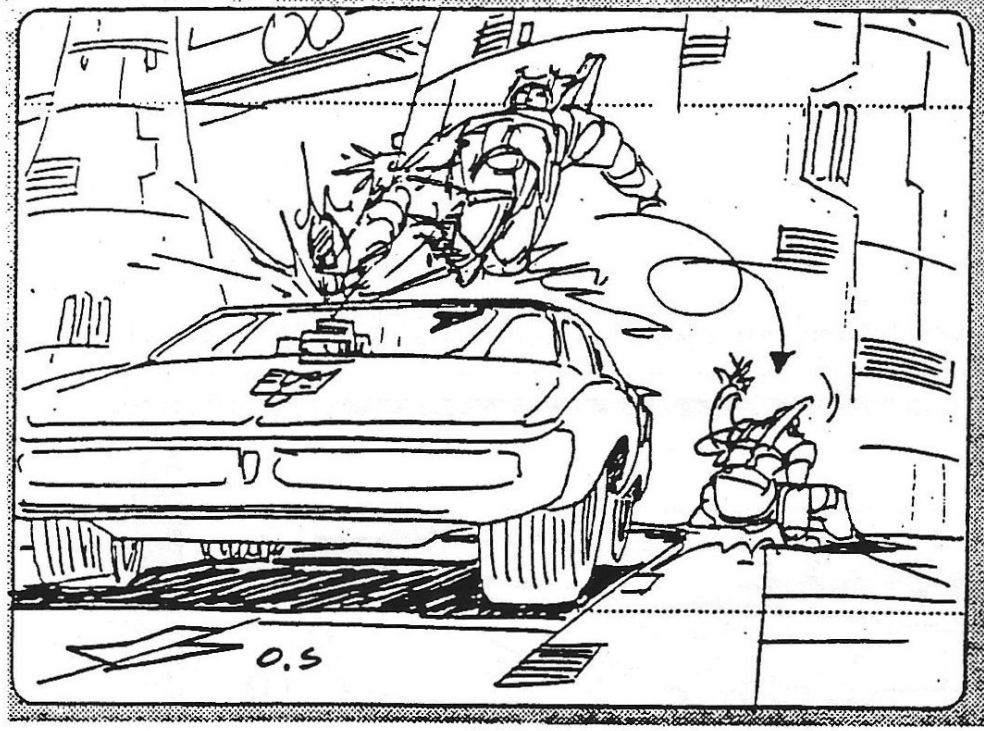
CAMERA

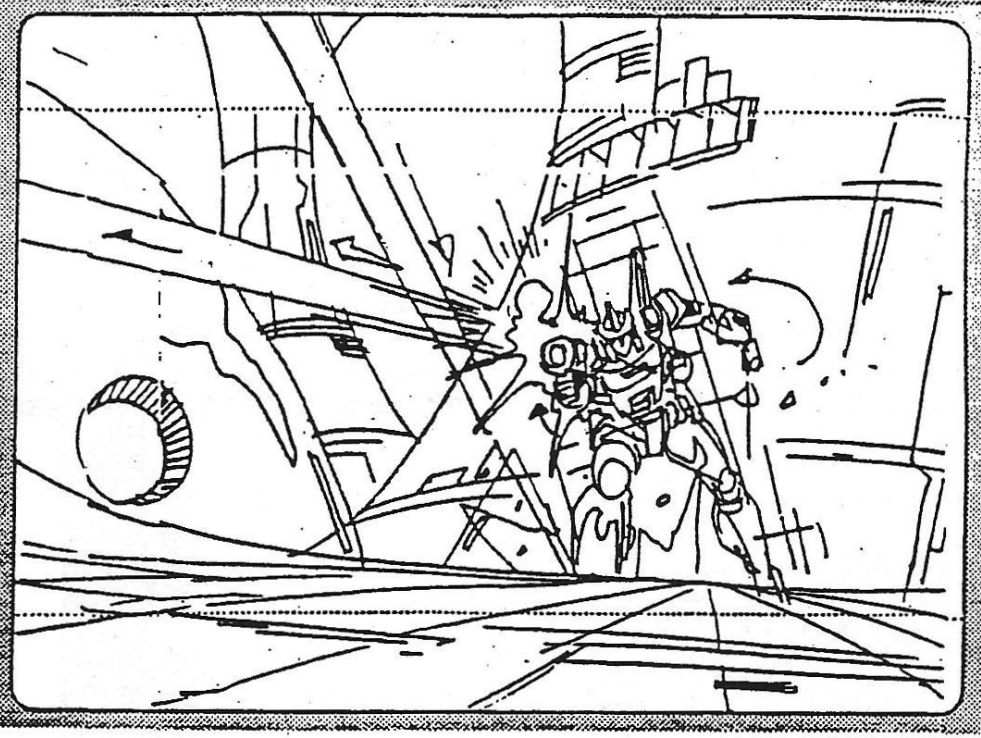
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-6-A

SC. CONT

SEQ. 31 Page 7





NEXT PAGE 7-A

TION L.S. GALVATRON AND HOT ROD. GALVATRON BOUNCES OFF OF HOT ROD'S TOP AS HOT ROD RACES O.S. GALVATRON LANDS ON THE GROUND...

L

IC/SFX

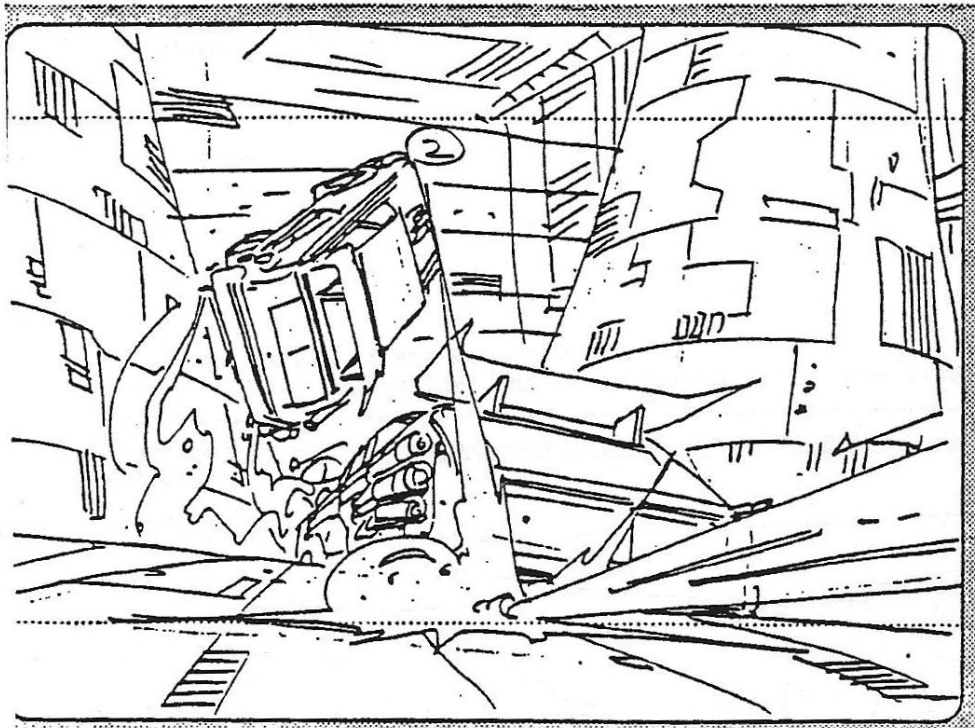
ACTION ...JUMPS UP TO HIS FEET, TAKES AIM AND FIRES AT HIM. THEN HE...

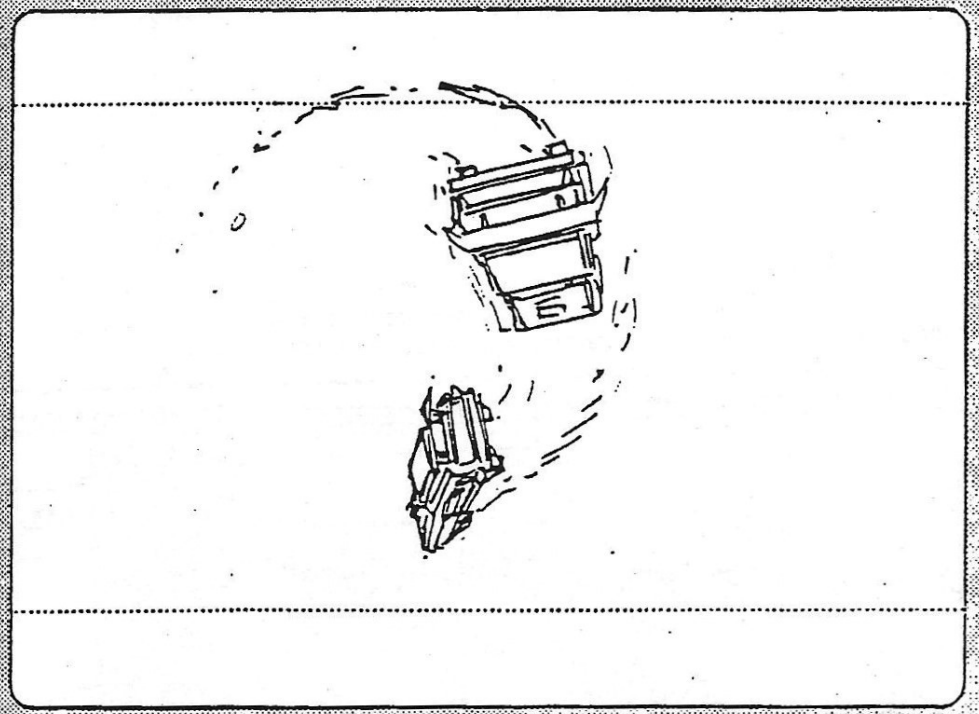
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-6B SC. CONT SEQ. 31 Page 7A





NEXT PAGE 8

ON L.S. HOT ROD. HE ZOOMS AWAY. A BLAST FROM GALVATRON EXPLODES BEHIND HIM. HOT ROD RACES UP ONE WALL, FLIPS OVER THROUGH SPACE.

C/SFX

BA

ACTION LANDS ON ANOTHER WALL AND KEEPS SPEEDING ON.

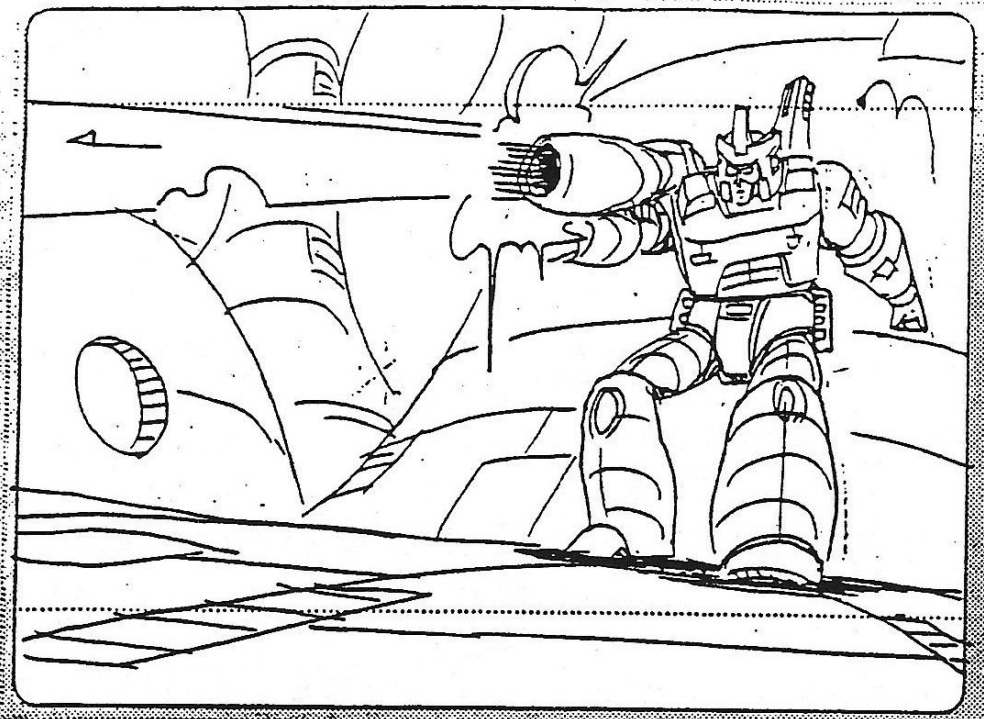
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-7



ACTION L.S. GALVATRON. HE RUNS FORWARD, STOPS AND FIRES ANOTHER BLAST AT HOT ROD O.S.

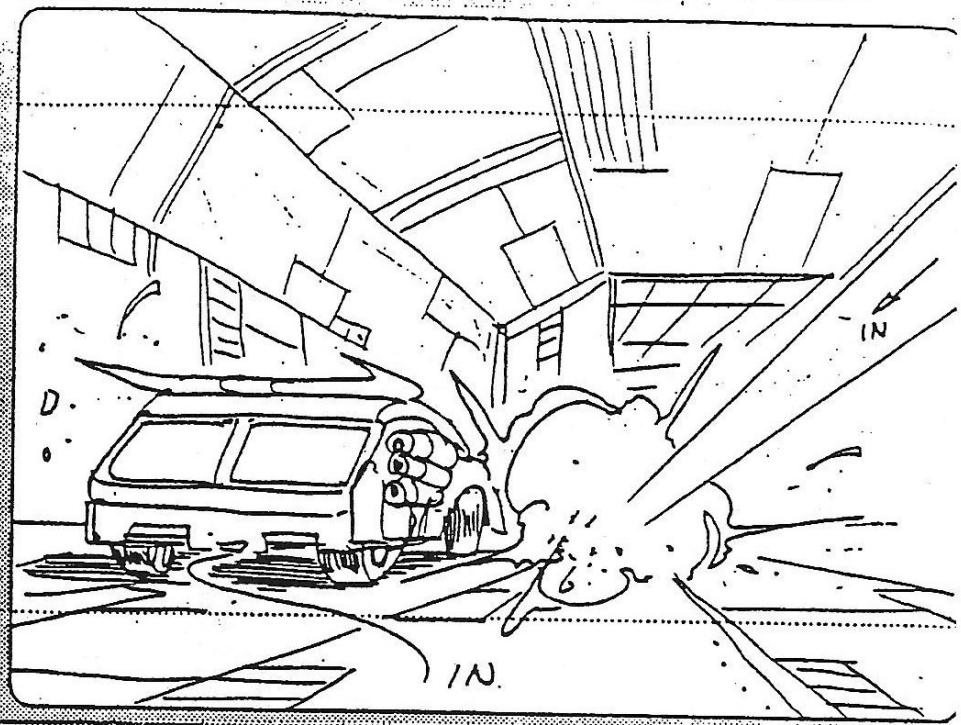
DIAL

MUSIC/SFX

CAMERA

SC. 31-7A

SEQ.3 Page 3

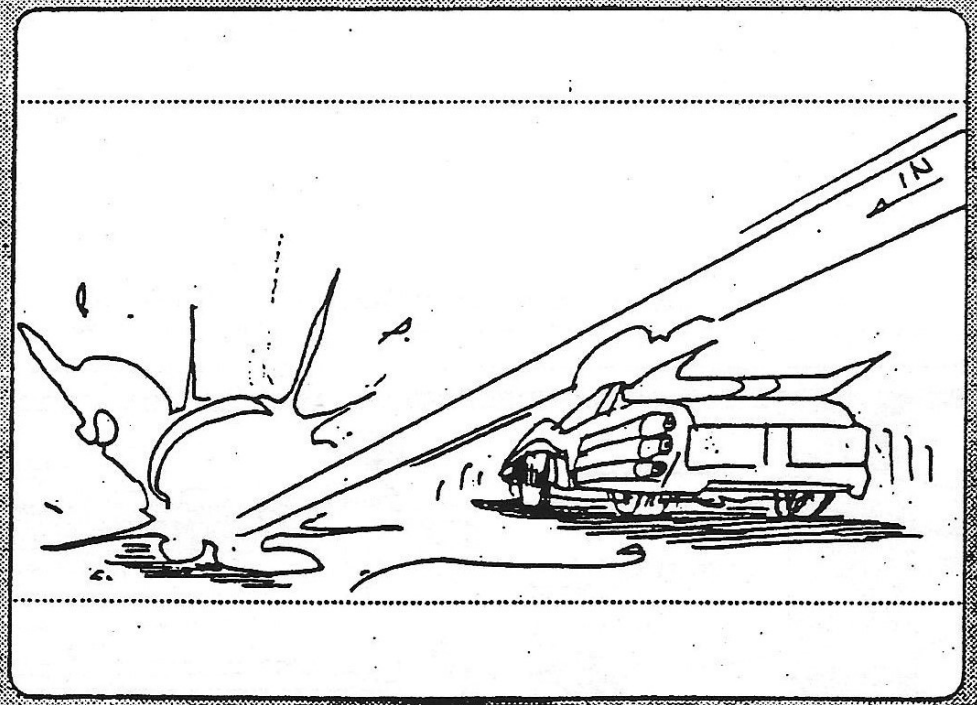


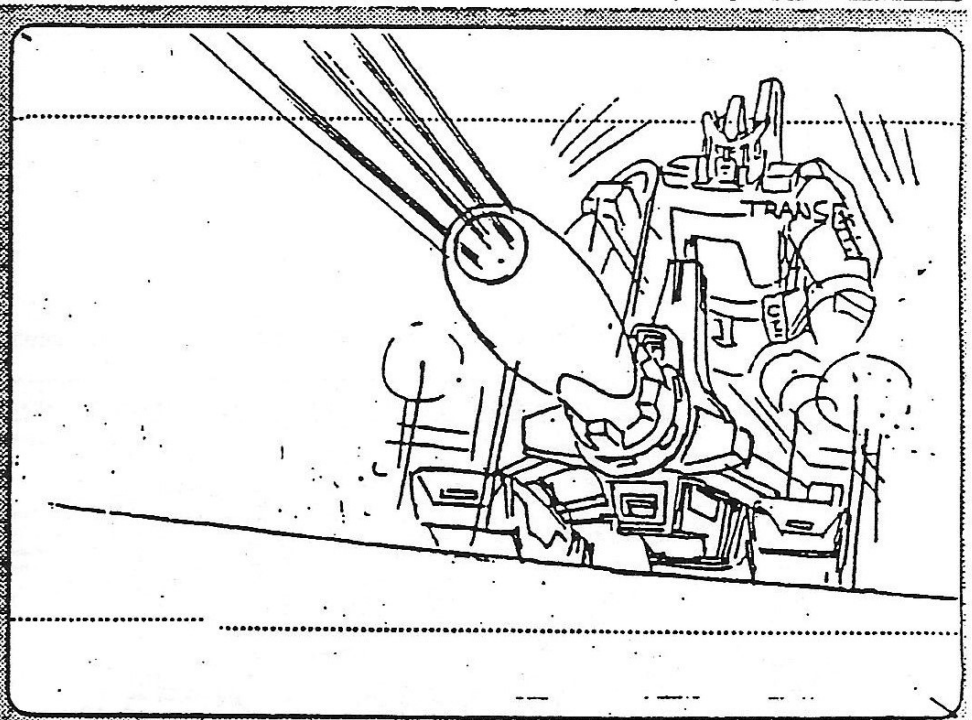
ACTION L.S. HOT ROD. HE RACES INTO SCENE, DODGES THE EXPLOSIVE BLAST FROM GALVATRON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION THEN CHANGES HIS PATH AGAIN AVOIDING ANOTHER BLAST FROM GALVATRON THAT EXPLODES NEARBY.

DIAL

MUSIC/SFX

CAMERA

ACTION M.L.S. GALVATRON TRANSFORMS INTO HIS CANNON MODE AND FIRES AGAIN AT HOT ROD O.S.

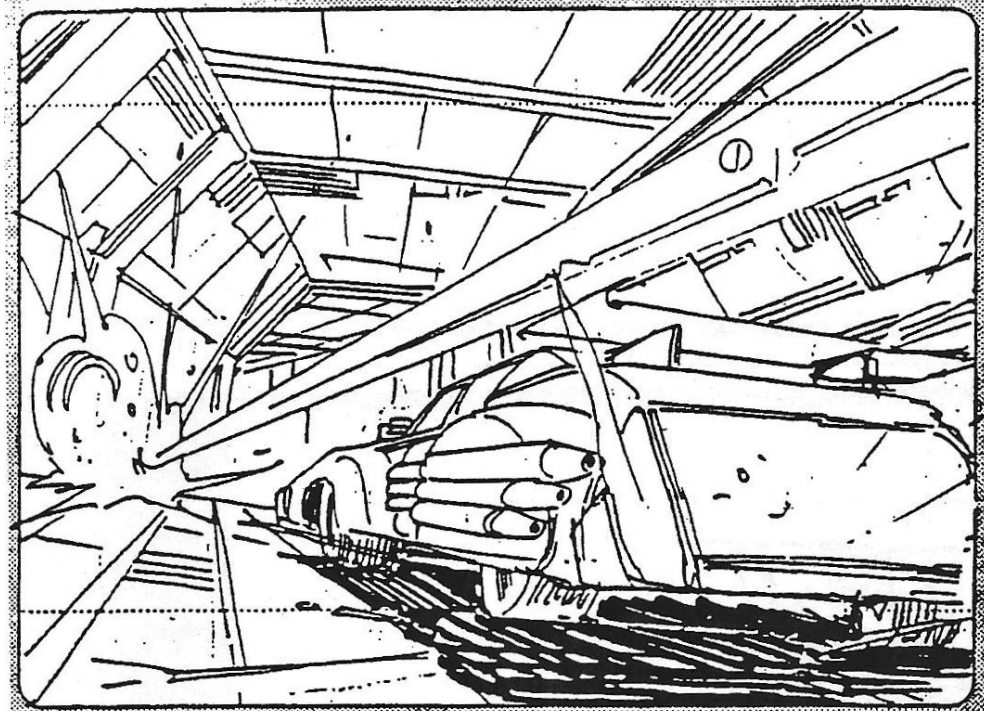
DIAL

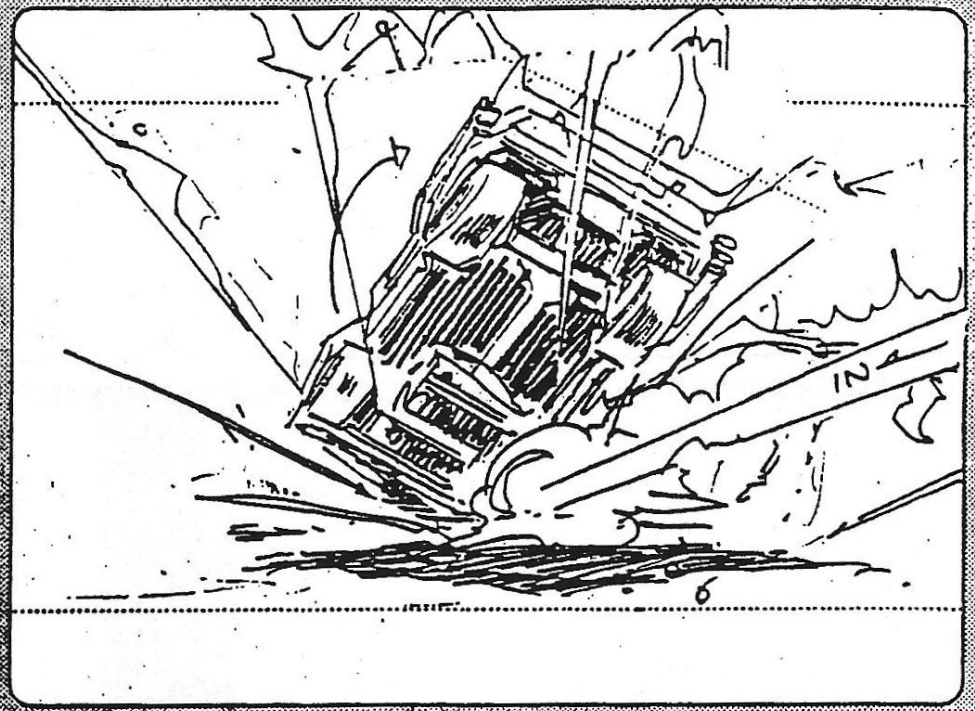
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-8 SC. CONT SEQ. 31 Page 9





TION M.L.S. HOT ROD. HE SPEEDS AWAY. ONE BLAST FROM GALVATRON ZINGS BY OVER HIS TOP AND EXPLODES INTO A WALL BEYOND HIM, BUT A SECOND BLAST ERUPTS BENEATH HIM...

IL

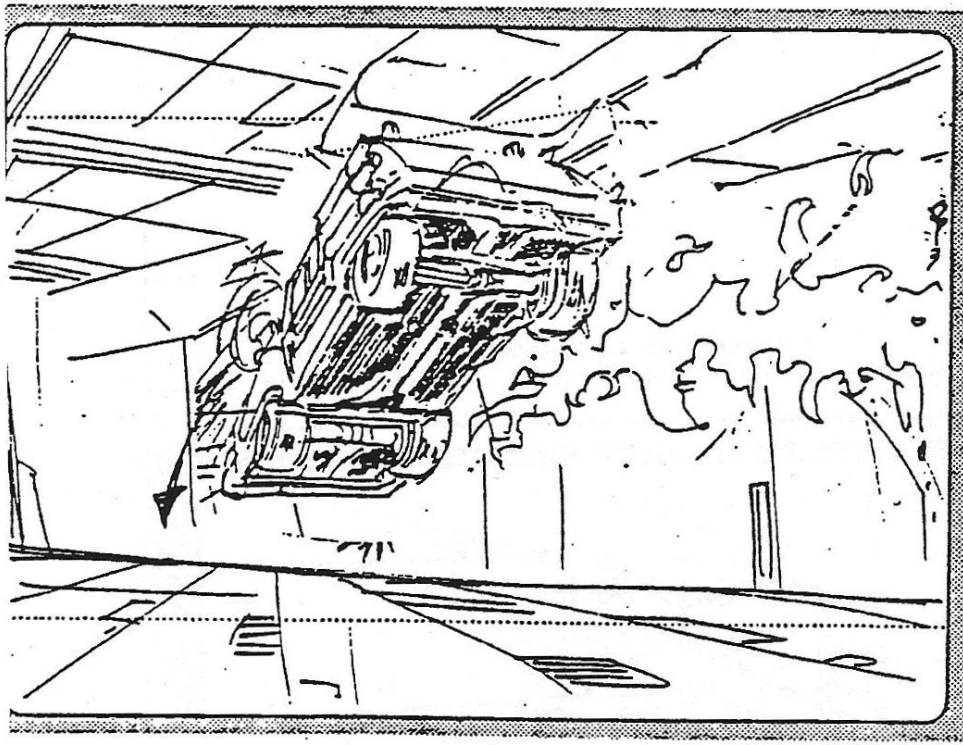
SIC/SFX

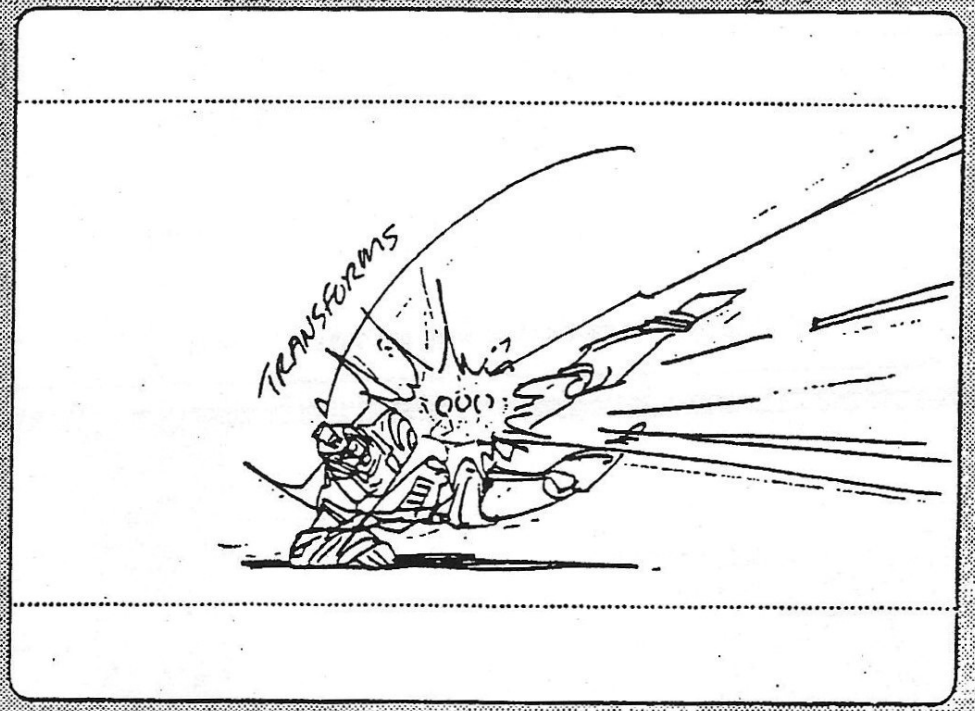
ACTION ...SENDING HOT ROD FLYING UP. HIGH VOLTAGE SPARKS OF ENERGY DISCHARGE FROM ALL OVER HIM...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE 10A

ON ...AS HE FALLS TOWARD THE GROUND HE TRANSFORMS...

C/SFX

RA

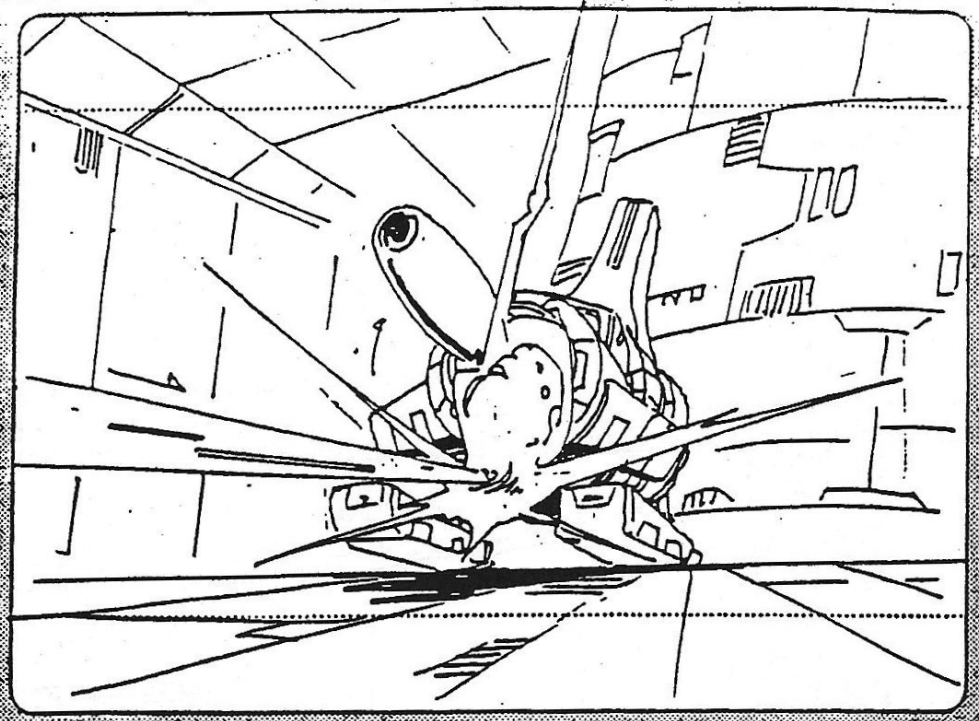
ACTION ...INTO ROBOT MODE. LANDS ON HIS SIDE AND FIRES BACK AT GALVATRON O.S.

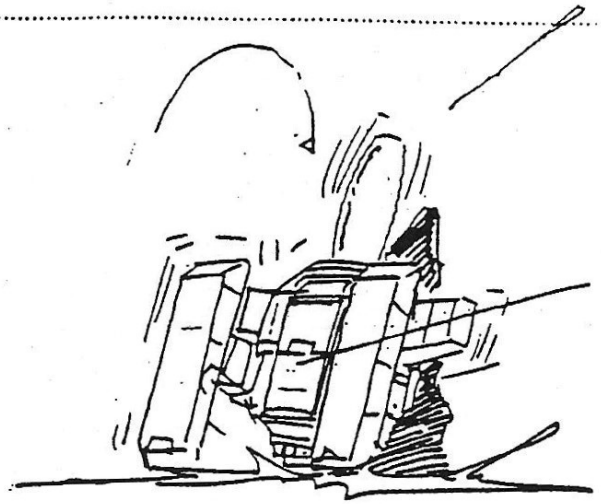
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION L.S. GALVATRON IN CANNON MODE. HOT ROD'S LASER RAY ZINGS INTO SCENE, EXPLODES INTO GALVATRON...

DIAL

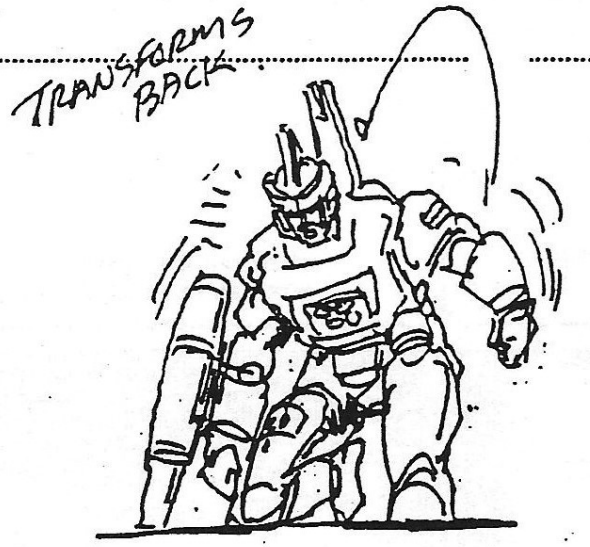
MUSIC/SFX

ACTION ...SENDING HIM FLYING BACK END OVER END...

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION GALVATRON TRANSFORMS BACK INTO ROBOT MODE AND JUMPS TO HIS FEET.

DIAL

MUSIC/SFX

CAMERA

ACTION

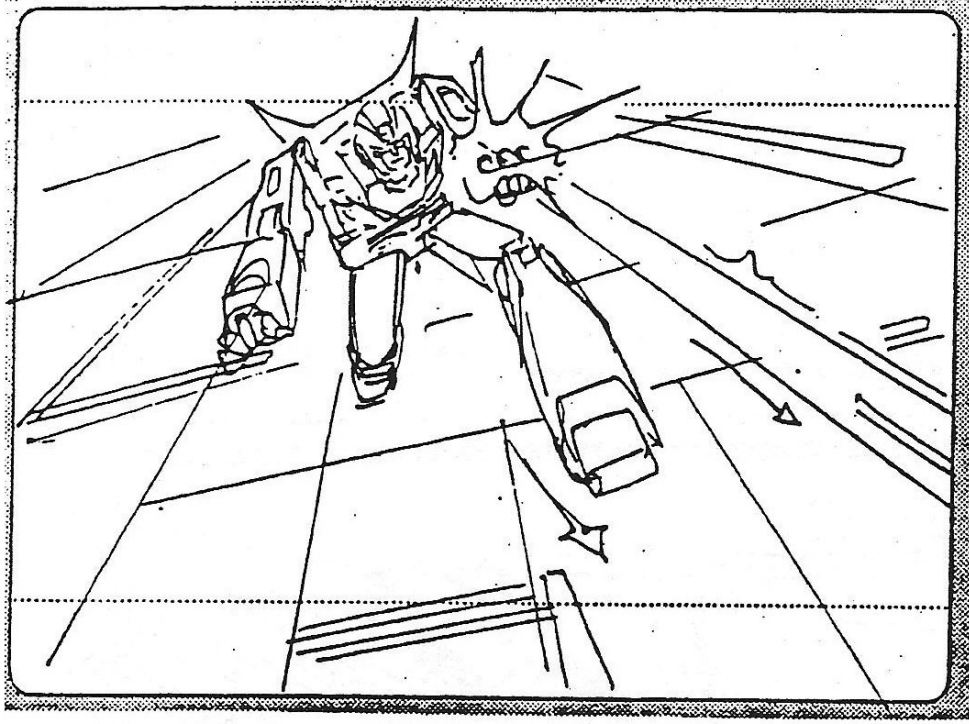
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-10 SC. SEQ. 31 Page 11



TION L.S. HOT ROD. HE RUSHES TOWARD THE O.S. GALVATRON. AS HE DOES HE...

L

SIC/SFX

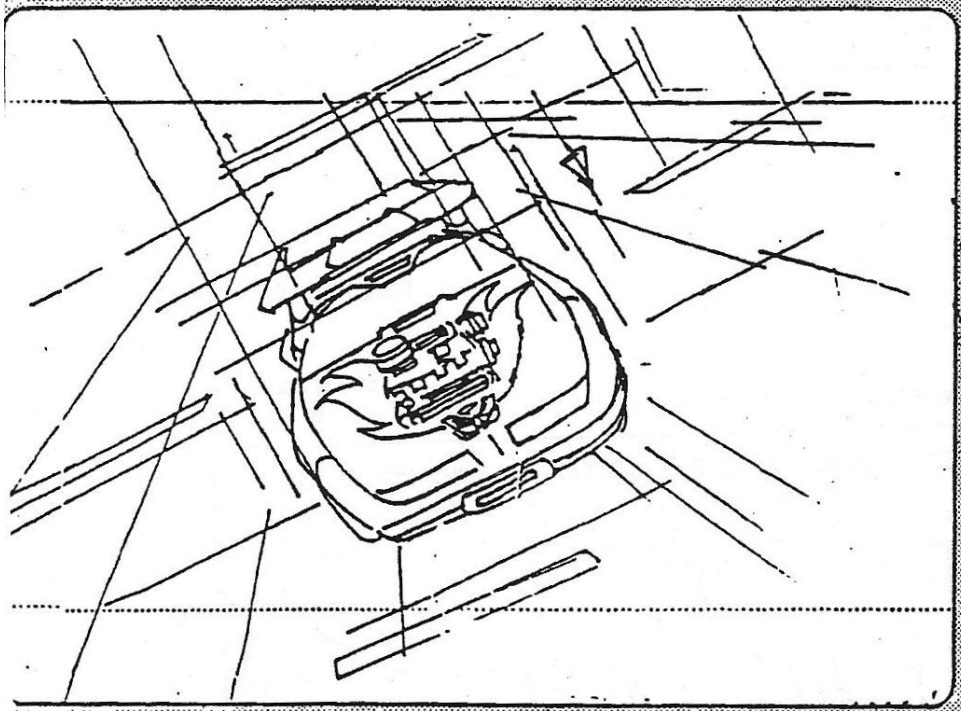
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-10 SC. CONT SEQ. 31 Page 12



ON ...TRANSFORMS INTO AUTOMODE.

SFX

ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

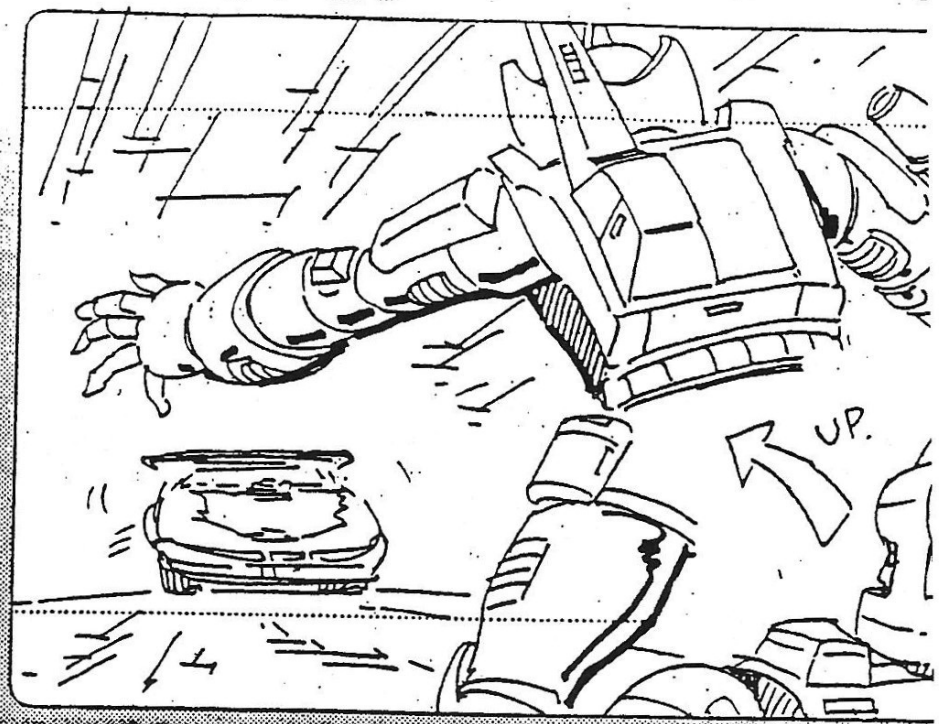
SC. 51 - 11

ACTION C.U. GALVATRON. HE IS SURPRISED AND ANGERED BY HOT ROD'S TACTICS.

DIAL GALVATRON No!

MUSIC/SFX

SC. 51 - 12 SEQ. 51 13

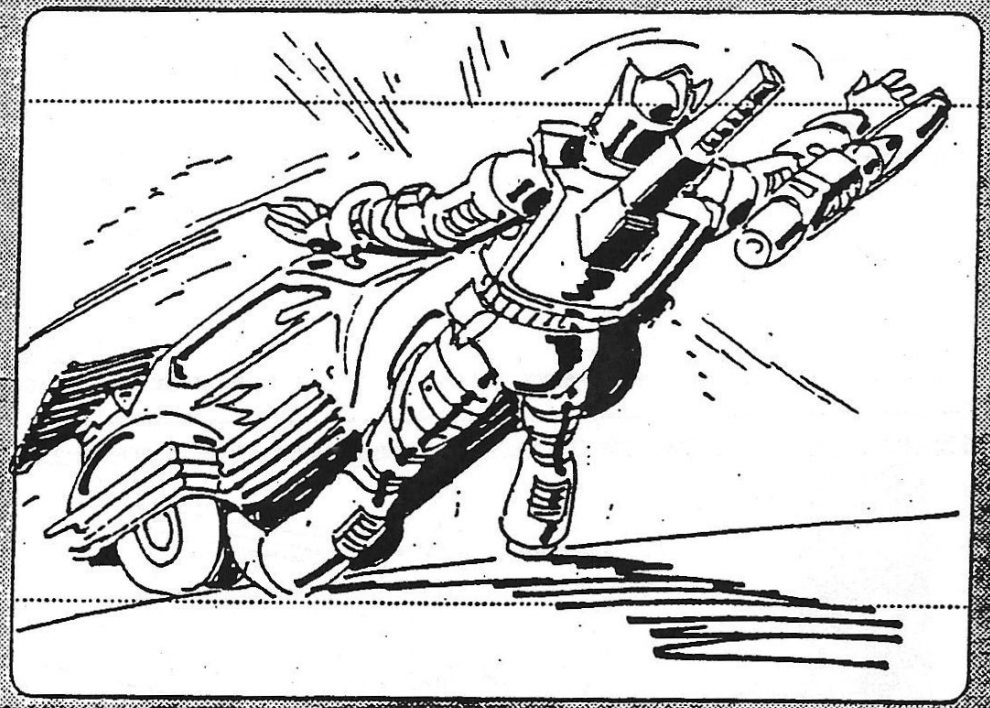


ACTION M.S. GALVATRON AND HOT ROD AS HOT ROD RACES DIRECTLY TOWARD GALVATRON.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!



ACTION M.L.S. HOT ROD AND GALVATRON AS HOT ROD RAMS INTO GALVATRON, KNOCKING HIM OVER.

DIAL

MUSIC/SFX

CAMERA

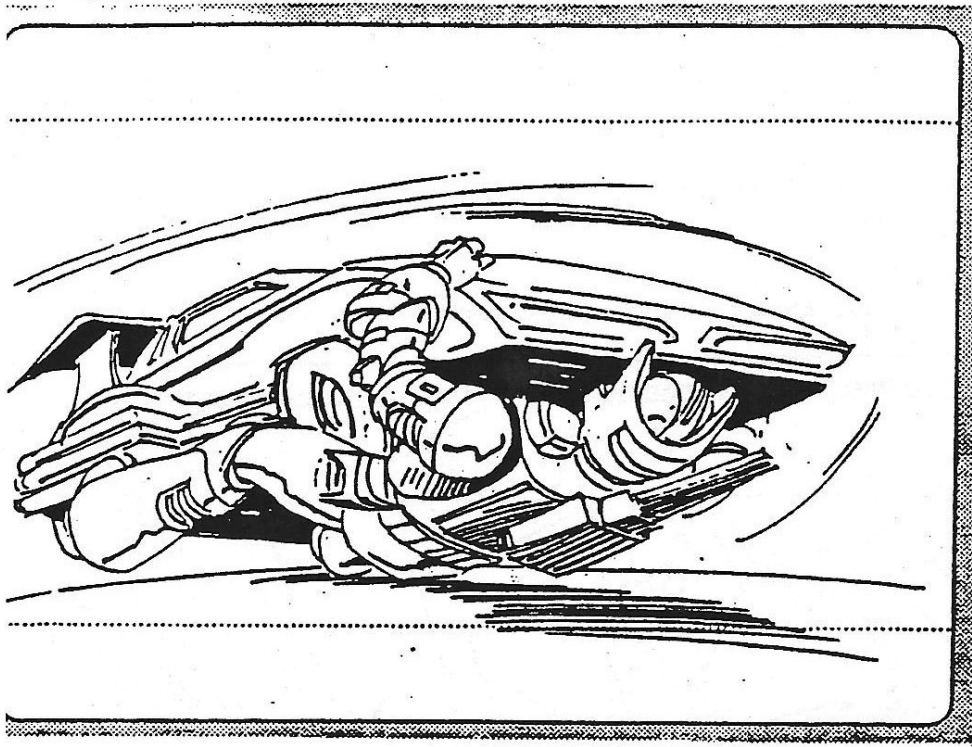
ACTION

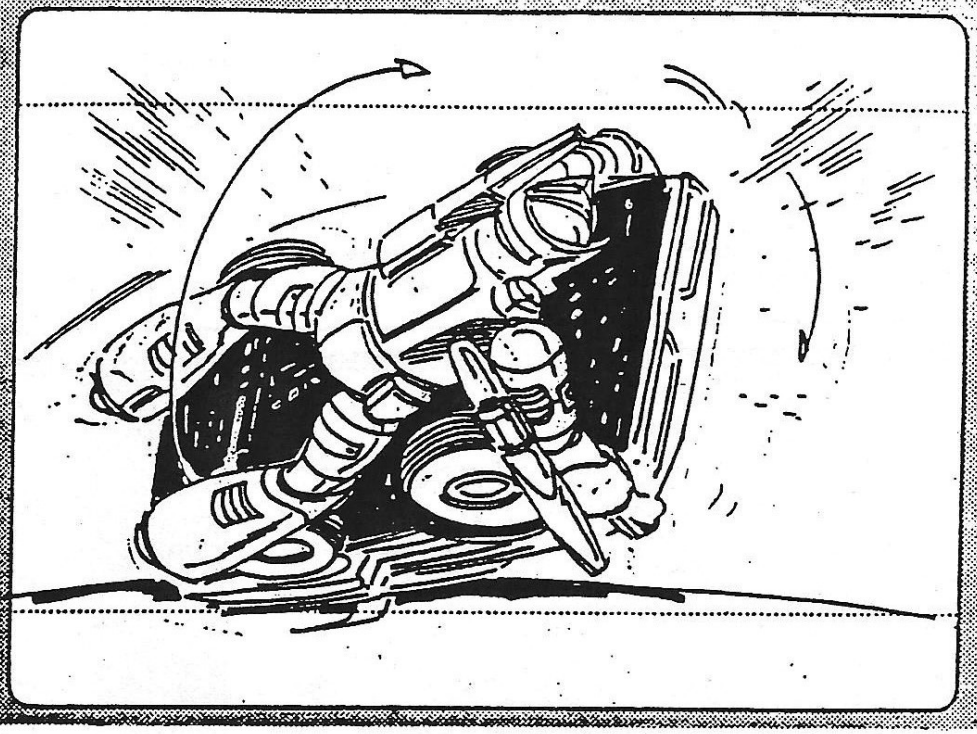
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON GALVATRON TAKES A HOLD OF HOT ROD...

ACTION ...AND SPINS HIM OVER.

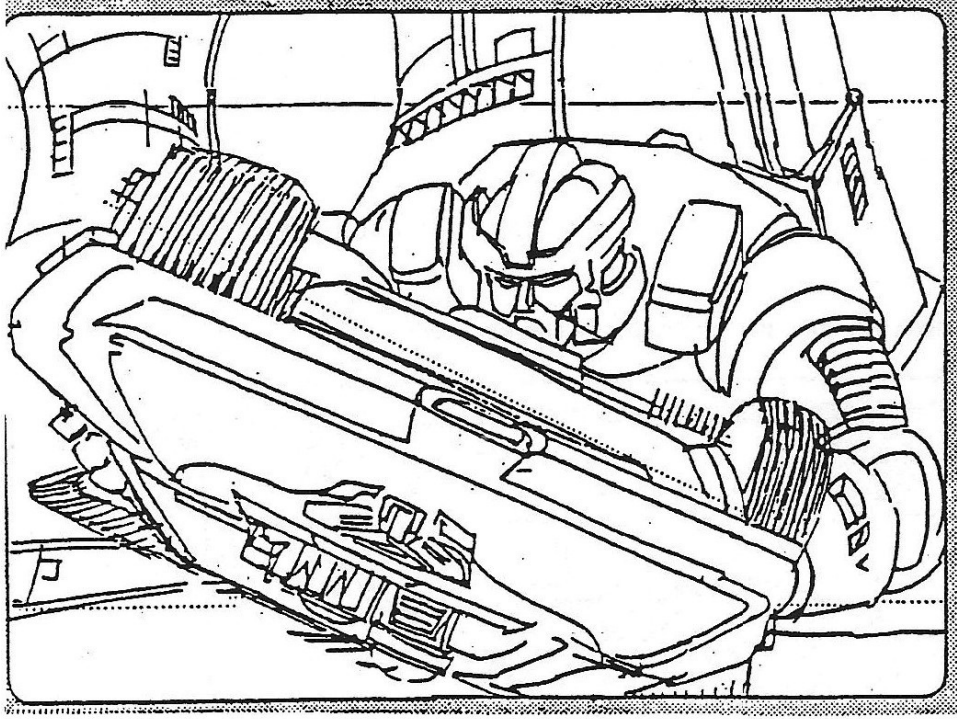
DIAL

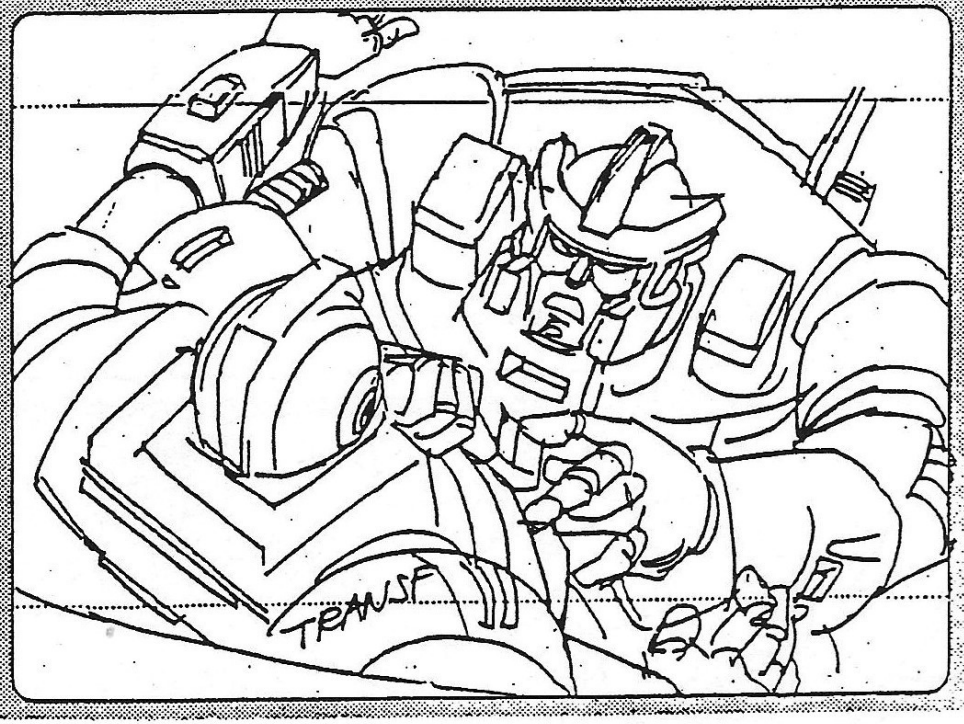
C/SFX

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-13 SC. CONT SEQ. 31 Page 16





ION M.S. HOT ROD (IN AUTO MODE) AND GALVATRON. GALVATRON RETAINS HIS TIGHT GRIP ON HOT ROD AS...

L GALVATRON I will...

SIC/SFX

AMERA

ACTION ...HOT ROD TRANSFORMS INTO ROBOT MODE. GALVATRON MOVES IN ON HOT ROD.

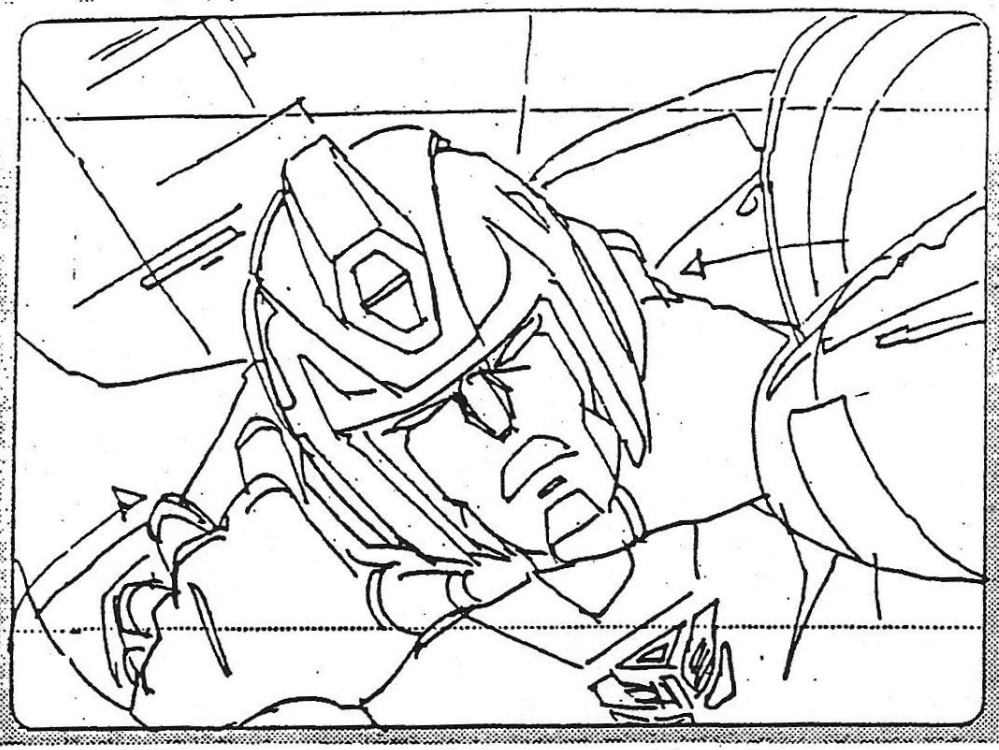
DIAL. GALVATRON (CONT) ...crush you with my bare hands.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-14



ACTION C.U. HOT ROD. GALVATRON REACHES IN AND CLUTCHES HOT ROD BY THE THROAT...

DIAL HOT ROD (GASPS)

MUSIC/SFX

CAMERA

SC. CONT SEQ. 31 Page 17

ACTION ...TRYING TO CHOKE THE LIFE OUT OF HIM.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-15

ACTION X.C.U. GALVATRON DETERMINED TO PUT AN END TO HOT ROD.

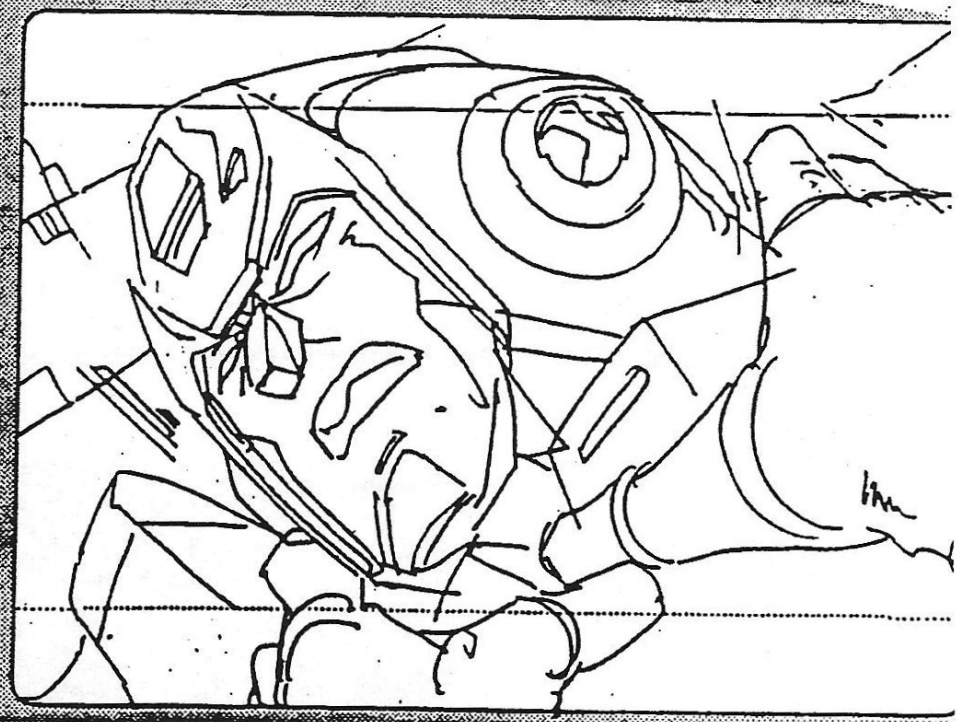
DIAL GALVATRON First Prime, then Ultra Magnus ...

MUSIC/SFX

CAMERA

SC. 31-16

SEQ. 31 Page 18



ACTION X.C.U. HOT ROD. HE STRAINS AND STARTS TO WEAKEN UNDER GALVATRON'S POWERFUL DEATH GRIP.

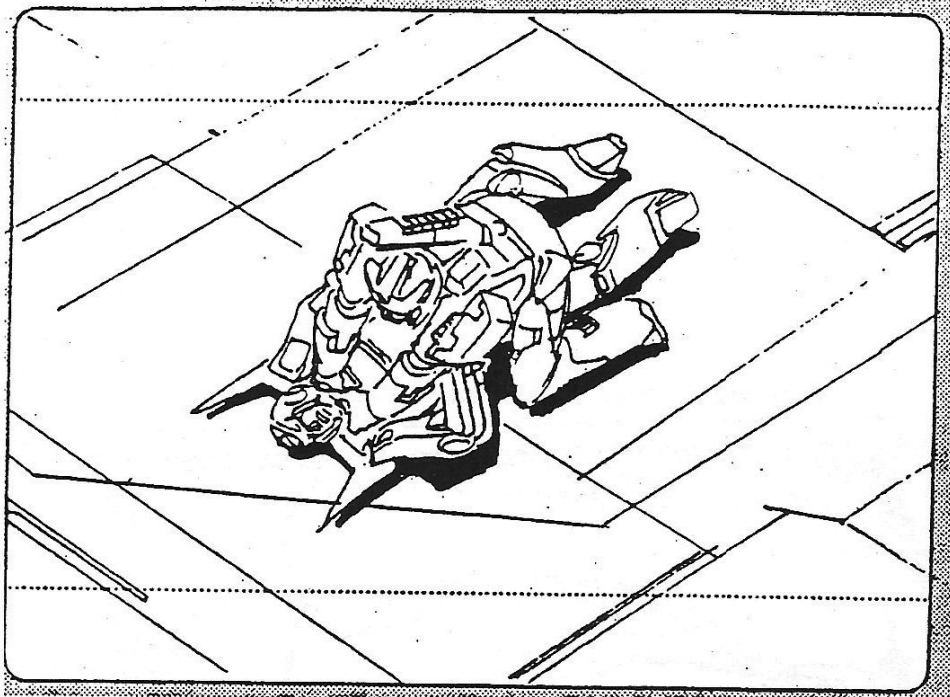
DIAL GALVATRON (CONT) ... and now you.

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-17



SC. 31-18

SEQ 31 / Page 19

NEXT PAGE 19-A

DISS TO

ION DOWN SHOT. GALVATRON AND HOT ROD. HOT ROD STRUGGLES TO FREE HIMSELF.

GALVATRON (CONT) It is a pity you Autobots die so easily or . . . I might have a sense of satisfaction now.

IC/SFX

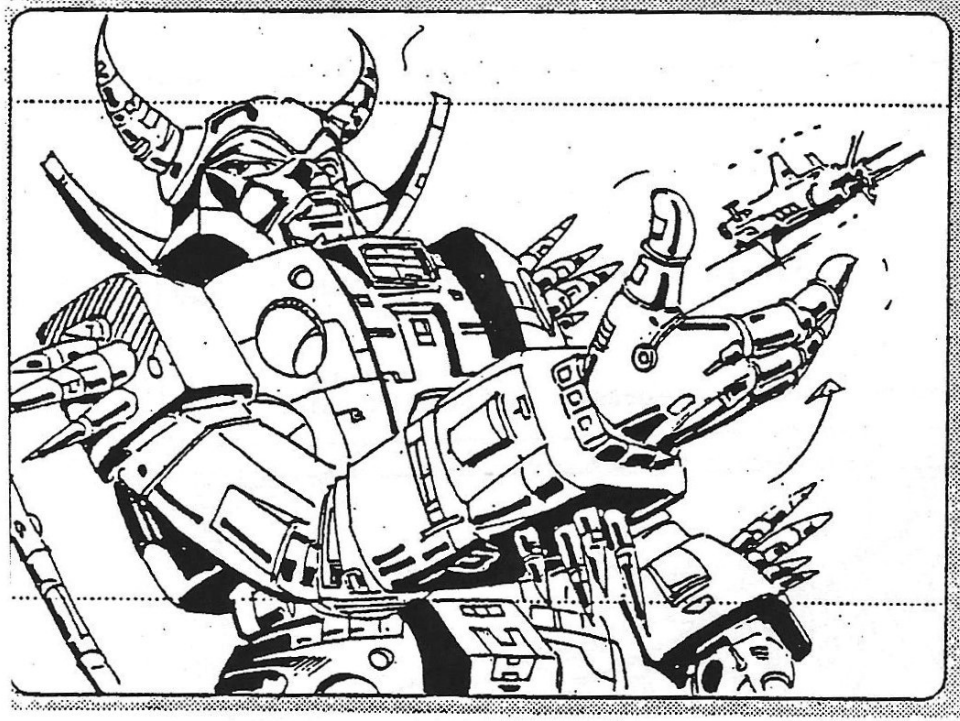
ACTION M.S. HOT ROD AND GALVATRON. GALVATRON TIGHTENS WITH ALL HIS MIGHT, HIS VICE GRIP ON HOT ROD'S THROAT.

DIAL HOT ROD (GASPS) Galvatron die, Autobot!

MUSIC/SFX

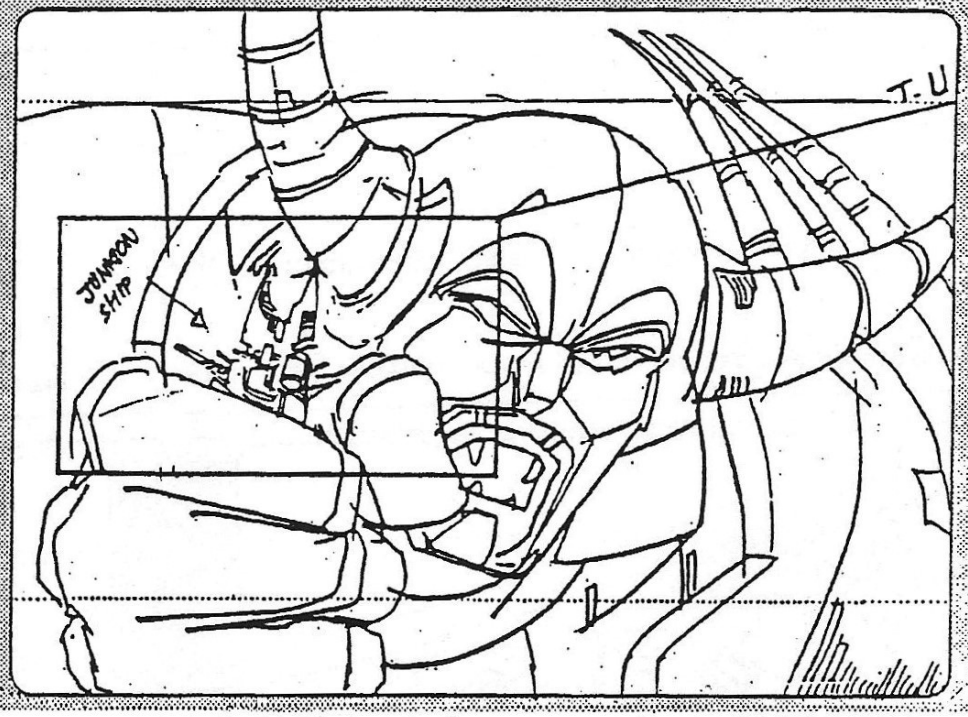
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.31-18A



SC. 31-18B

SEQ. 31 Page 19A



NEXT PAGE 19B

ION M.S. UNICRON. HE REACHES UP TO TAKE A HOLD OF THE JUNKION SHIP.

IC SFx

SFX

ACTION C.U. UNICRON. WE TRUCK IN TO SEE THAT, IN HIS HAND, HE IS HE IS HOLDING THE JUNKION SHIP.

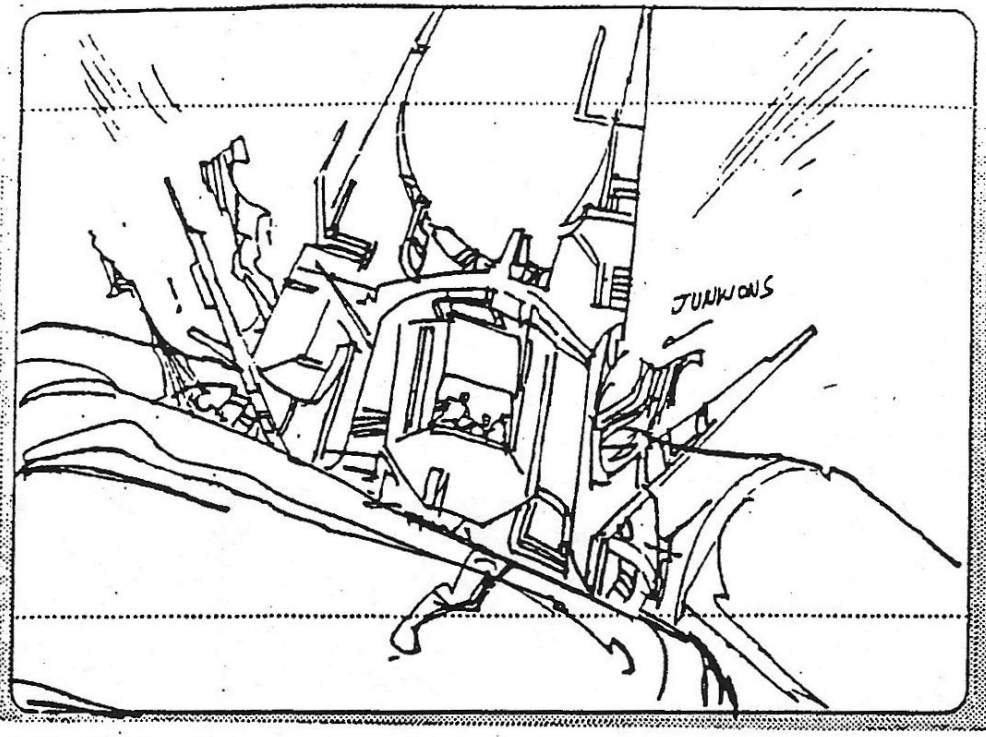
DIAL UNICRON (ROARS)

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31 - 18 -

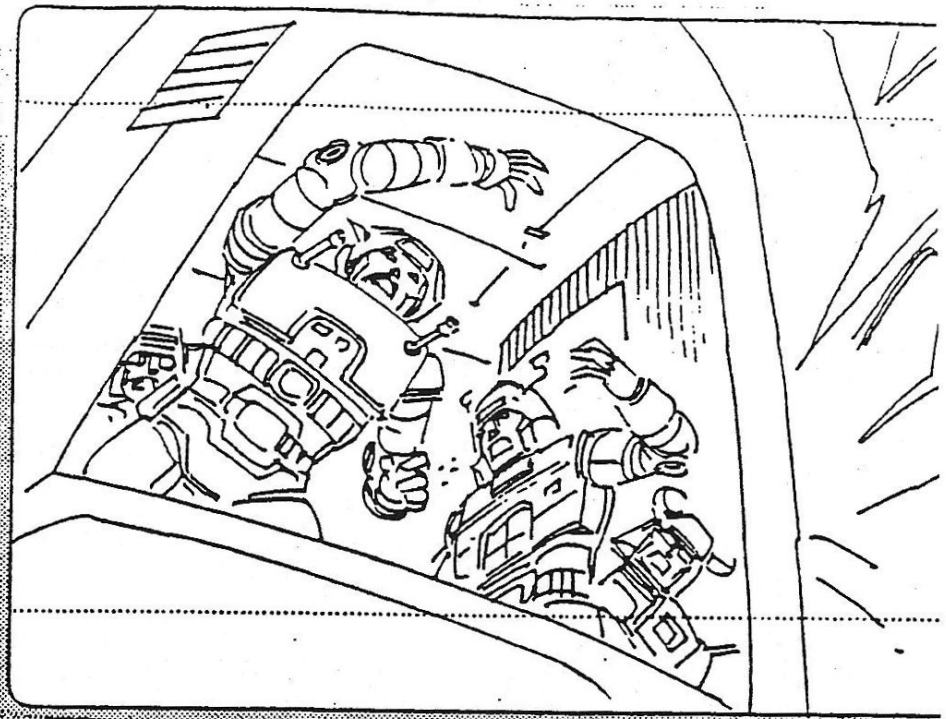


ACTION THE JUNKION SHIP. THROUGH ITS WINDOWS WE CAN SEE VARIOUS JUNKIONS.

DIAL WRECK-GAR Ashes to ashes.

MUSIC/SFX

SC. 31-18D TRUCK - IN SEQ. 31 PAGE 1 T.3



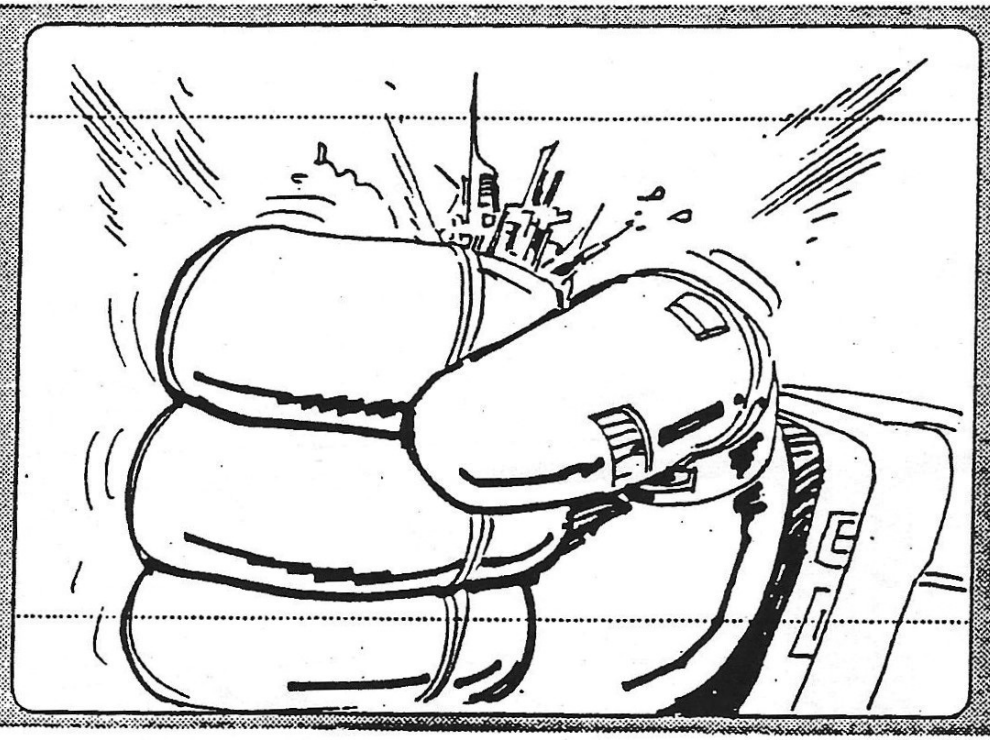
ACTION M.S. A WINDOW OF THE SHIP. WE SEE THE JUNKIONS INSIDE.

DIAL WRECK-GAR (CONT) Junk to junk.

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-18E SC. SEQ. 31 Page 19C



ACTION C.U. UNICRON'S HAND AS IT CRUSHES THE SHIP.

DIAL

MUSIC/SFX

CAMERA

ACTION

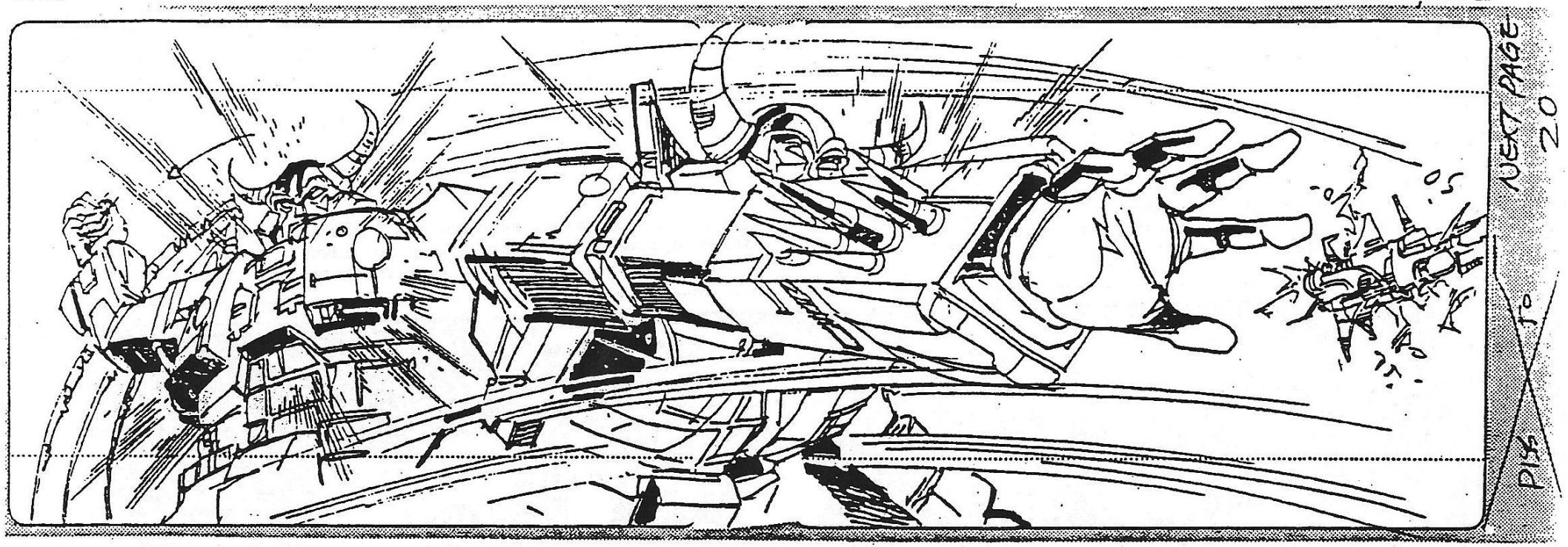
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-18F FOLLOW PAN SEQ.3/Page 19D



TION M.S. UNICRON. HE REACHES BACK AND WITH A MIGHTY THRUST, THROWS THE JUNKION SHIP O.S.. WE PAN WITH HIS MOTION.

AL

SIC/SFX

ACTION

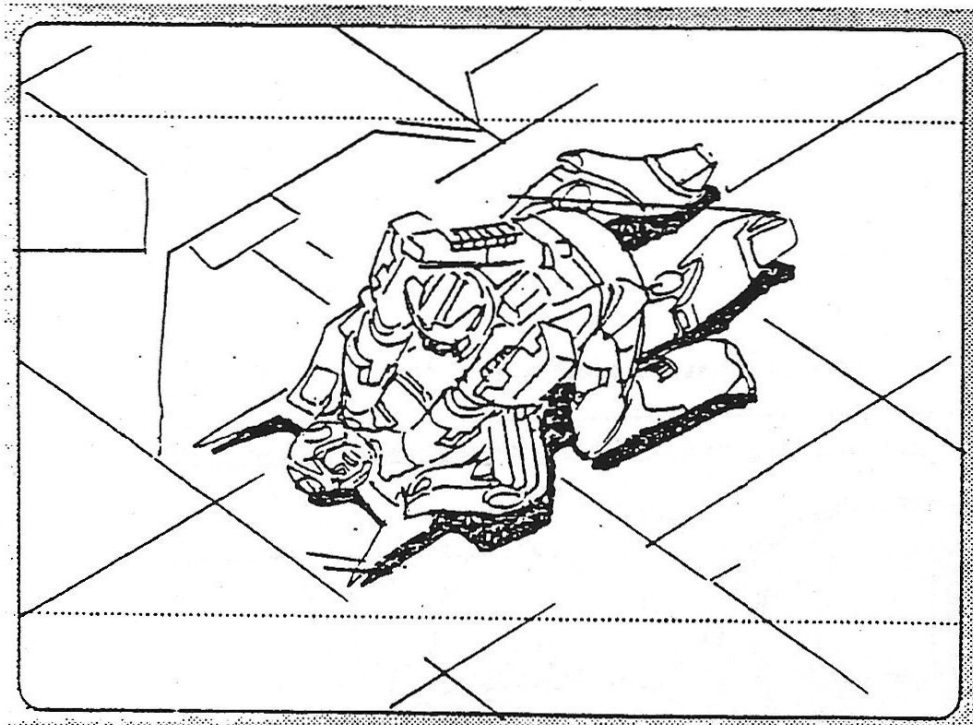
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-18 G

SC.



NEXT PAGE 20A

ACTION DOWN SHOT GALVATRON AND HOT ROD. HOT ROD STRUGGLES TO FREE HIMSELF FROM GALVATRON'S GRIP.

DIAL

MUSIC/SFX

CAMERA

ACTION

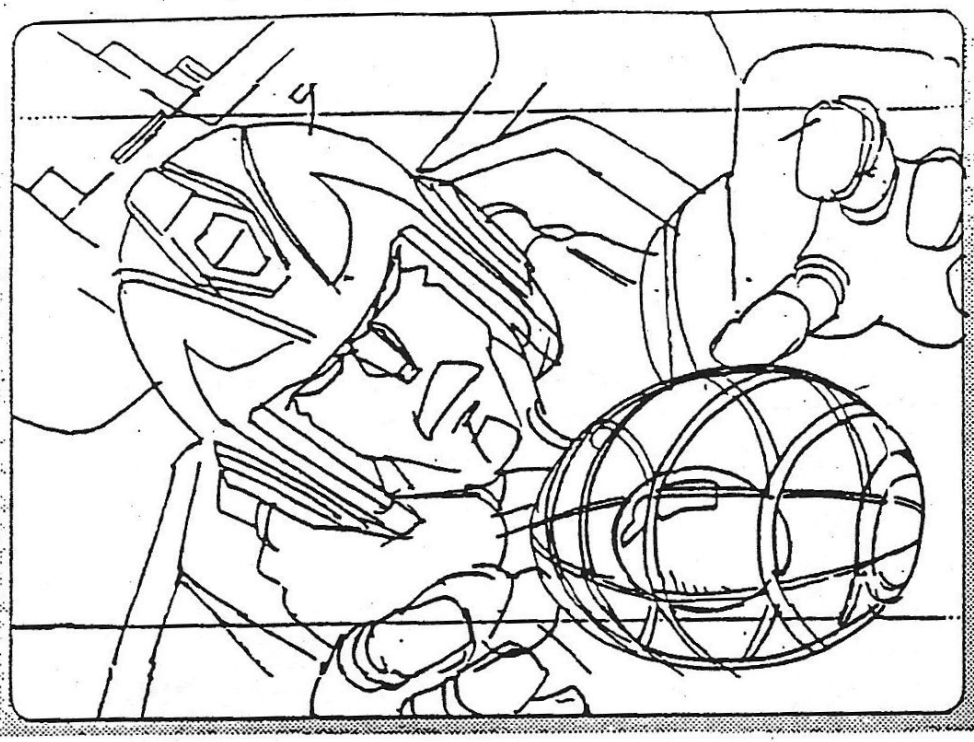
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-14

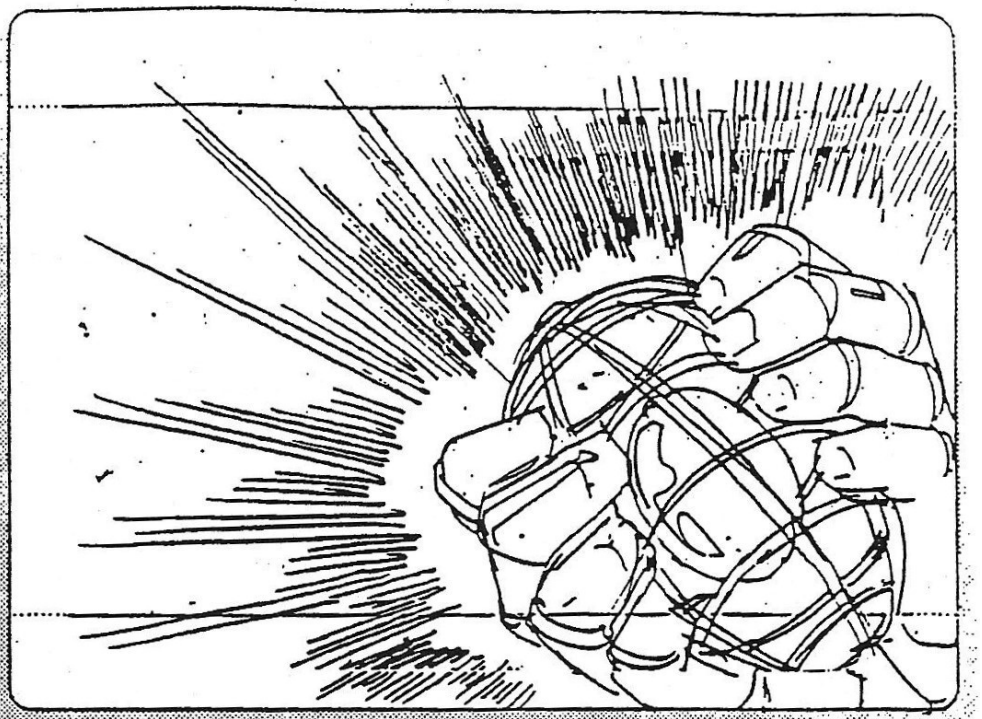


ACTION C.U. HOT ROD. HE MANAGES TO REACH UP AND...

DIAL

MUSIC/SFX

SC. CONT SEQ. 31 Page ___ OF ___



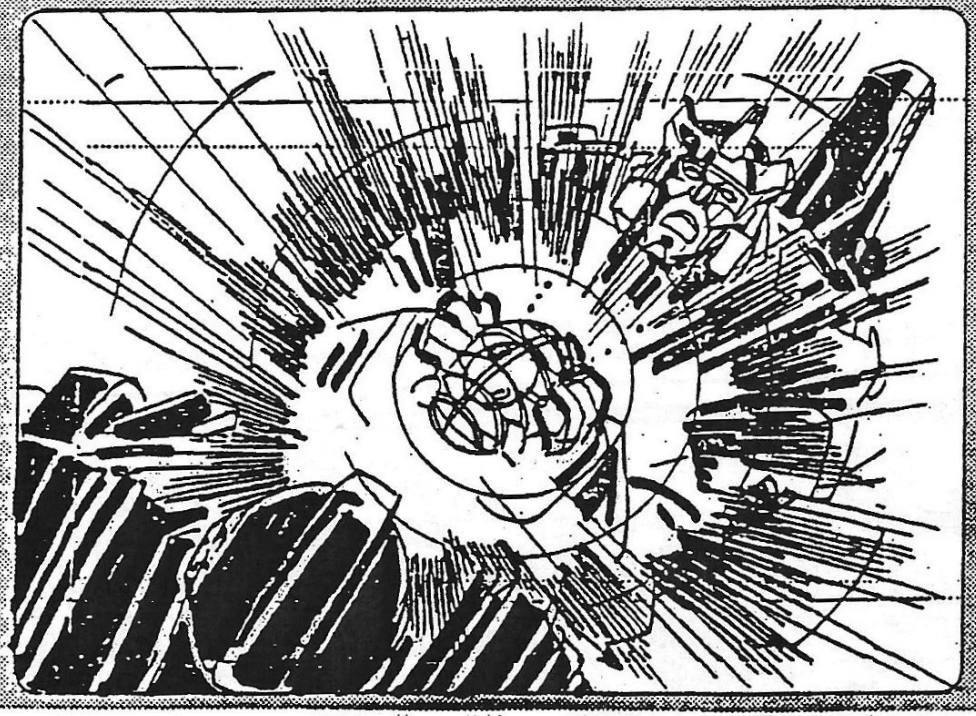
ACTION ...GRASP THE AUTOBOT MATRIX OF LEADERSHIP THAT HANGS AROUND GALVATRON'S NECK.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-20



ACTION M.S. HOT ROD AND GALVATRON. THE MATRIX STARTS TO GLOW AND SEND OUT SHAFTS OF ENERGY CAUSING GALVATRON TO LOOSEN HIS GRIP ON HOT ROD. HOT ROD RIPS THE MATRIX FROM GALVATRON'S NECK.

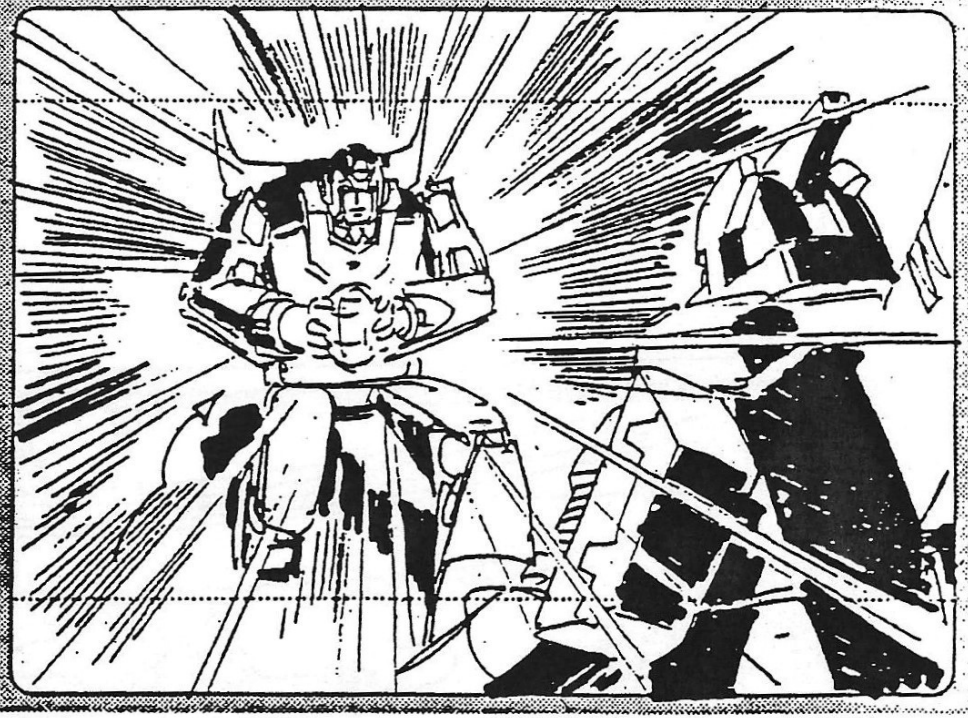
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-21

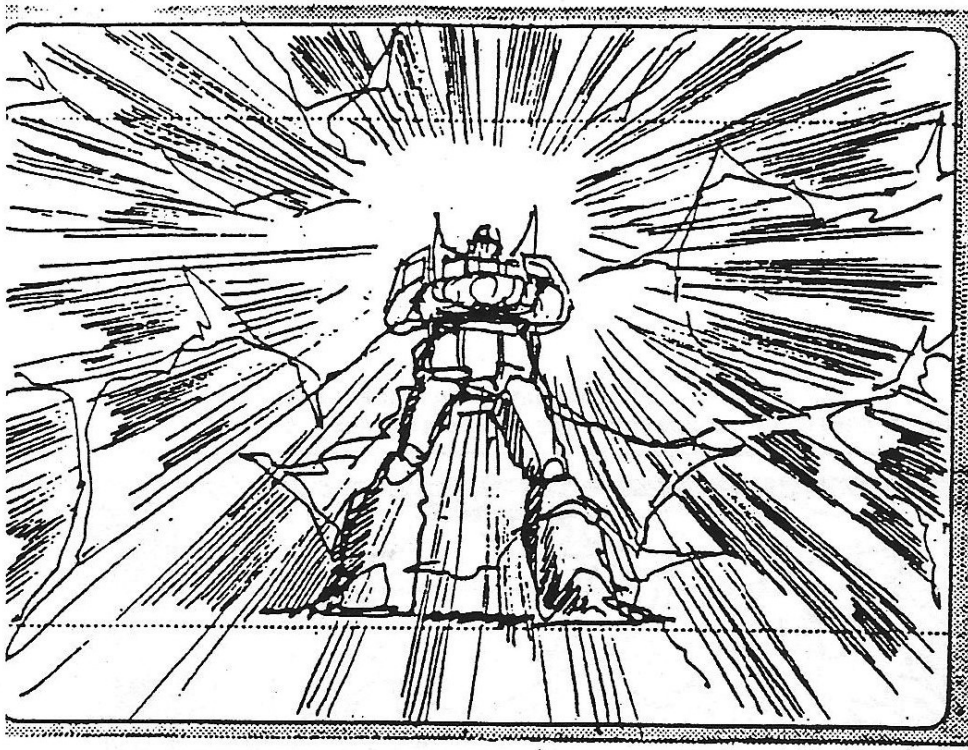


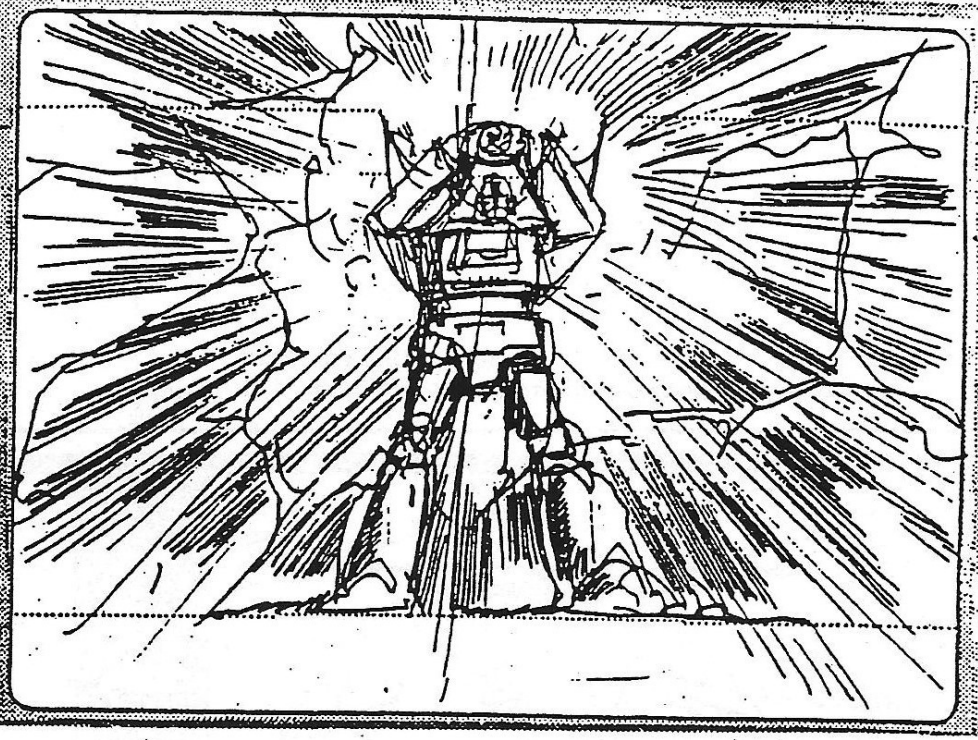
ACTION M.L.S. HOT ROD AND GALVATRON. HOT ROD BACKS AWAY FROM GALVATRON. HE HOLDS THE GLOWING MATRIX IN HIS HANDS. INFUSED WITH THE POWER OF THE MATRIX,

DIAL

MUSIC/SFX

CAMERA





NO SCENE 31-23

ON L.S. HOT ROD HOLDING THE MATRIX IN FRONT OF HIMSELF AND BATHED IN ITS BRILLIANT GLOW, TRANSFORMS THROUGH A SERIES OF FIVE (5) DISSOLVES, SHOWING HIM AT VARIOUS STAGES OF TRANSFORMATION INTO THE LARGER, OLDER, MATURE...

PRIME (V.O.) Arise Rodimus Prime.

HOT ROD Optimus.

C/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

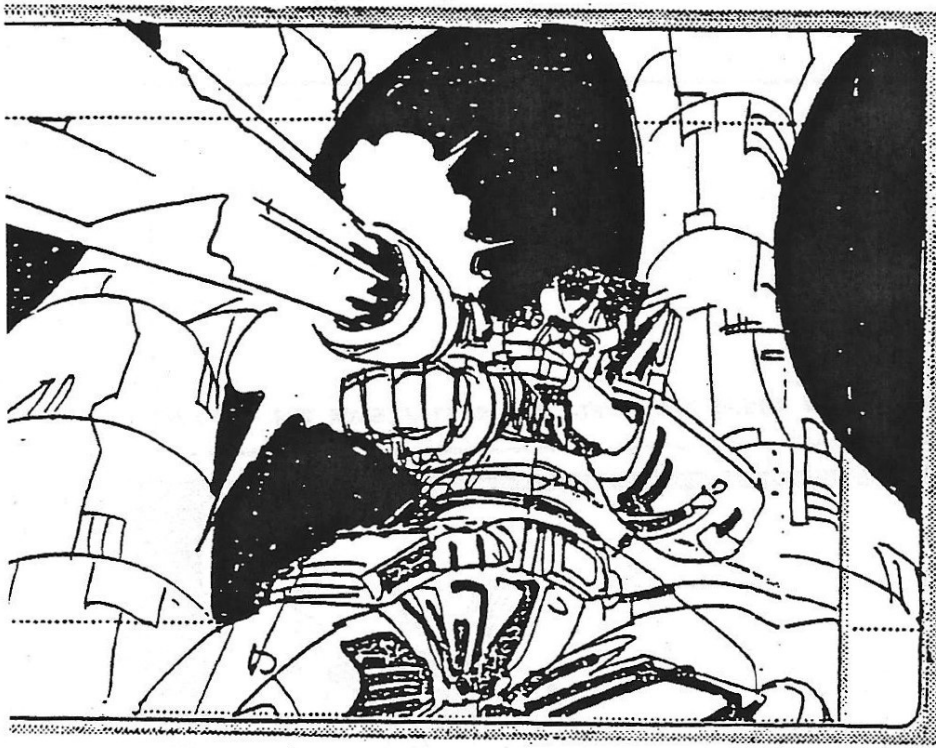
ACTION

. . . RODIMUS PRIME HOLDING THE MATRIX HIGH OVER HIS HEAD, FLOODED IN THIS SPECTACULAR DISPLAY OF ENERGY BEING EMITTED BY THE MATRIX.

DIAL

MUSIC/SFX

SC. 31- 24



SC. 31- 25

SEQ. 31 Page 23

NO PAGE 24

UP SHOT GALVATRON. HE AIMS HIS CANNON AT HOT ROD AND FIRES...

GALVATRON No!

SFX

ACTION M.S. RODIMUS PRIME. GALVATRON'S BLAST HITS RODIMUS PRIME, CAUSING HIM TO DROP THE MATRIX, BUT OTHERWISE LEAVING HIM UNDAMAGED.

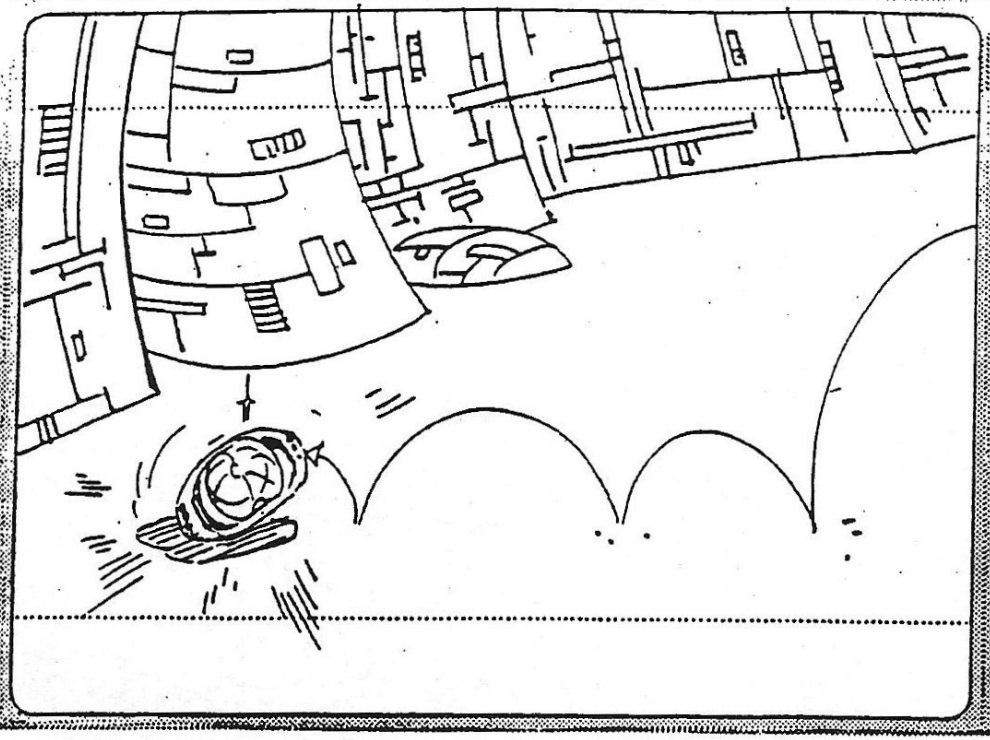
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-26



ACTION THE MATRIX HITS THE FLOOR AND ROLLS ACROSS IT.

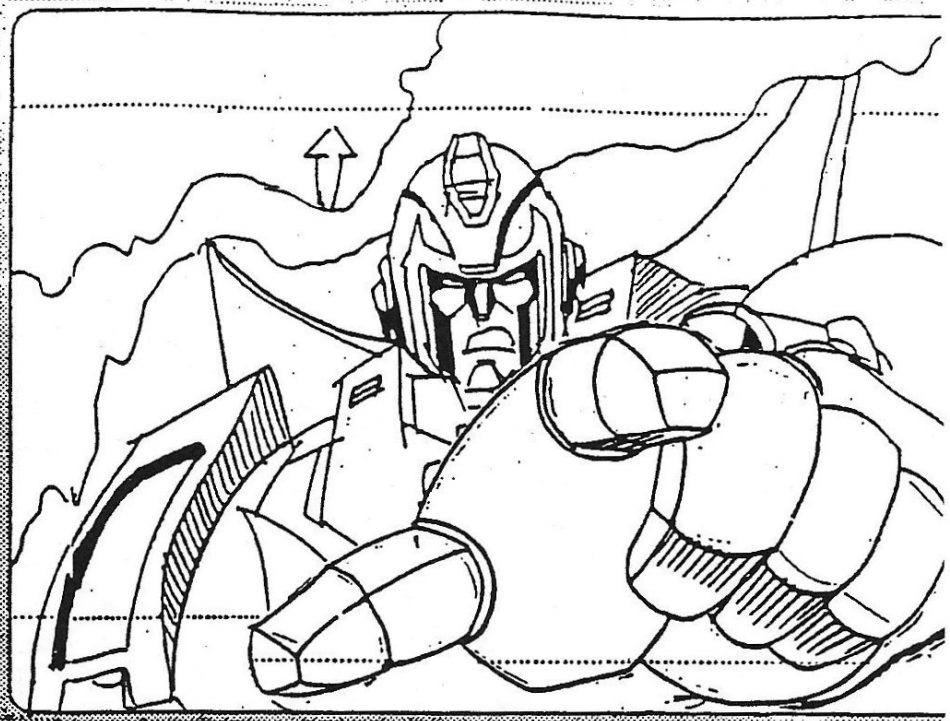
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-27

SEQ. 31 Page 25



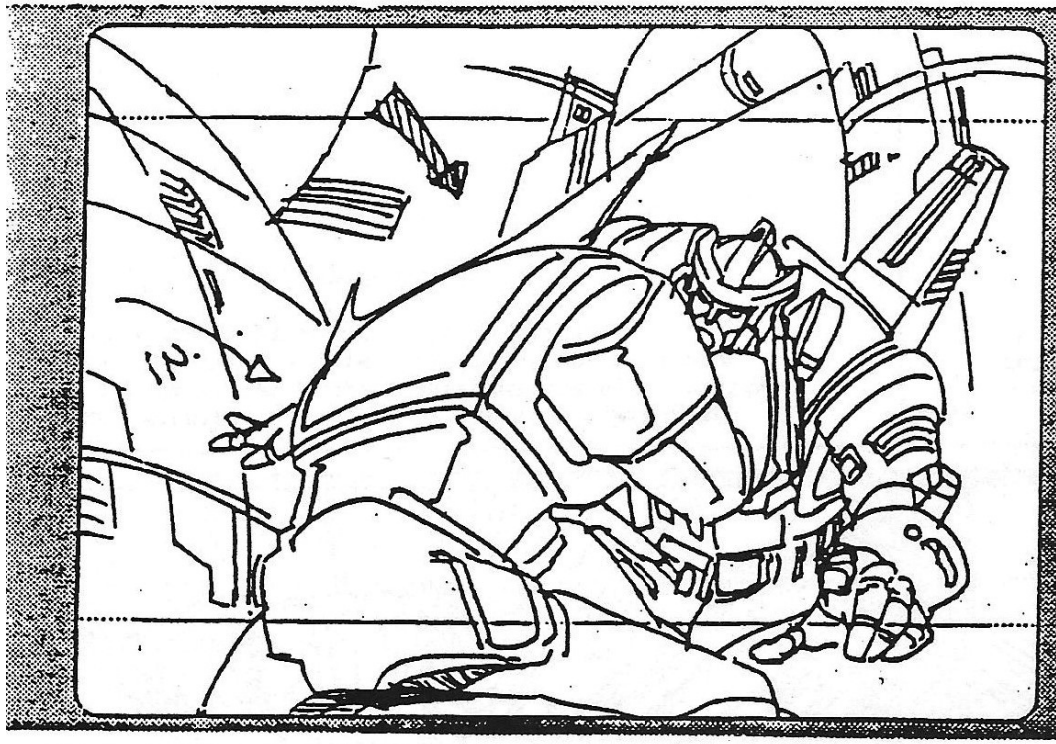
ACTION HIS FIST AND POINTS AT GALVATRON O.S.

DIAL

RODIMUS PRIME This is the end of the road, Galvatron.

MUSIC/SFX

SC. 31-28



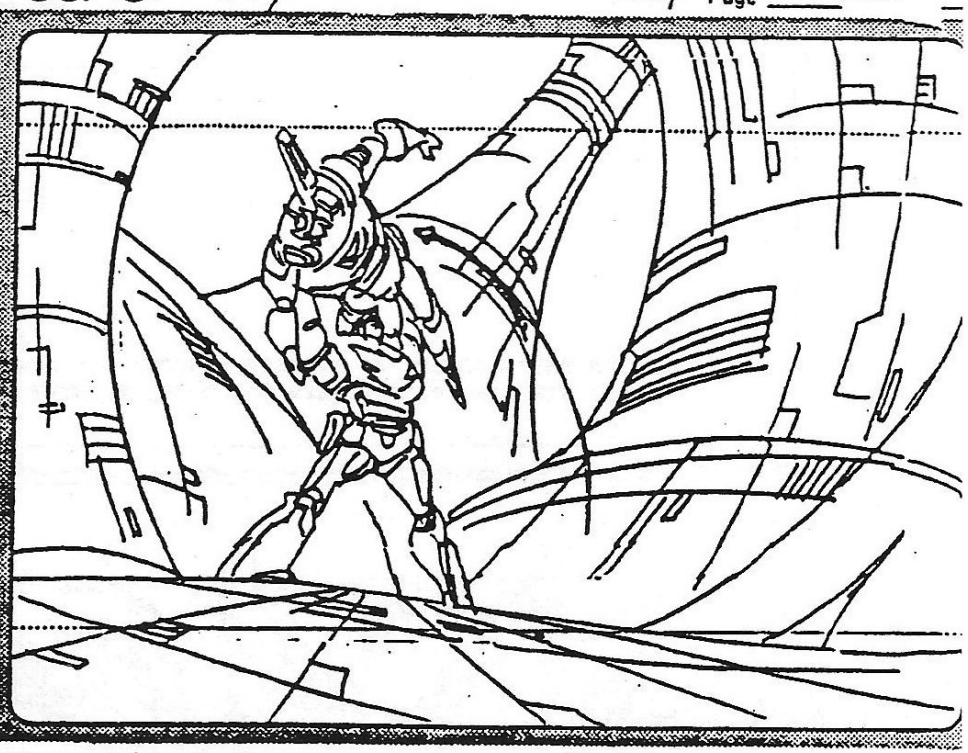
ACTION M.S. RODIMUS PRIME AND GALVATRON. RODIMUS JUMPS IN AND TAKES AHOLD OF GALVATRON.

DIAL

MUSIC/SFX

CAMERA

SC. 31-29



ACTION L.S. RODIMUS PRIME AND GALVATRON. RODIMUS LIFTS GALVATRON HIGH OVER HIS HEAD.

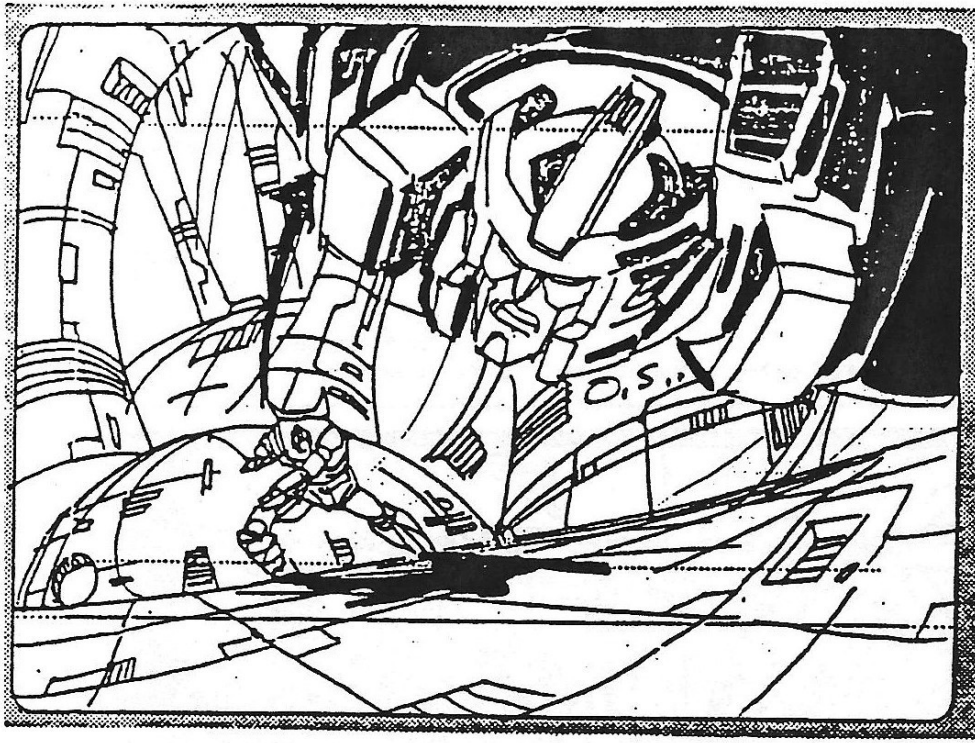
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-30



TION X.L.S. RODIMUS PRIME AND GALVATRON. RODIMUS PRIME HURLS GALVATRON O.S.

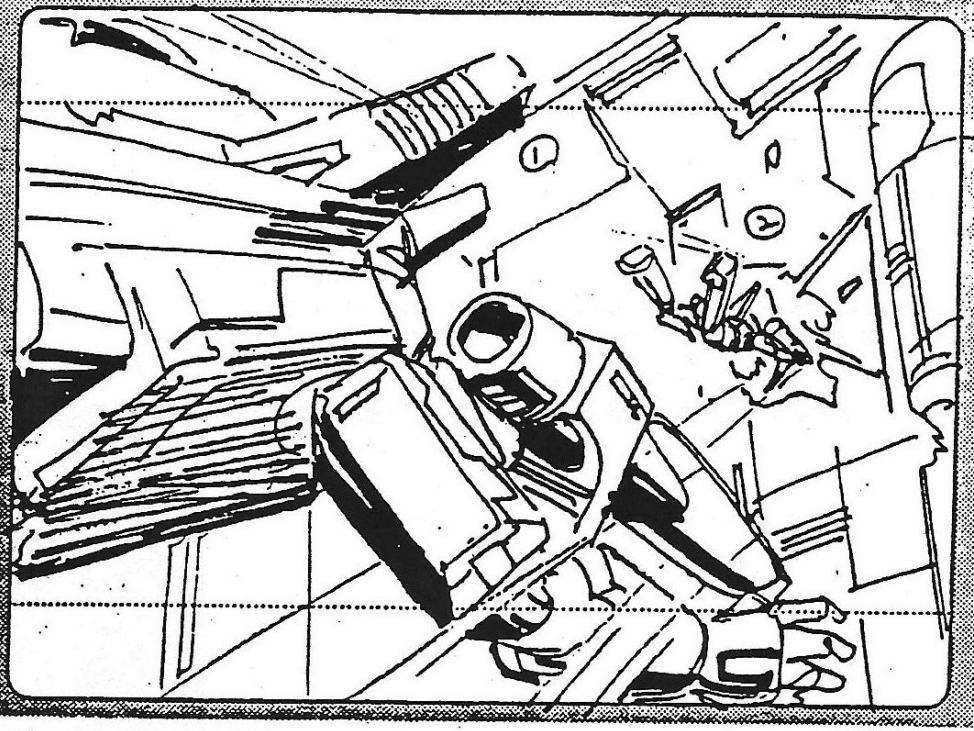
IL

SIC/SFX

MERA

SC. 31-31

SEQ. 3 / Page 27



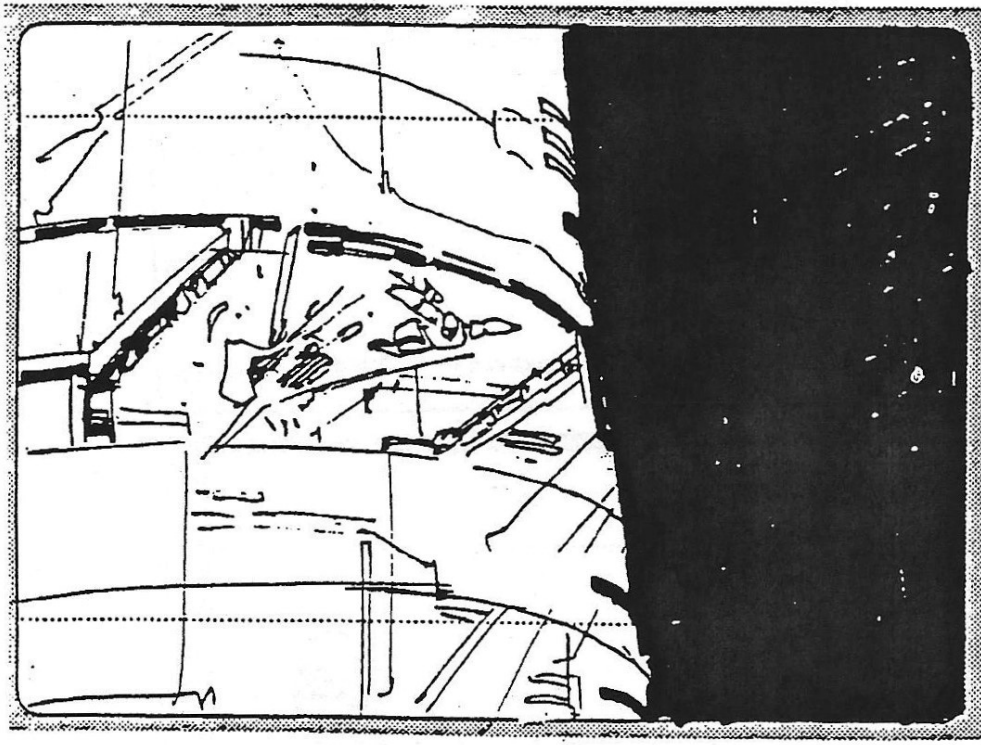
ACTION M.S. GALVATRON. HE SAILS AWAY FROM US AND SMASHES INTO THE SIDE OF UNICRON.

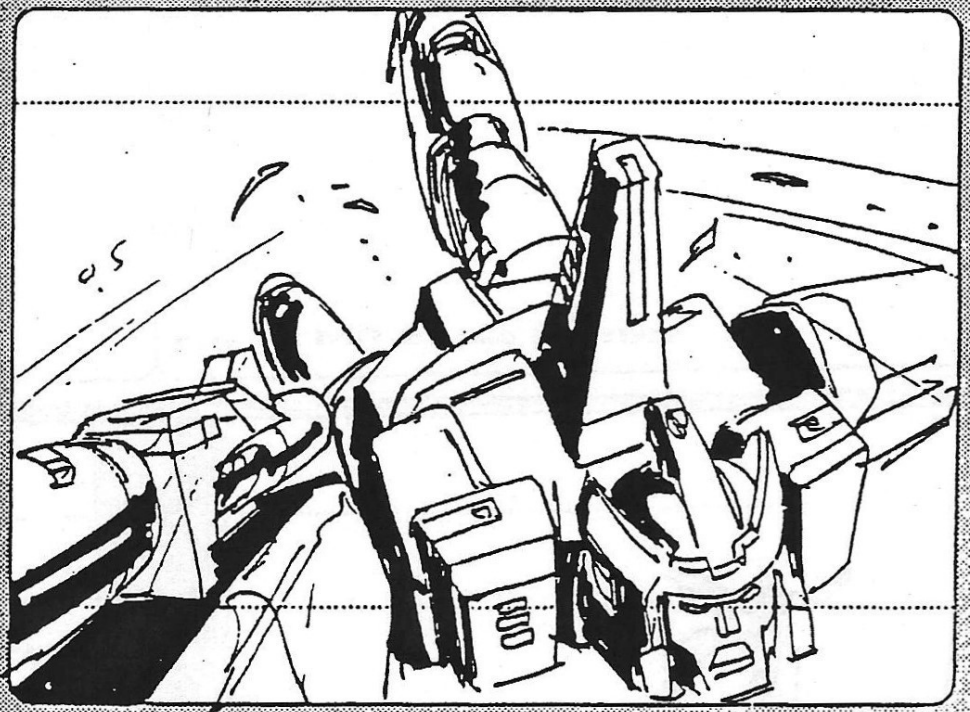
DIAL GALVATRON (SCREAM)

MUSIC/SFX

CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!





TION C.U. EXTERIOR OF UNICRON AS GALVATRON COMES SMASHING THROUGH UNICRON'S WALL AND...

AL

SIC/SFX

MERA

ACTION ...FLIES TOWARD US...

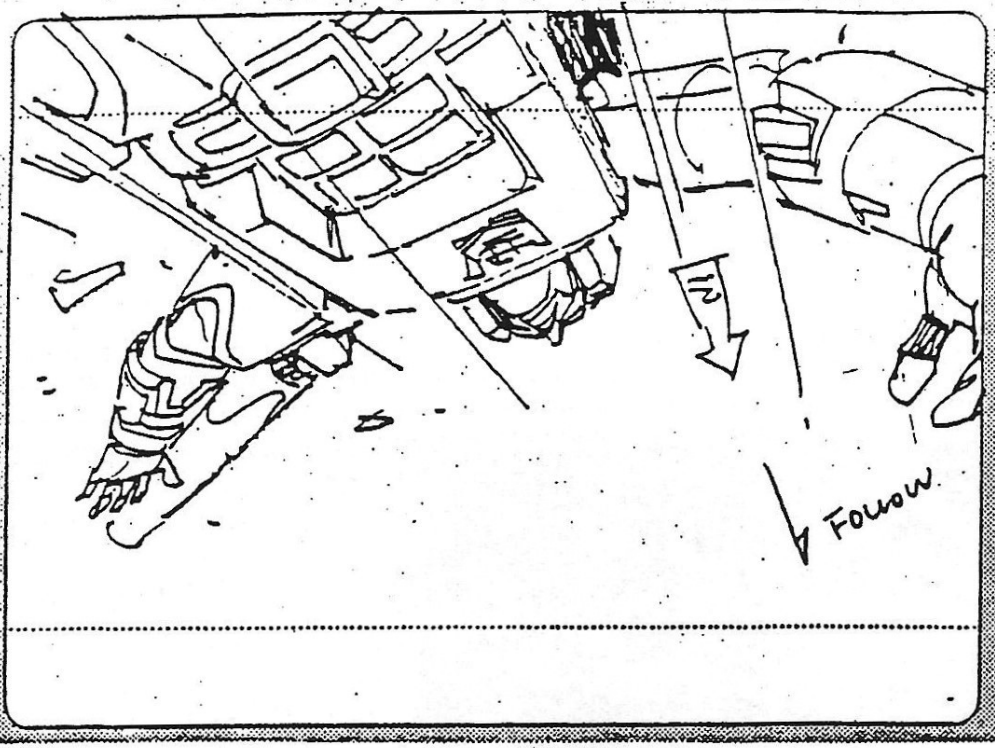
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31 - 35

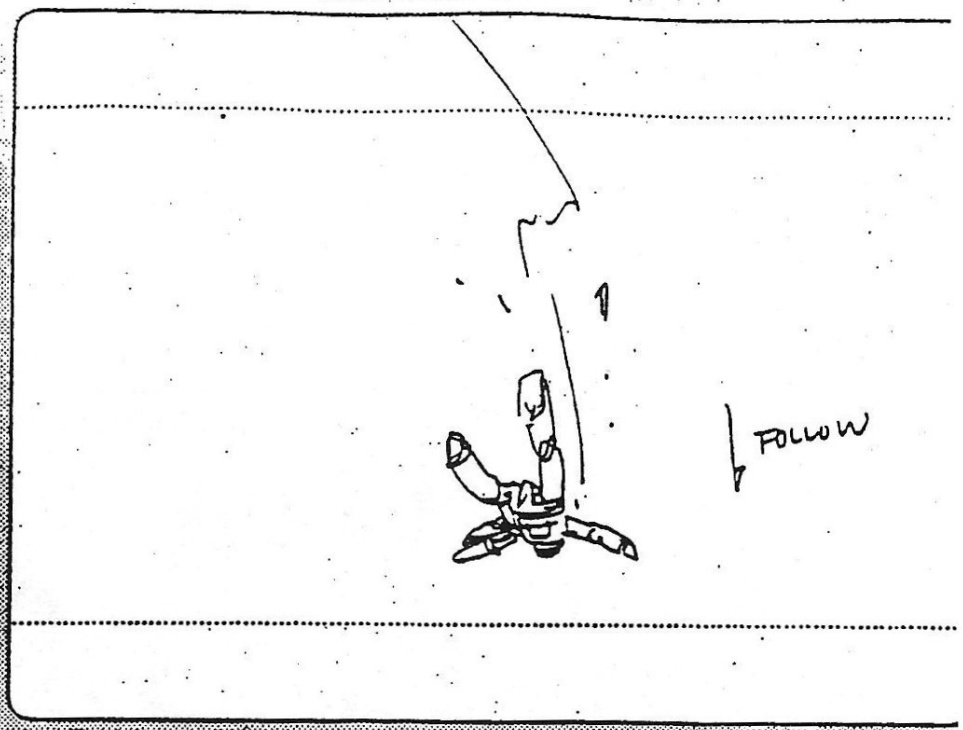


ACTION ...SPACE. GALVATRON HURLS INTO SCENE AND...

DIAL

MUSIC/SFX

SC. CONT PAN DOWN PAN



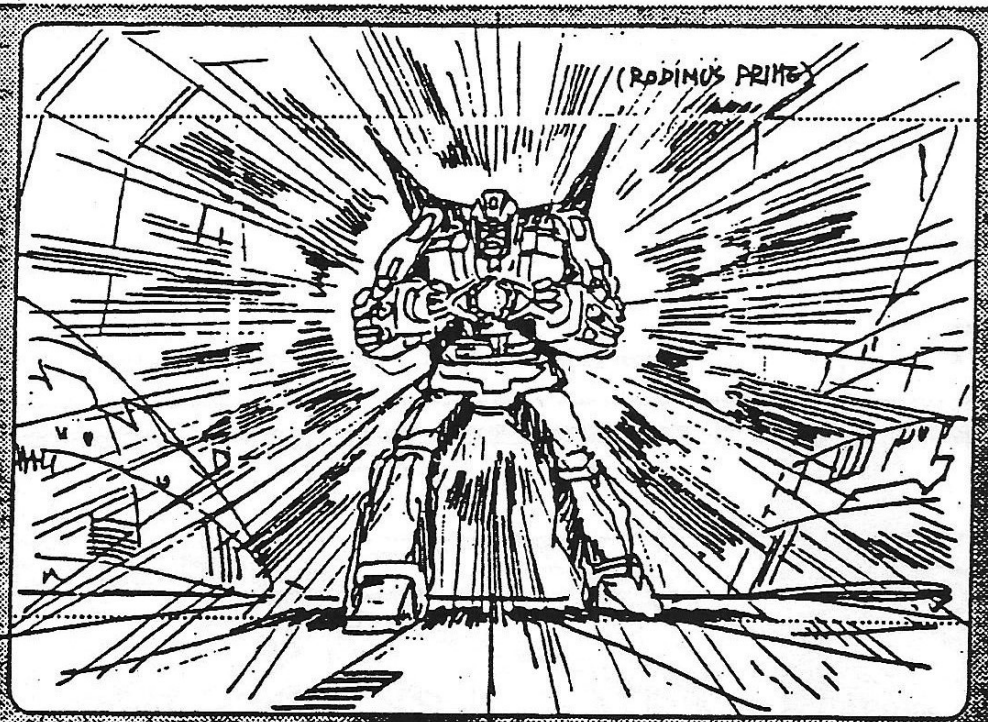
ACTION ...SAILS OUT INTO DEEP SPACE.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-34 SC. SEQ 30 Page 30



ACTION L.S. RODIMUS PRIME. HE STANDS HOLDING THE GLOWING MATRIX IN FRONT OF HIM.

DIAL

MUSIC/SFX

CAMERA

ACTION X.C.U. RODIMUS PRIME'S HANDS. HE SLIPS HIS FINGERS INTO THE HOLES IN THE MATRIX. THEY ARE THE EXACT SHAPE AND SIZE OF RODIMUS PRIME'S FINGERS.

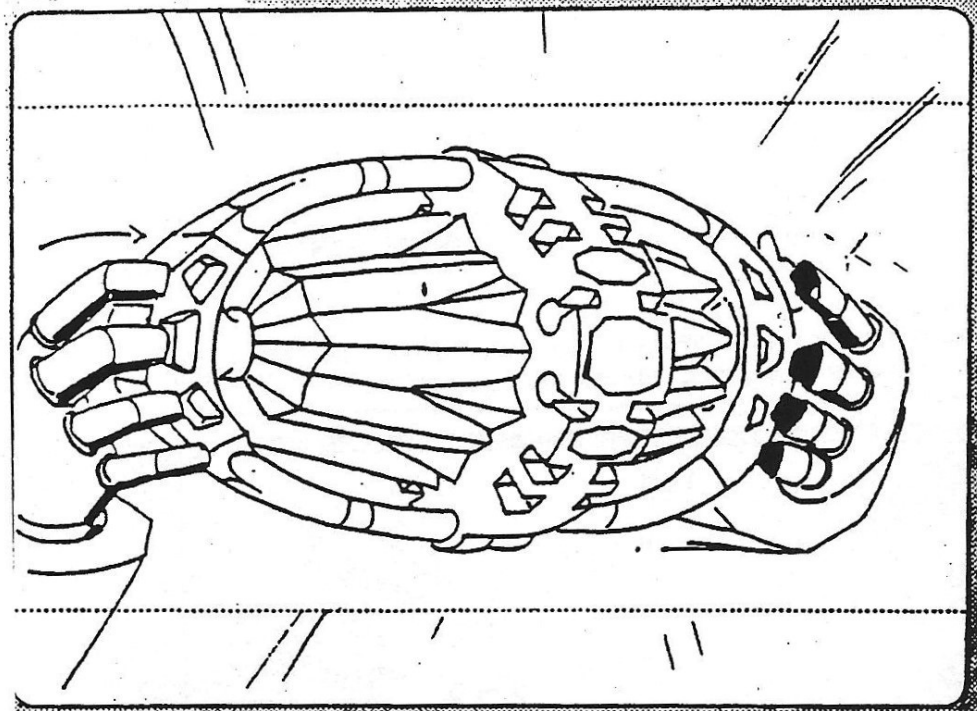
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31 - 35 SC. SEQ. 31 Page 31



ION C.U. THE MATRIX. RODIMUS PRIME TAKES A HOLD OF IT...

ACTION

DIAL

IC/SFX

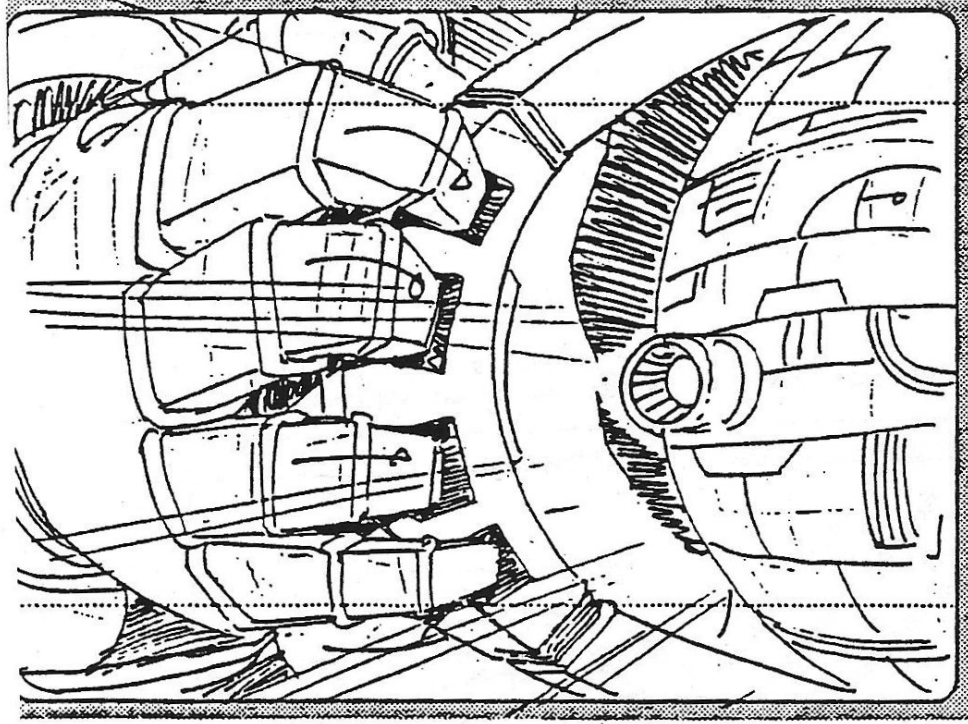
MUSIC/SFX

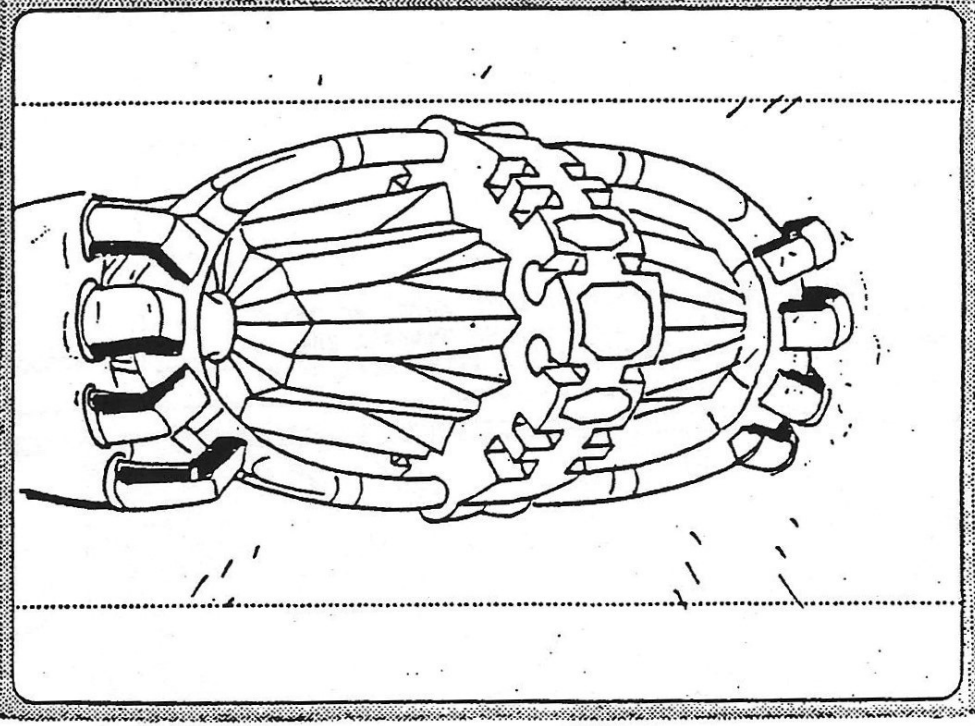
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-35A

SC. 31-36

SEQ 31 Page 32





ON X.C.U. RODIMUS PRIME'S HANDS. HE SLIPS HIS FINGERS INTO THE HOLES IN THE MATRIX. THEY ARE THE EXACT SHAPE AND SIZE OF RODIMUS PRIME"S FINGERS.

C/SFX

RA

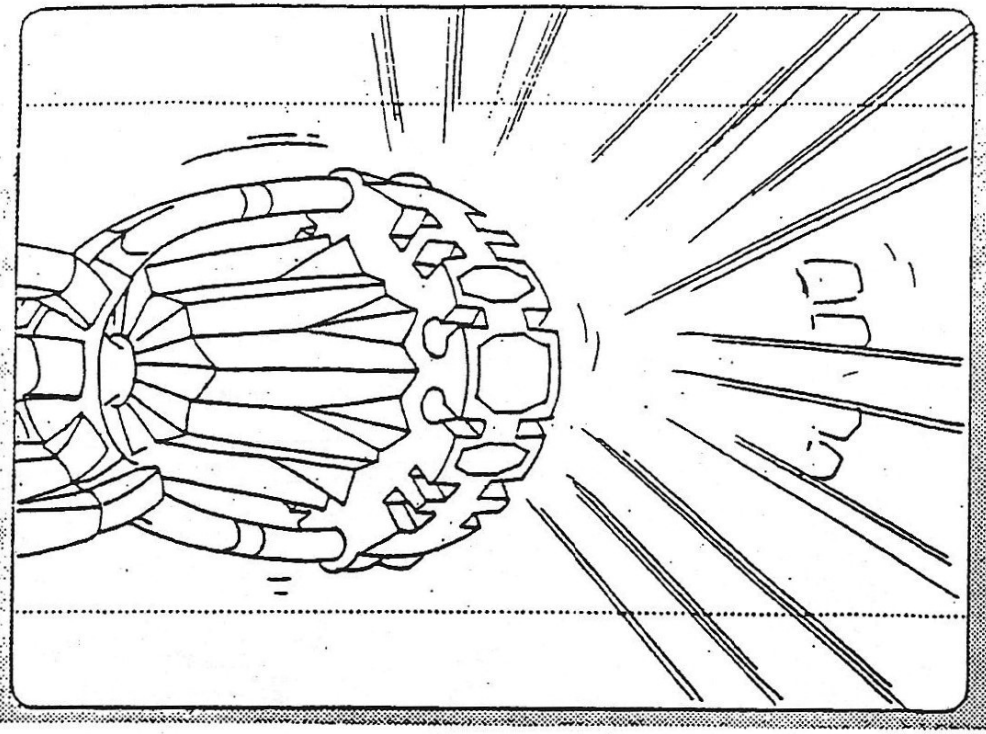
ACTION HIS FINGERS FIT PRECISELY THE SHAPE OF THE HOLES IN THE MATRIX. HE SLIPS HIS FINGERS IN...

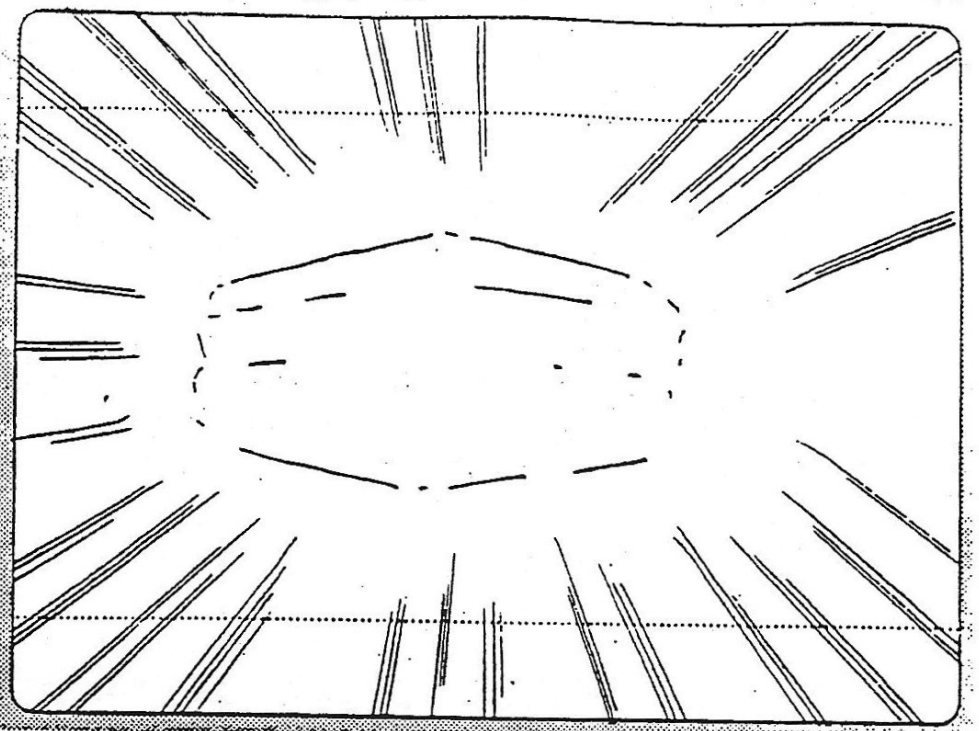
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION ...SUDDENLY THE MATRIX BEGINS TO SHAKE AND GLOWING MULTI_COLORED BANDS OF LIGHT STREAK OUT.

DIAL

MUSIC/SFX

CAMERA

ACTION AS RODIMUS PRIME PULLS THE MATRIX OPEN RELEASING THE FULL POWER OF THE CRYSTAL WHICH SENDS OUT BRILLIANT , AWESOME , RAINBOW BEAMS OF LIGHT. THIS IS SEEN IN SLOW MOTION.

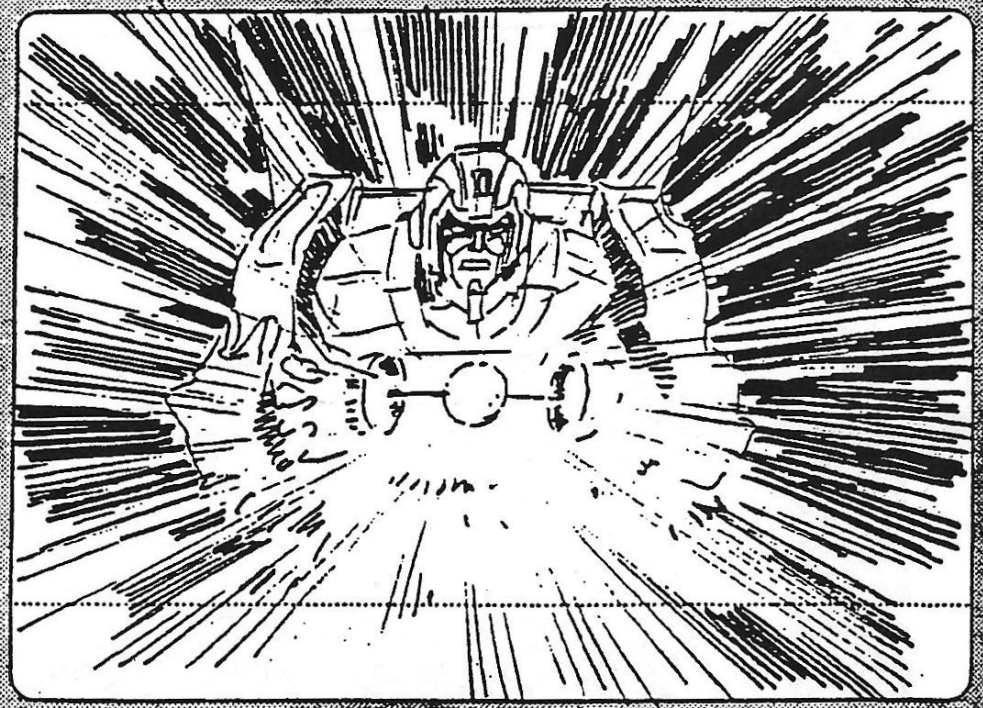
DIAL

MUSIC/SFX

CAMERA

TF RAW
Transformation 1 to Beast Hunters and Beyond!!!!

SC. 31-36-A SC. – SEQ. 37 Page 34



ACTION M.S. RODIMUS PRIME. HE SLOWLY OPENS THE MATRIX. ITS GLOW INCREASES AS HE OPENS IT. WE SEE THIS IN SLOW MOTION.

DIAL

RODIMUS PRIME — Now light our darkest hour!

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION

DIAL

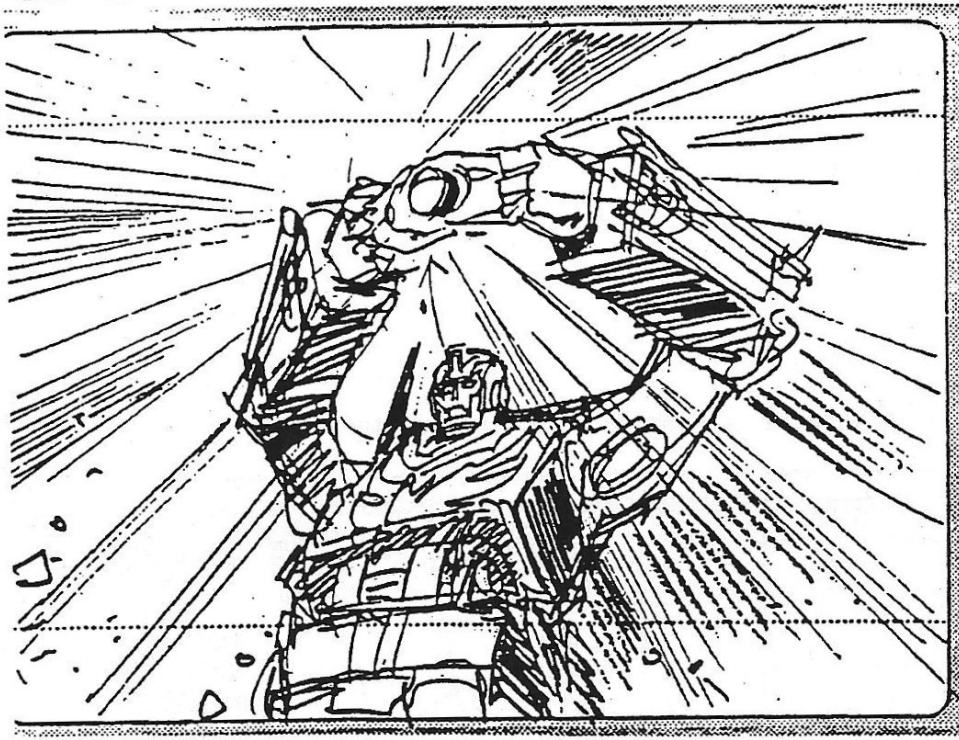
MUSIC/SFX

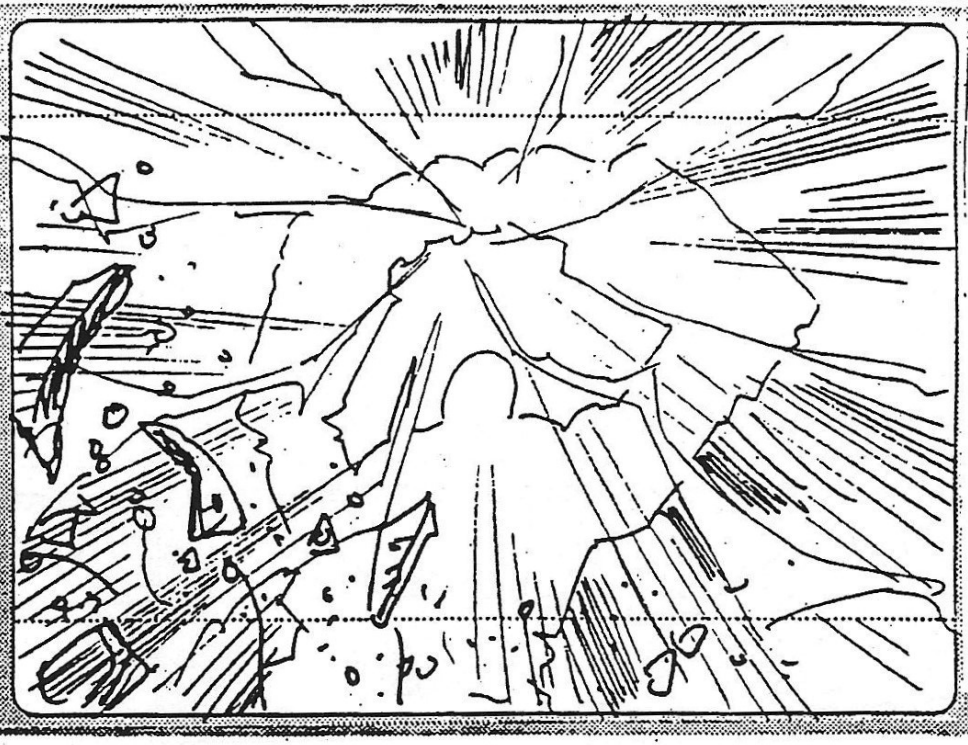
CAMERA

SC. 31-36C

SC. CONT

SEQ. 31 Page 35





NEXT PAGE

ON M.S. RODIMUS PRIME. HE LIFTS THE MATRIX HIGH OVER HIS HEAD WE AGAIN SEE HIM OPEN IT UP IN SLOW MOTION THE ENERGY FLOODS OUT...

ACTION ...IN A MAGNIFICENT DISPLAY OF LIGHT AND POWER.

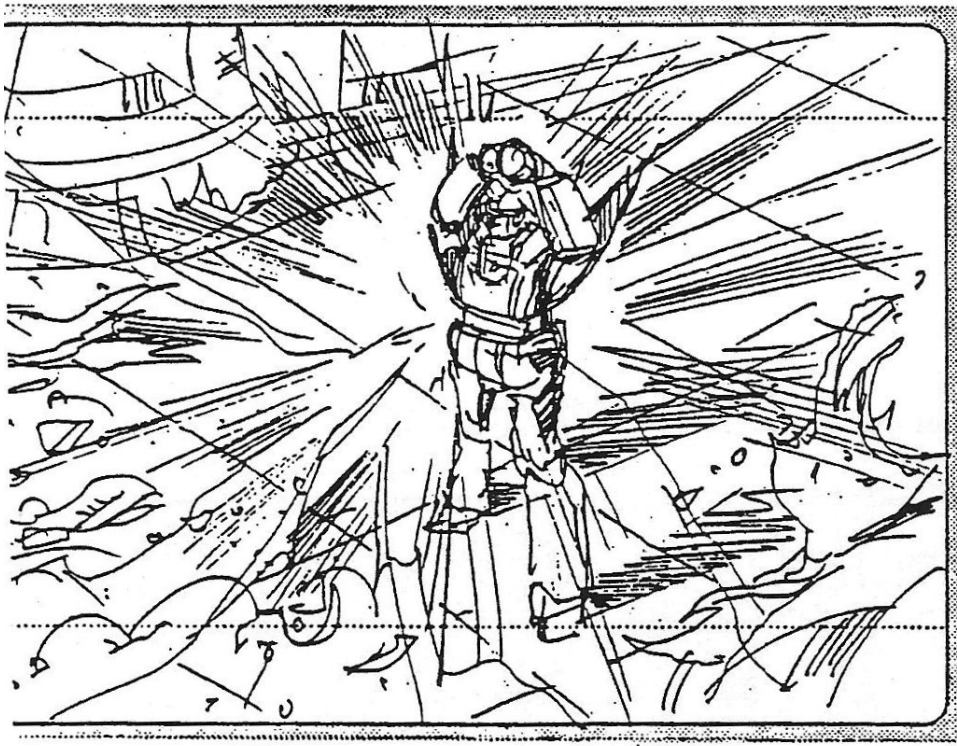
DIAL

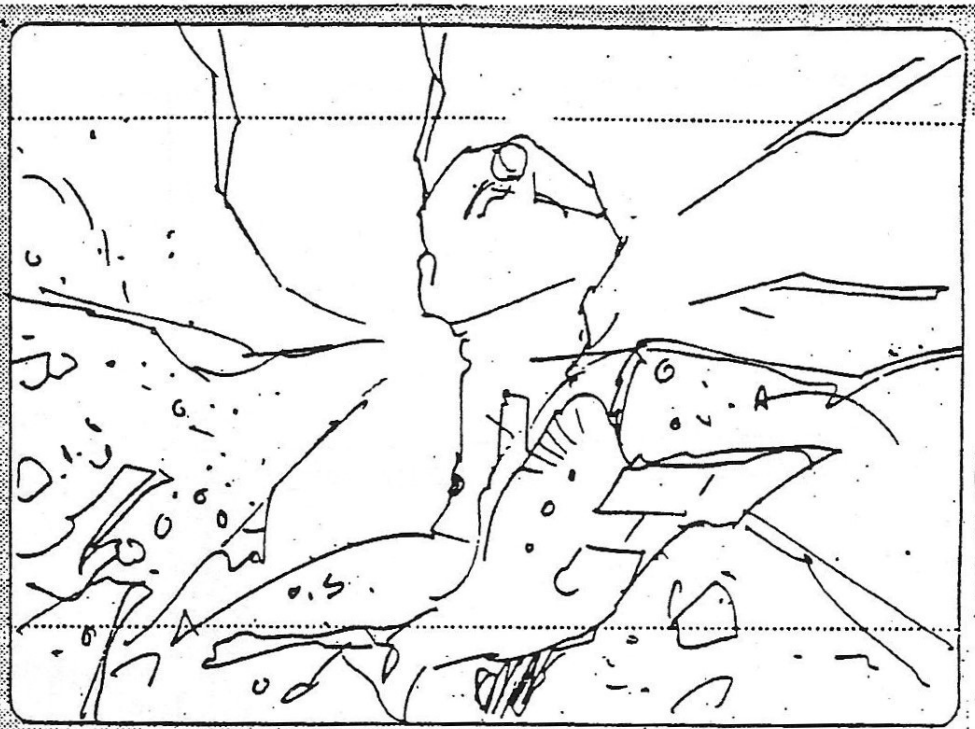
MUSIC/SFX

C/SFX

CAMERA

TF RAW
Free Generation 1 to Beast Hunters and Beyond!!!!





NEXT PAGE

N L.S. RODIMUS PRIME. THE ENERGY FROM THE CRYSTAL OF THE AUTOBOT MATRIX STREAKS OUT IN ALL DIRECTIONS.AS AGAIN WE SEE HIM OPEN IT IN SLOW MOTION.

SFX

ACTION IT INCREASES IN BRILLIANCE AND POWER, FILLING THE SCENE WITH AN AWESOME DISPLAY OF FORCE.

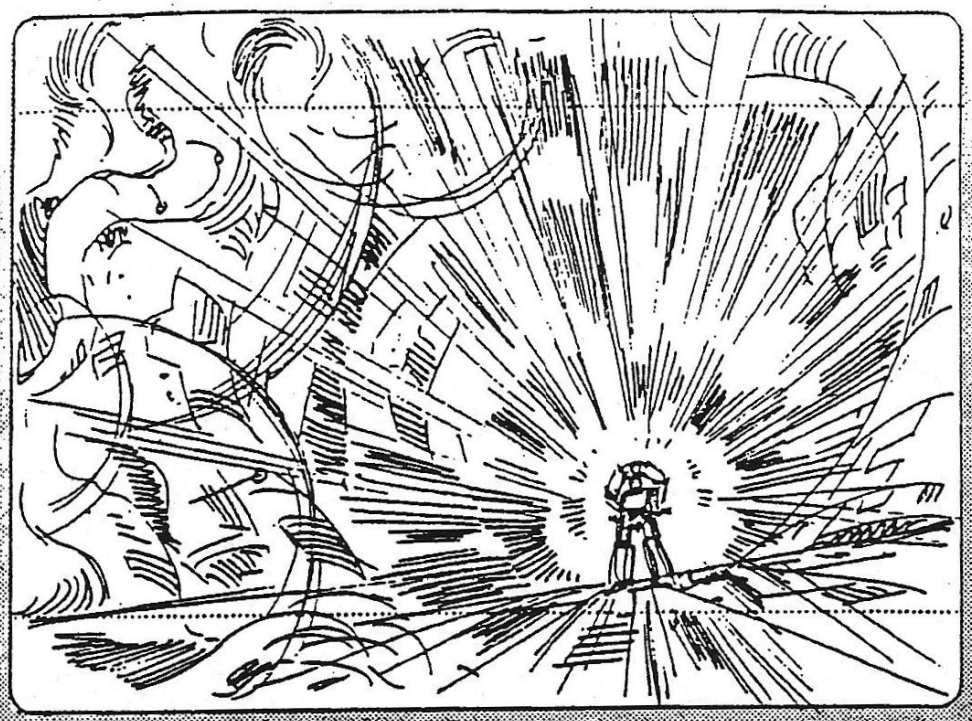
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-38



NO SCENE 31-39

SC. SEQ. PAGE 30

ACTION X.L.S. RODIMUS PRIME. HE IS BATHED IN THE POWER OF MATRIX WHICH SPREADS OUT THROUGH UNICRON.

DIAL

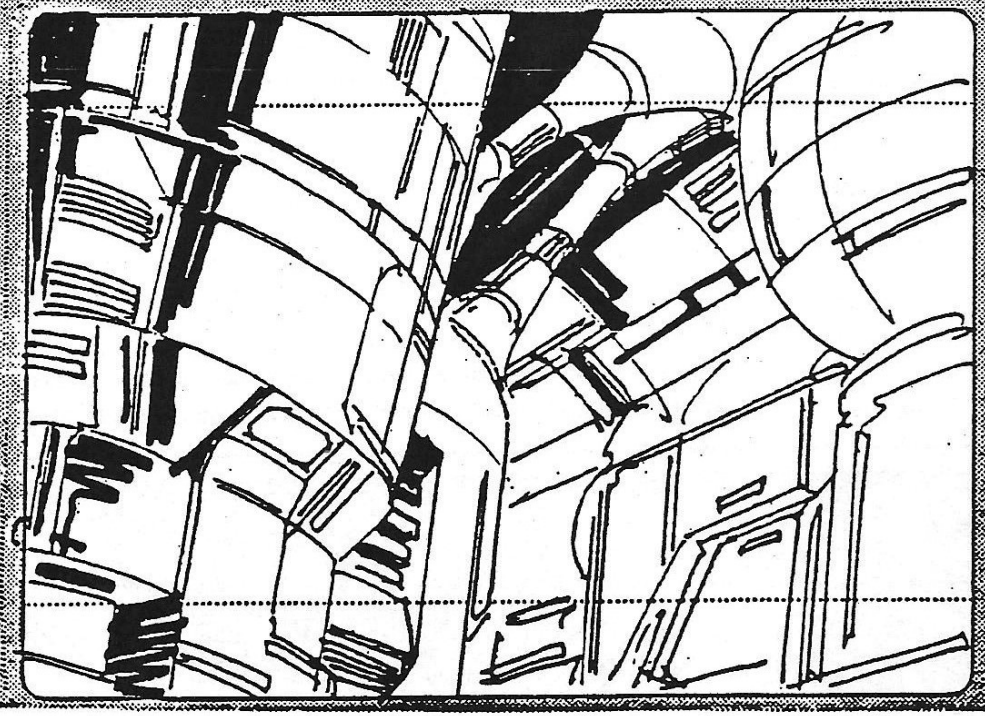
MUSIC/SFX

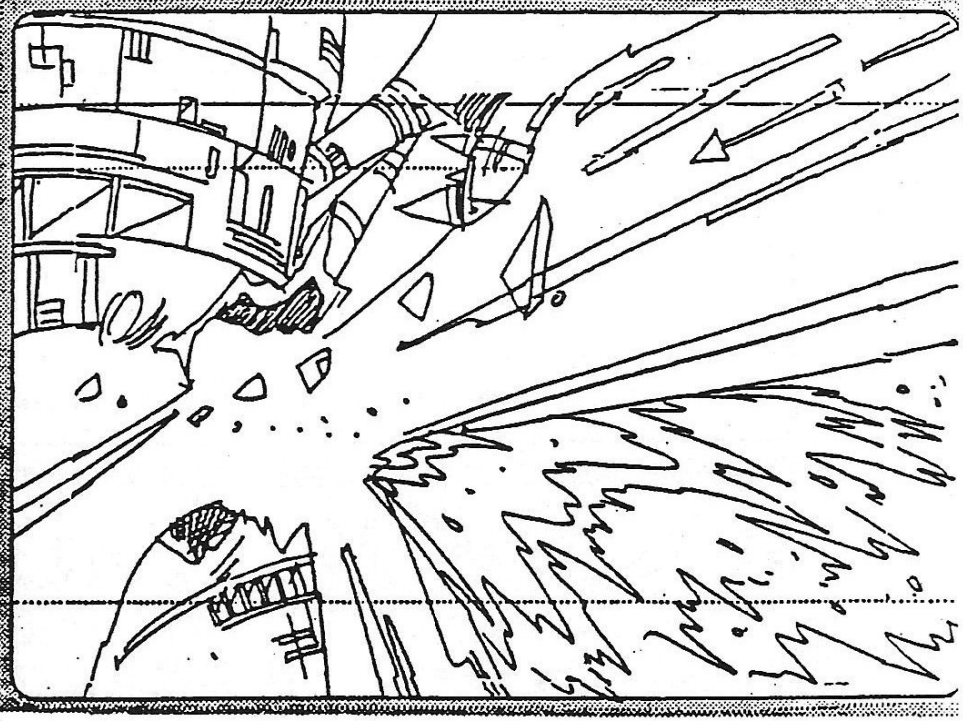
ACTION

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION M.S. ANOTHER PORTION OF UNICRON'S INTERIOR AS...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THE EFFECTS OF THE MATRIX'S UNLEASHED POWER CAUSES IT TO BURST!

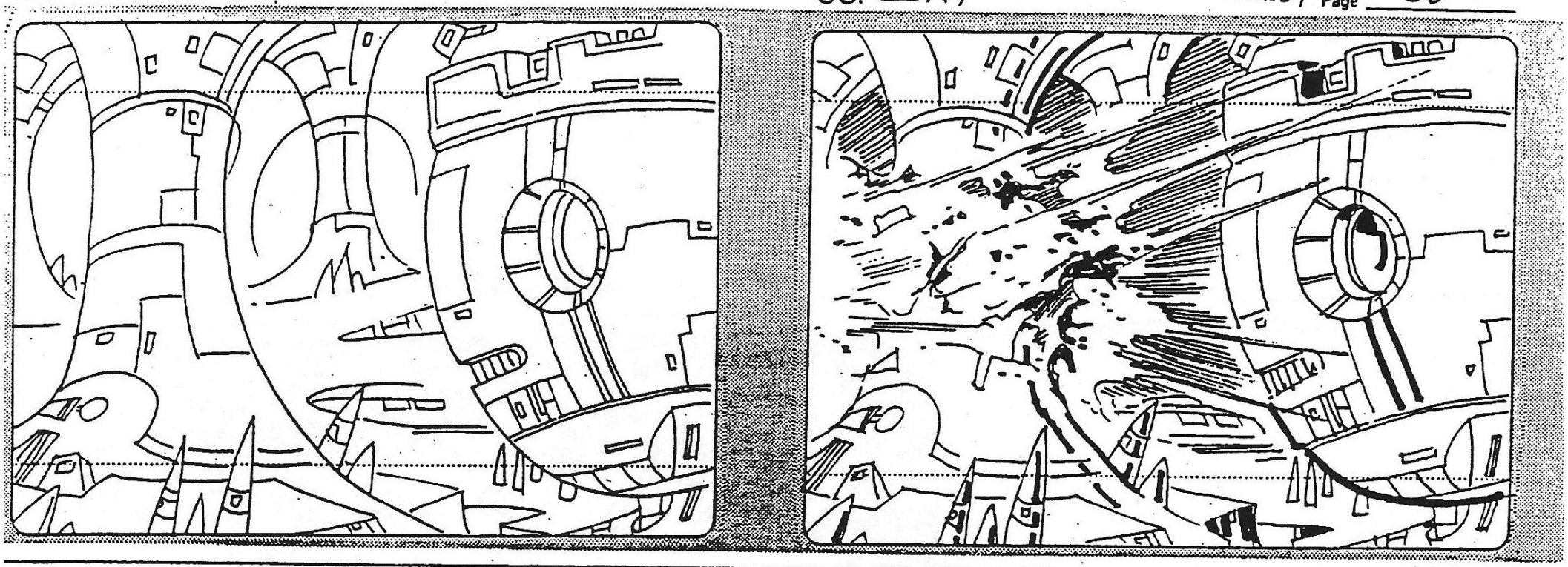
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31- 41 SC. CONT SEQ. 31 Page 38



ION L.S. A SECTION OF UNICRON'S INTERIOR AS...

ACTION THE POWER OF THE MATRIX BLASTS ON DESTROYING EVERYTHING IN ITS PATH.

DIAL

MUSIC/SFX

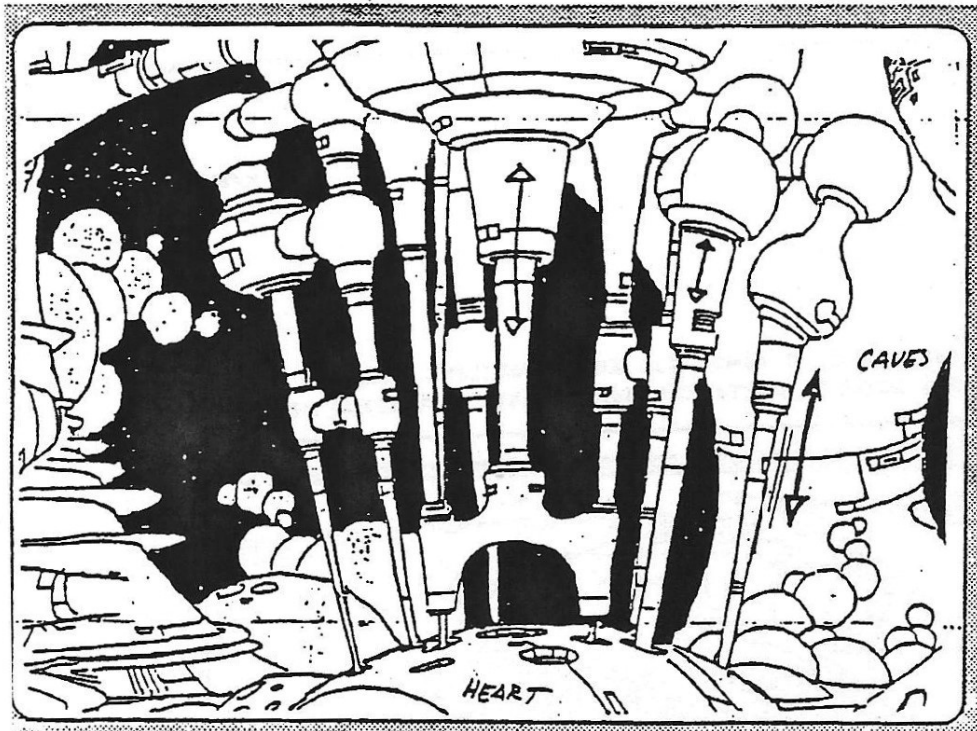
IC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-42

SC.

Page 39



NO SCENES 31-43 THRU 31-47

ION M.S. UNICRON'S HEART PUMP...

IT BEATS FASTER AND FASTER AS IT FEELS THE EFFECTS OF THE POWER OF THE MATRIX.

IC/SFX

ACTION

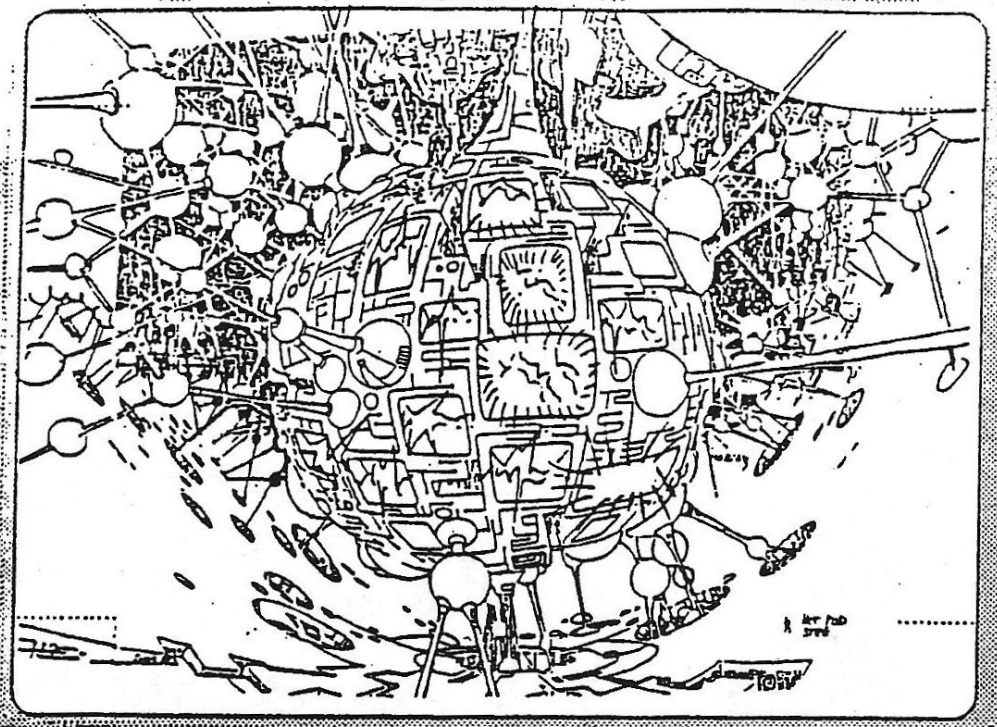
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 31-40



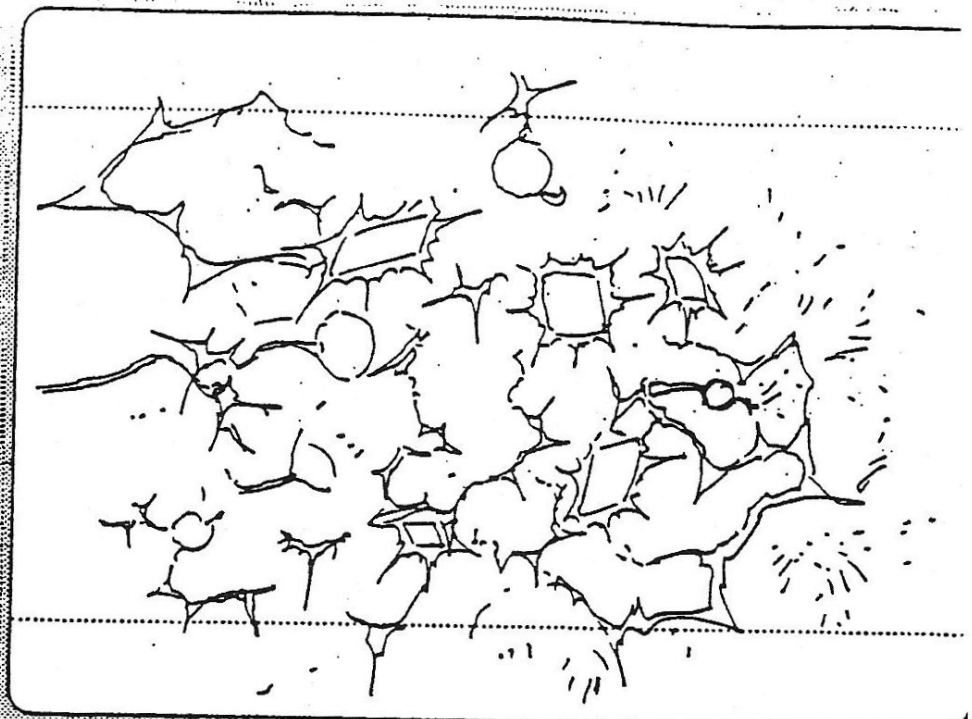
ACTION L.S. UNICRON'S BRAIN, IMPULSES FLASH THROUGH THE SYSTEM, WHICH IS SUDDENLY INFILTRATED BY THE POWER OF THE MATRIX.

DIAL

MUSIC/SFX

CAMERA

SC. CONT SEQ.31 PAGE 40

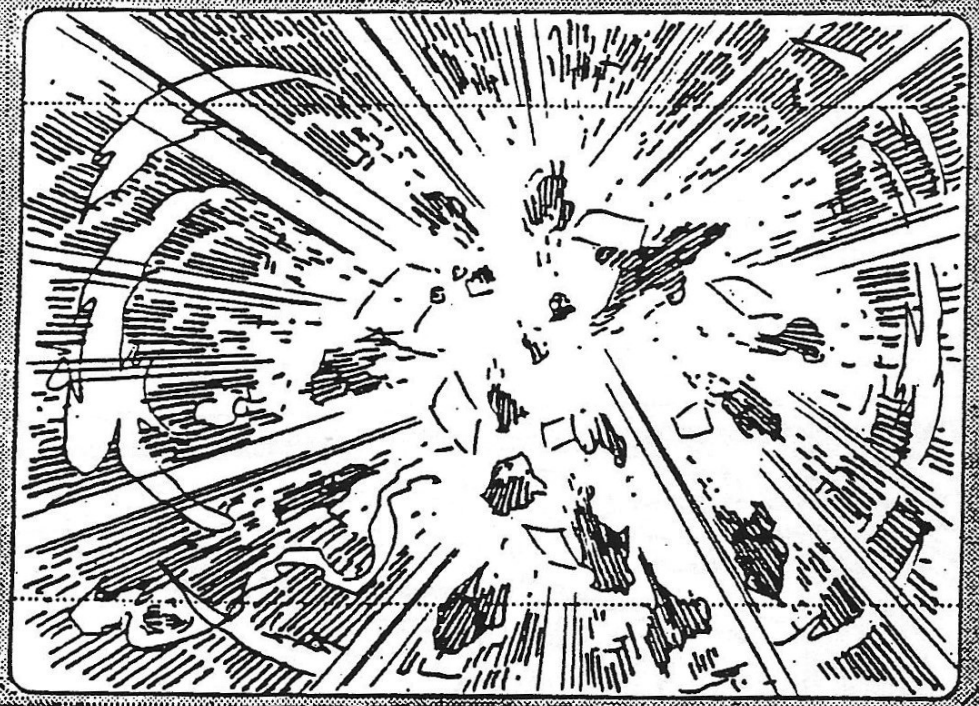


ACTION IT IS OVERTAKEN BY FLASHING PULSATING WAVES OF ENERGY FROM THE MATRIX.

DIAL

MUSIC/SFX

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!



ACTION ...CAUSING THE BRAIN OF UNICRON TO EXPLODE!

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

MUSIC/SFX

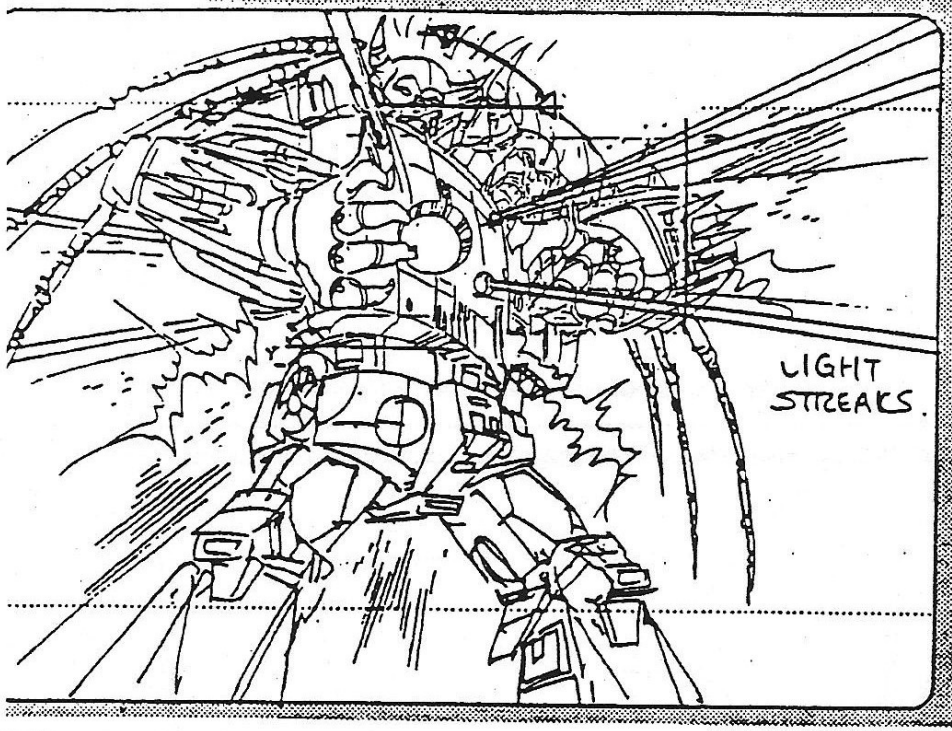
CAMERA

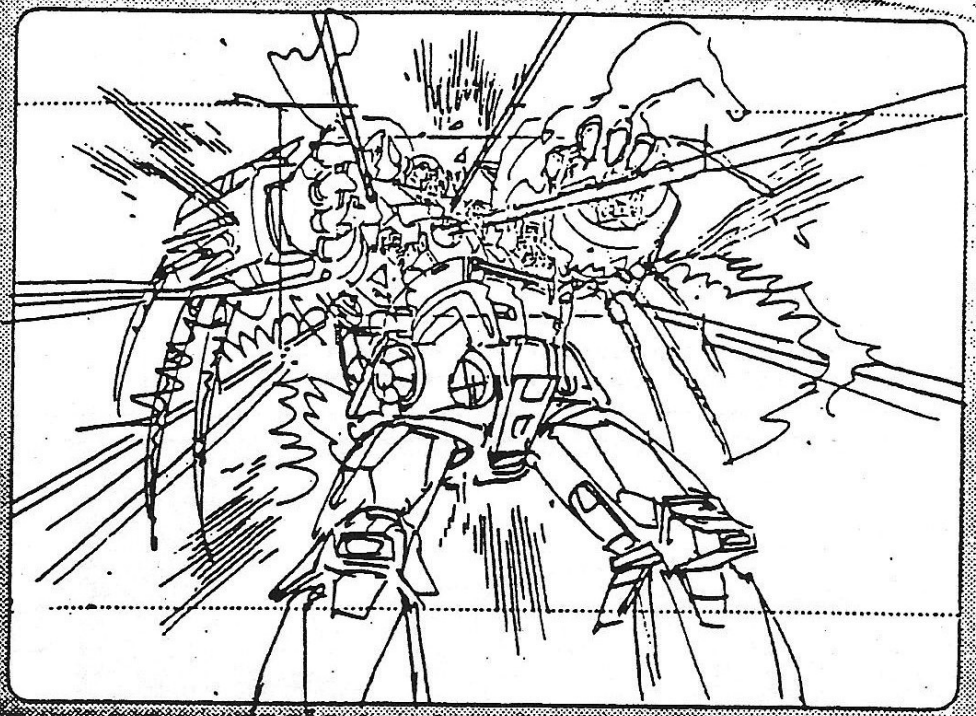
TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-49

SC. CONT

SEQ. 31 Page 42





ON M.S. UNICRON. HE SENSES THE POWER OF THE MATRIX OVERTAKING HIM, INFUSING EVERY PORTION OF HIS BODY...

HE SHAKES HIS HEAD FROM SIDE TO SIDE AND LOSING ALL LOGICAL CONTROL FUNCTIONS..

LIGHT BEAMS FLASH OUT ON ALL SIDES OF HIS BODY.

/SFX

BA

ACTION ...HE STARTS RIPPING AT HIMSELF TRYING TO RIP HIMSELF OFF THIS INFECTION.

DIAL

MUSIC/SFX

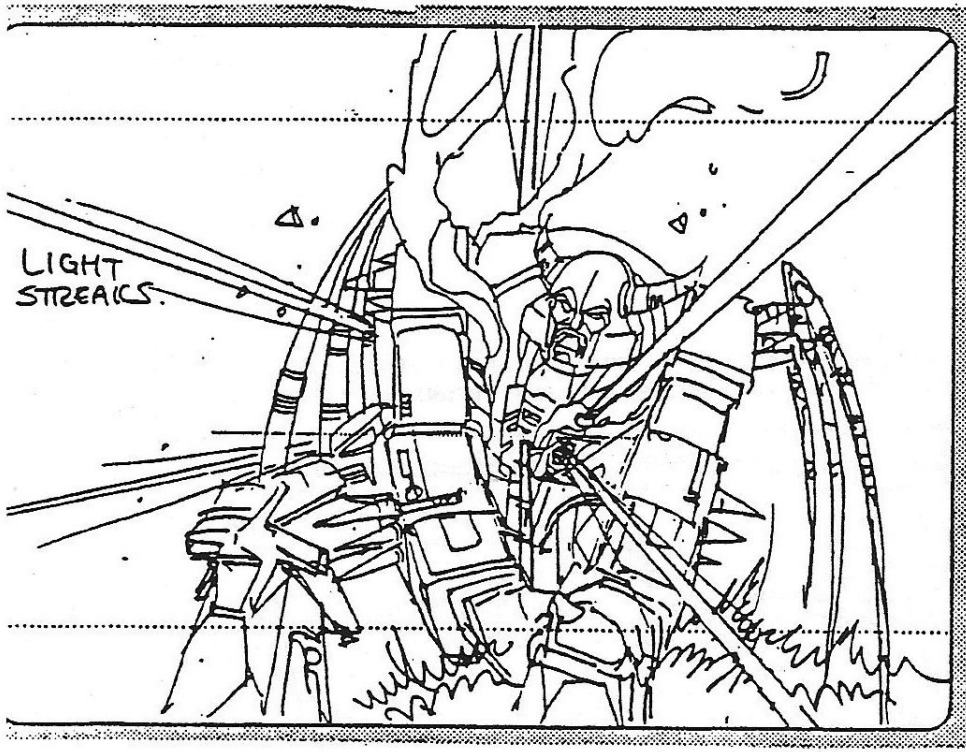
CAMERA

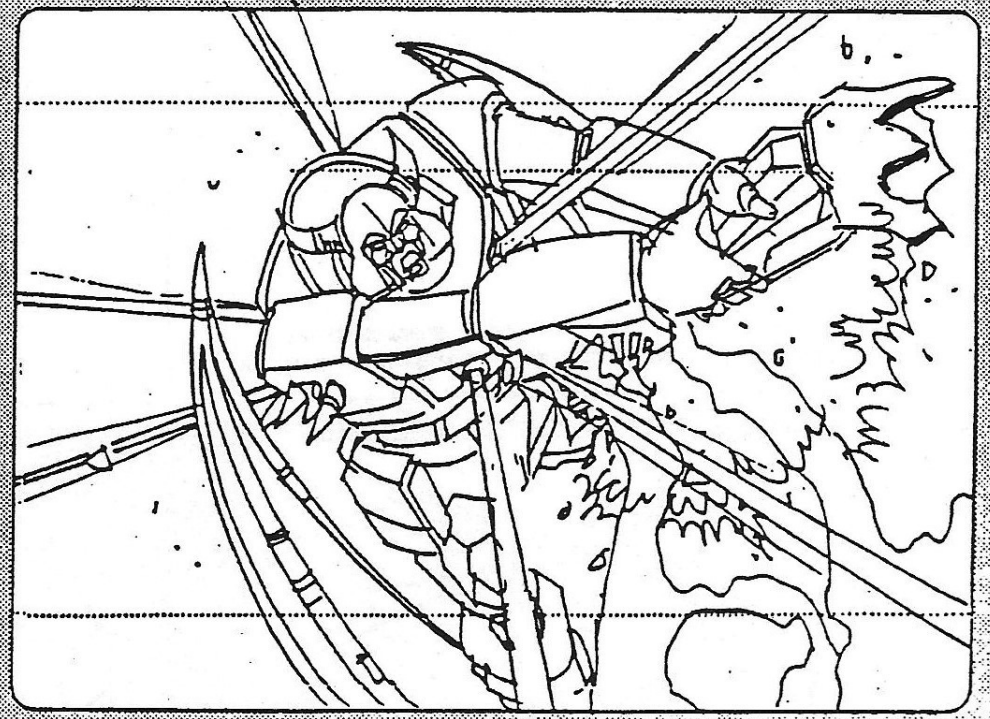
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-49

SC. CONT

SEQ. 3 / Page 43





ON ...HE REACHES DOWN AND TAKES AHOLD OF HIS LEG. HE CAN'T STAND THE EFFECTS OF THE MATRIX...

C/SFX

ACTION ...HE TEARS HIS LEG OFF!

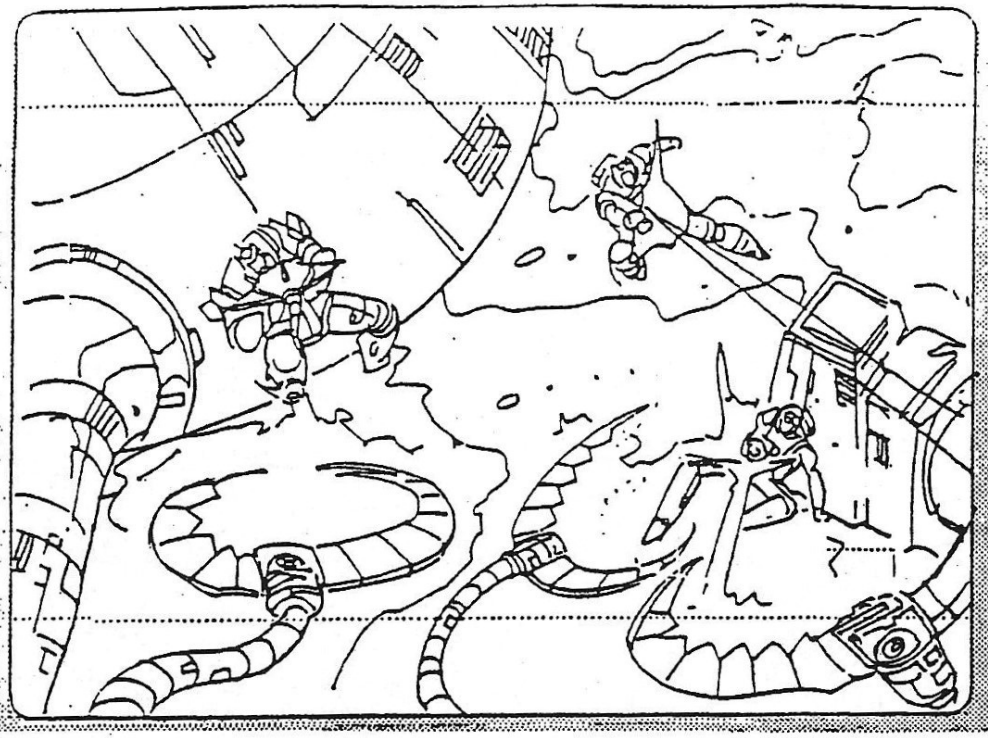
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-50



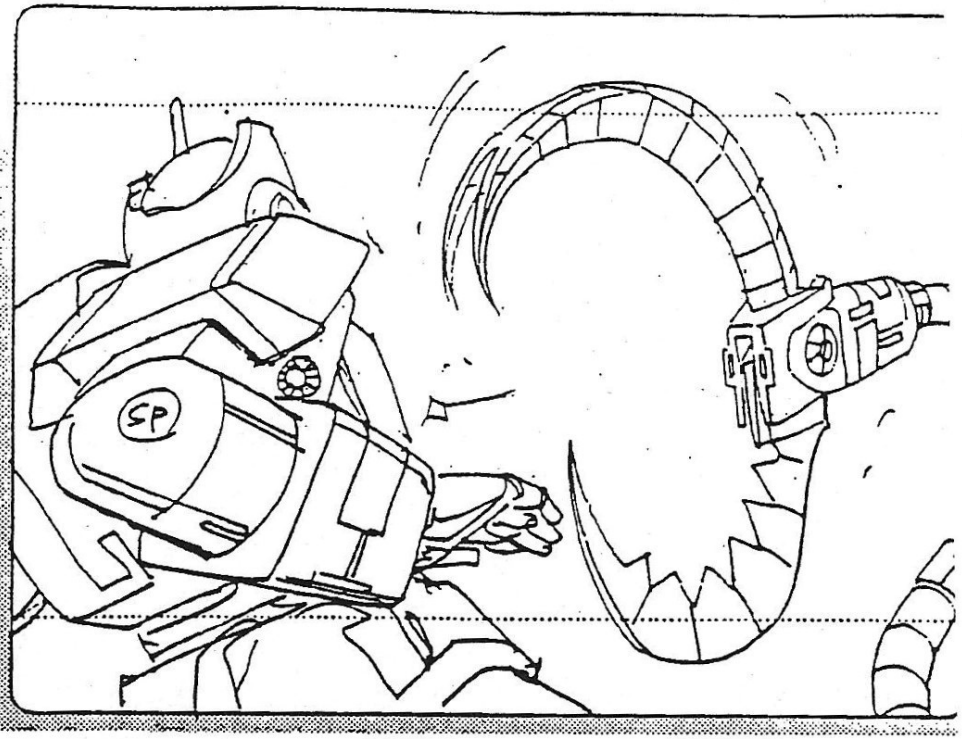
ACTION X.L.S. SPRINGER, KUP AND ARCEE DEEP INSIDE UNICRON'S BODY. THEY TRY TO FIGHT OFF THE ADVANCING ANTIBODIES.

DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

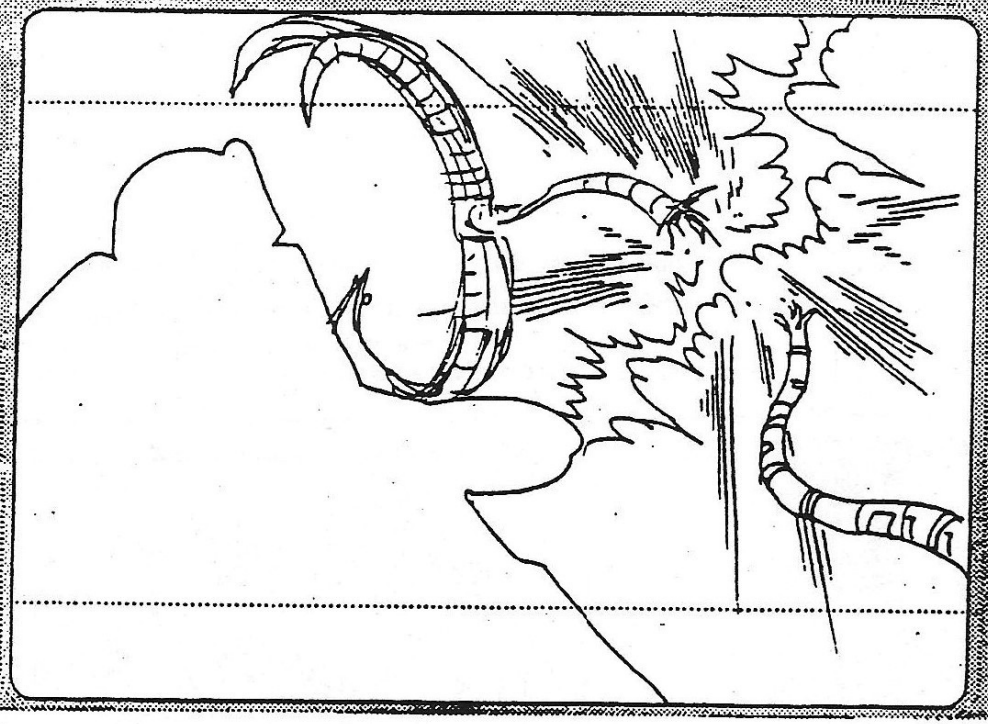
SC. 31-51

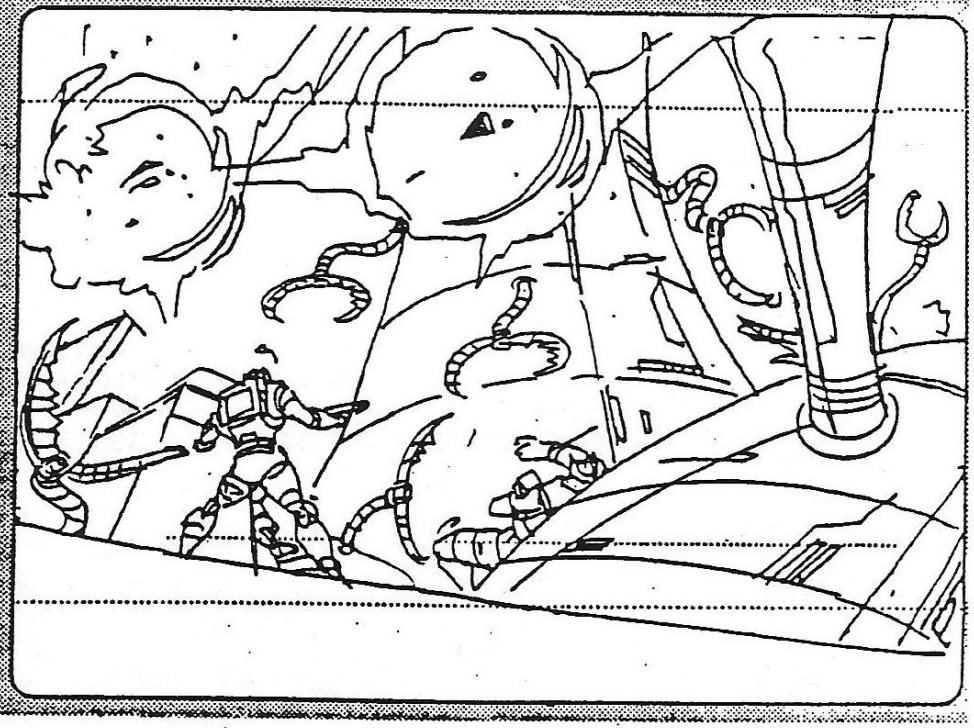


ACTION M.S. SPRINGER. HE BACKS OFF AS AN ANTIBODY MOVES IN TRYING TO OVERTAKE HIM.

DIAL

MUSIC/SFX





ACTION SUDDENLY THE ANTIBODY SHATTERS TO PIECES.

DIAL

MUSIC/SFX

CAMERA

ACTION X.L.S. SPRINGER, ARCEE, KUP. ALL AROUND THEM THE ANTIBODIES, ONE AFTER ANOTHER SPONTANEIOUSLY EXPLODE.

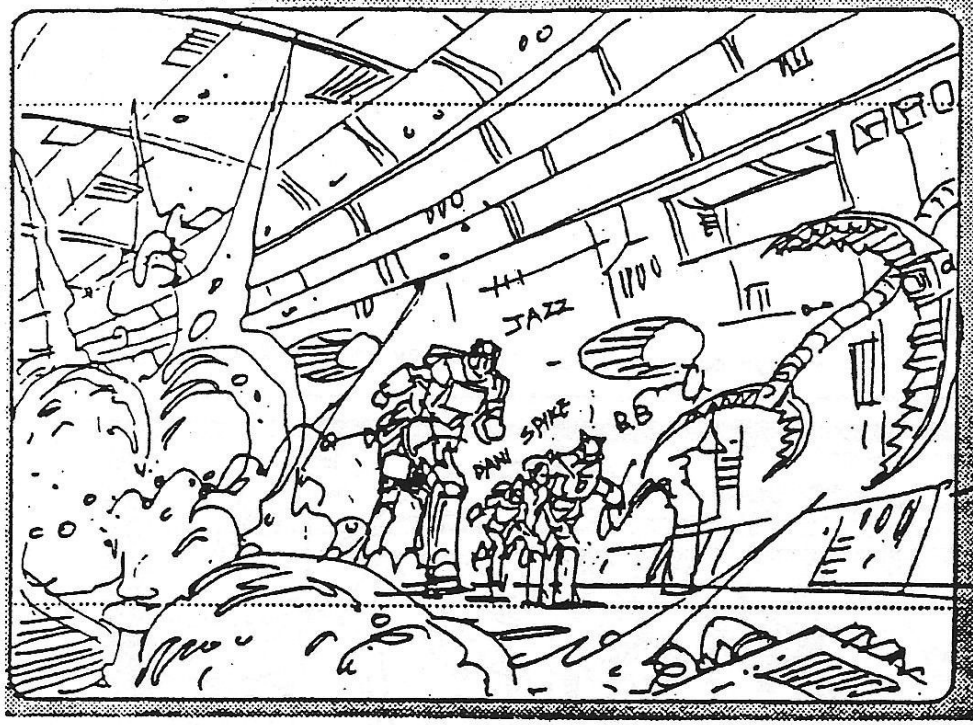
DIAL

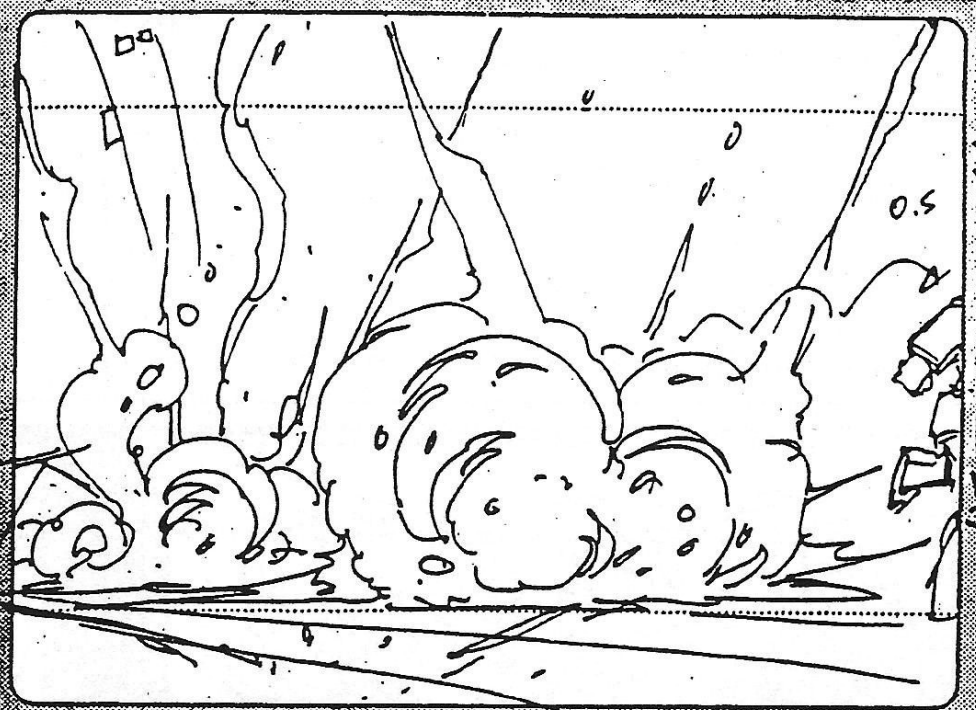
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-53 FOLLOW PAN → SEQ 31 Page 46





TION L.S. THE AUTOBOTS DASH FORWARD AND O.S. AS BEHIND THEM THE ANTIBODY EXPLODES...

L

SIC/SFX

MERA

ACTION ...IN A CHAIN OF ERUPTIONS CAUSED BY THE INFLUX OF THE MATRIX'S ENERGY.

DIAL

MUSIC/SFX

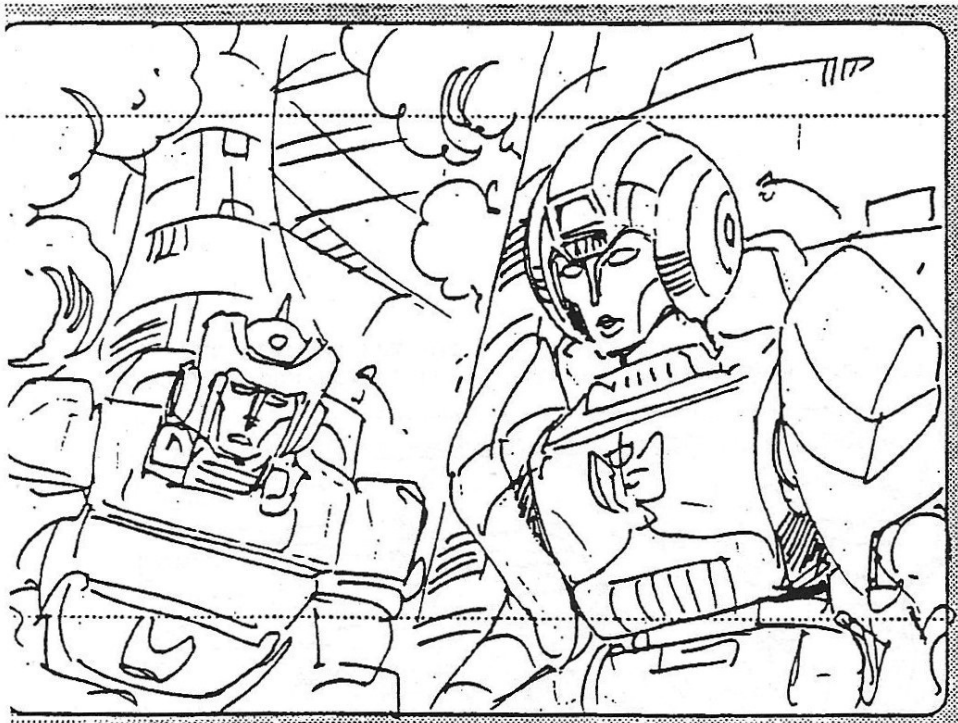
CAMERA

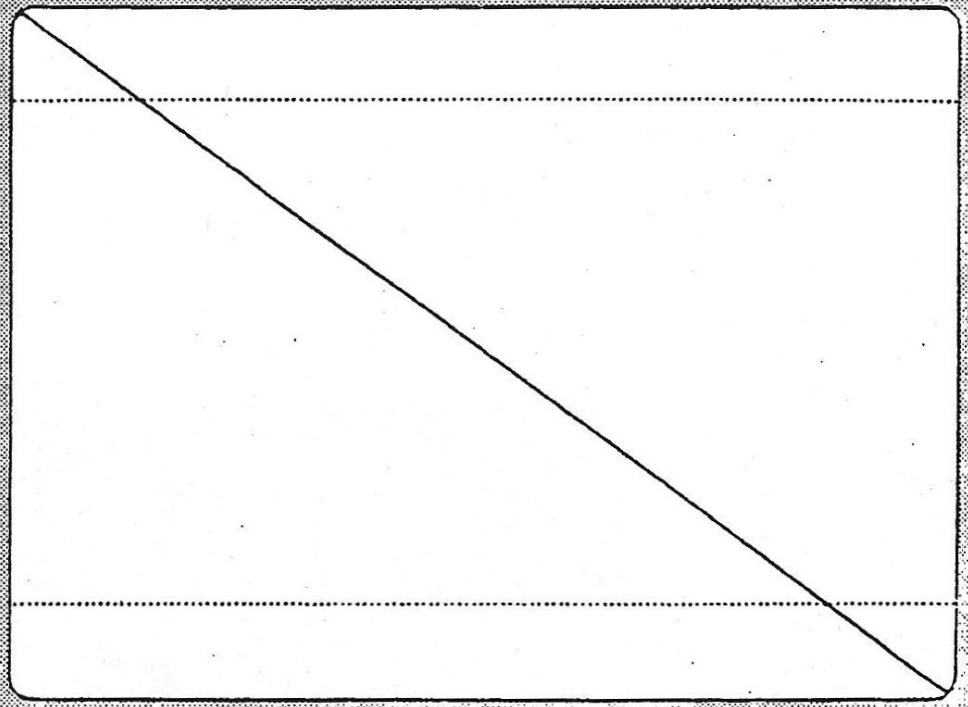
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-53A

SC.

SEQ. 31 Page 46A





ICN M.S. SPRINGER AND ARCEE. THEY MOVE FORWARD AS THEY NOTICE SPIKE AND DANIEL O.S.

ARCEE Spike! Daniel!
(PICK UP LINE)

C.SFX

ACTION

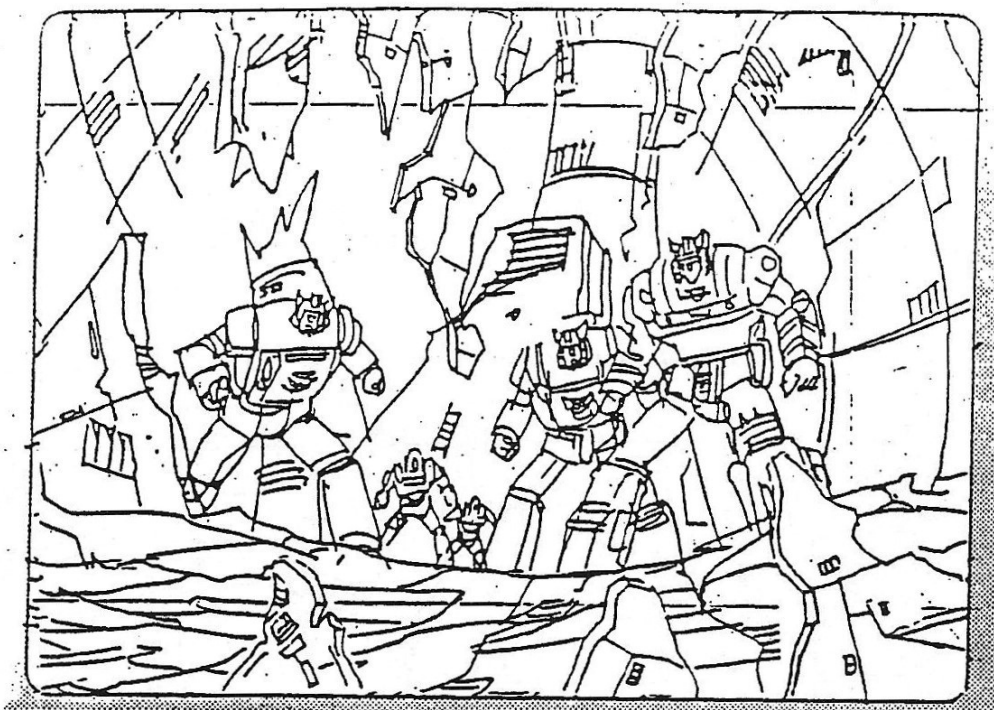
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-53B



ACTION L.S. BUMBLEBEE, SPIKE, DANIEL, CLIFFJUMPER AND JAZZ. THEY ARE GLAD TO SEE THEIR COMPANIONS.

DIAL

MUSIC/SFX

SC. 31-54

SEQ. 47

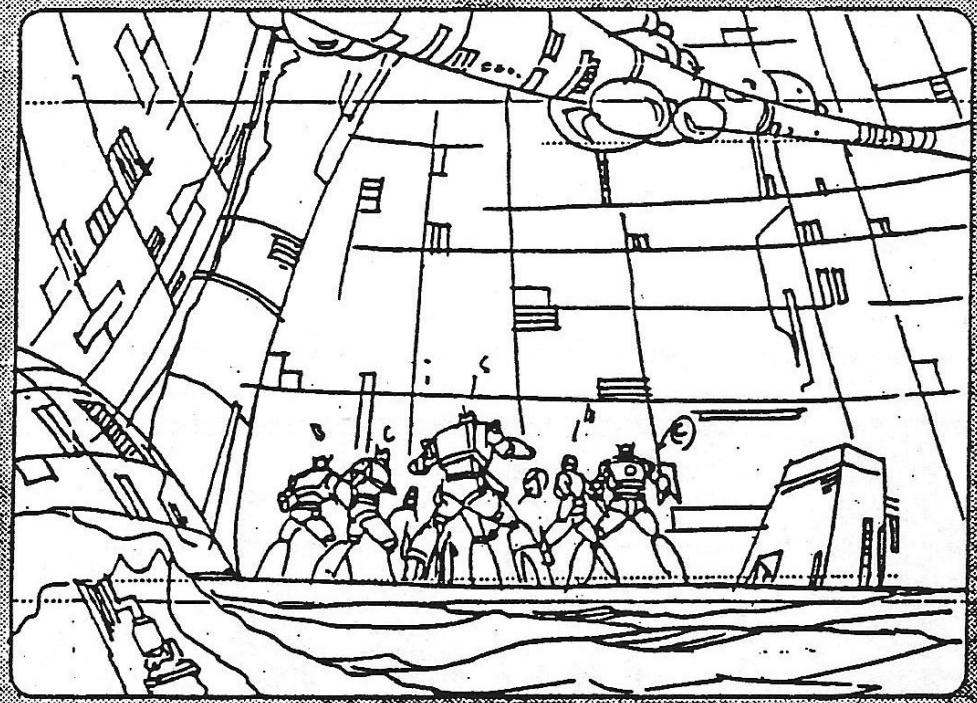
ACTION M.L.S. SPRINGER AND ARCEE AS SPIKE AND DANIEL MOVE INTO SCENE TO JOIN THEM.

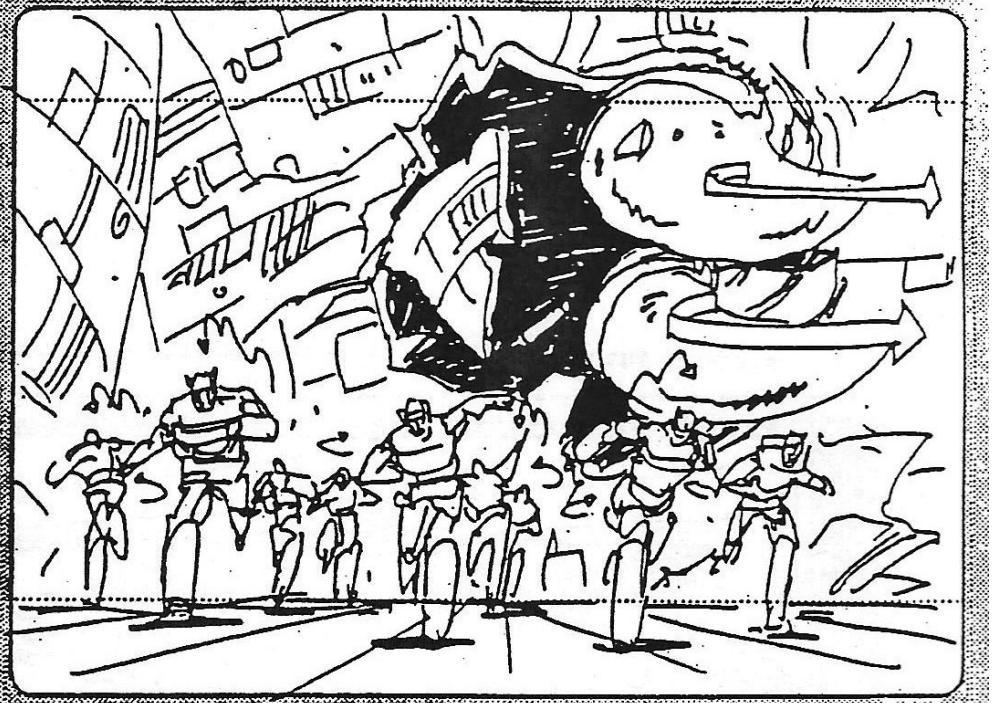
DIAL SPRINGER No time for hello's.
(PICK UP LINE)

Now let's get out of here...

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!





ACTION X.L.S. THE AUTOBOTS. THEY TURN TO SEE...

DIAL

MUSIC/SFX

CAMERA

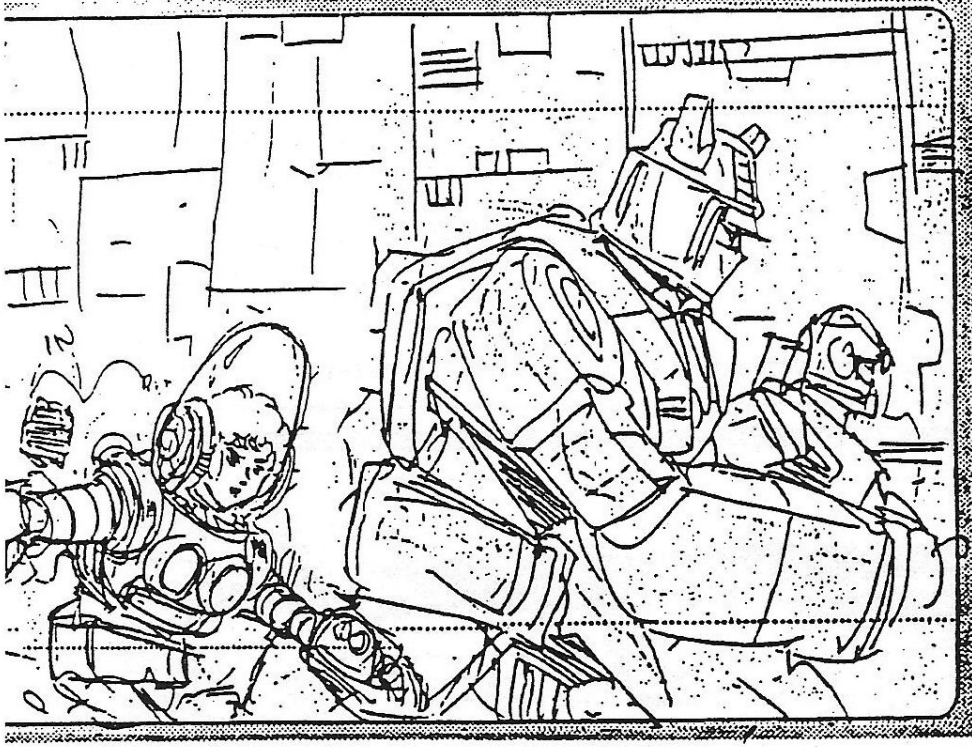
ACTION ...THE CLAWS OF UNICRON RIP THROUGH HIS OWN SIDE.

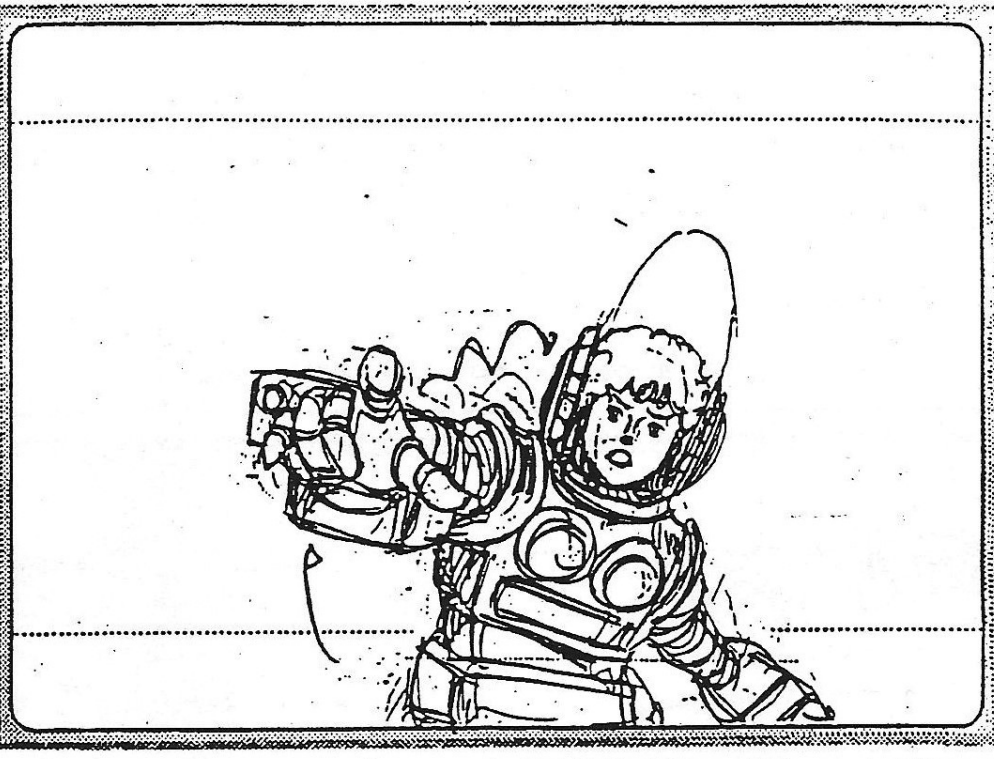
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ON M.L.S. THE AUTOBOTS AND DANIEL RUNNING ALONG...

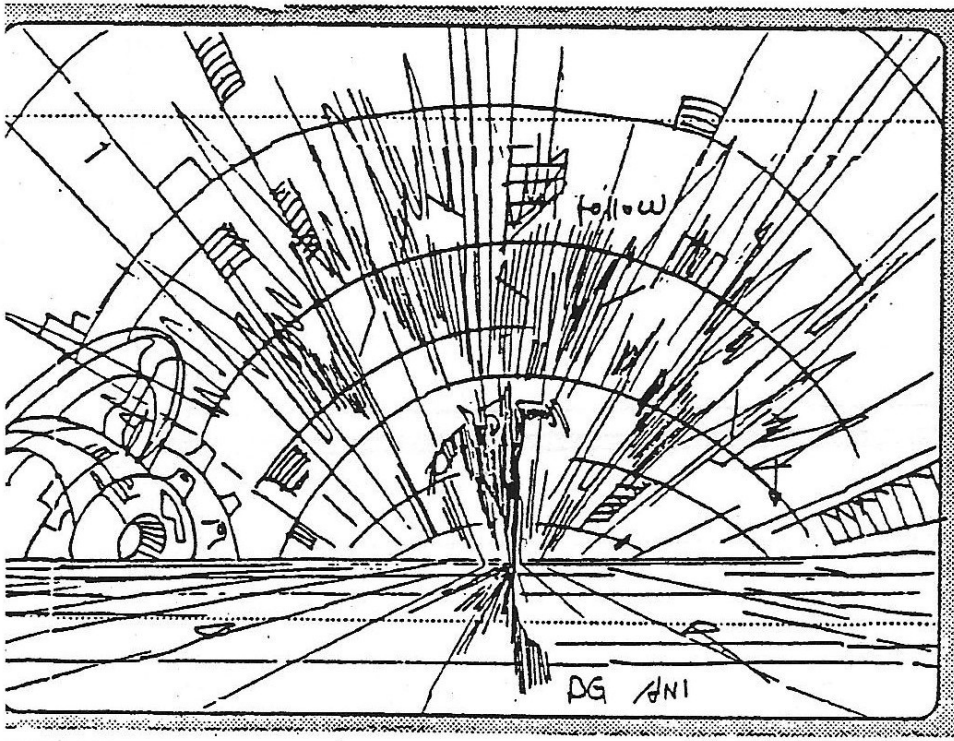
ACTION DANIEL. HE POINTS O.S.

DIAL DANIEL Look!

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-57 FOLLOW ↑



SC. 31-58 FOLLOW ↑ SEQ. 3/ Page 50

NO SCENE 31-58

ION X.L.S. RODIMUS PRIME. HE RACES FORWARD FROM OUT OF THE DISTANCE. A GLOW FILLS THE AREA BEHIND HIM.

IC/SFX

ERA

ACTION C.U. RODIMUS PRIME. WE MOVE WITH HIM AS HE RUNS FORWARD.

DIAL

MUSIC/SFX

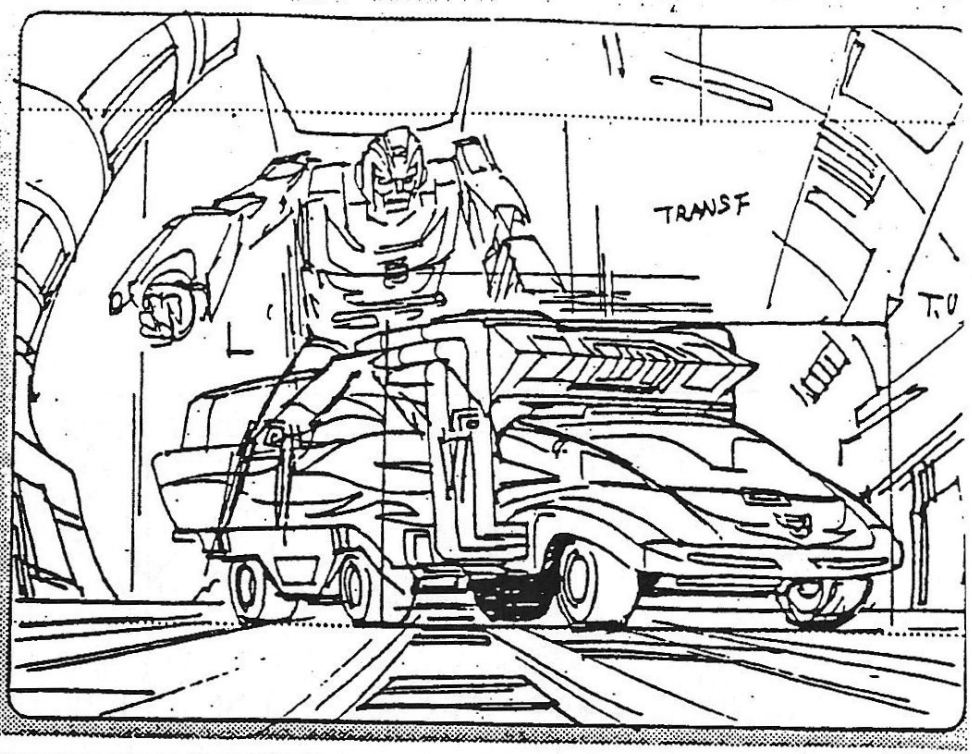
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC.

SC. 31-59

SEQ. 01 Page 51



ACTION

DIAL

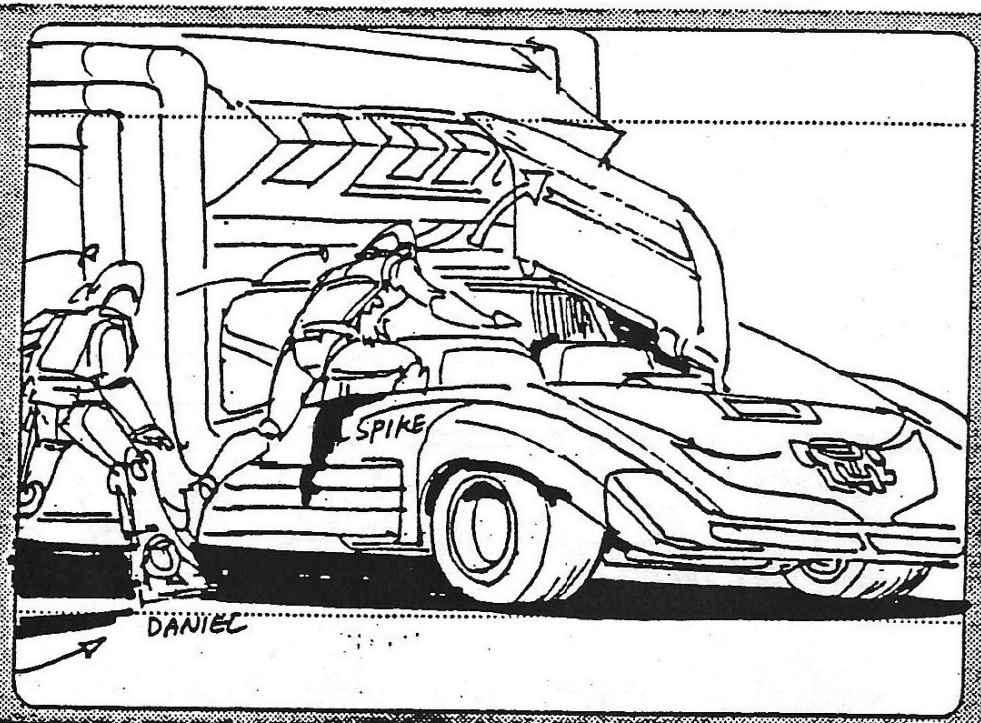
MUSIC/SFX

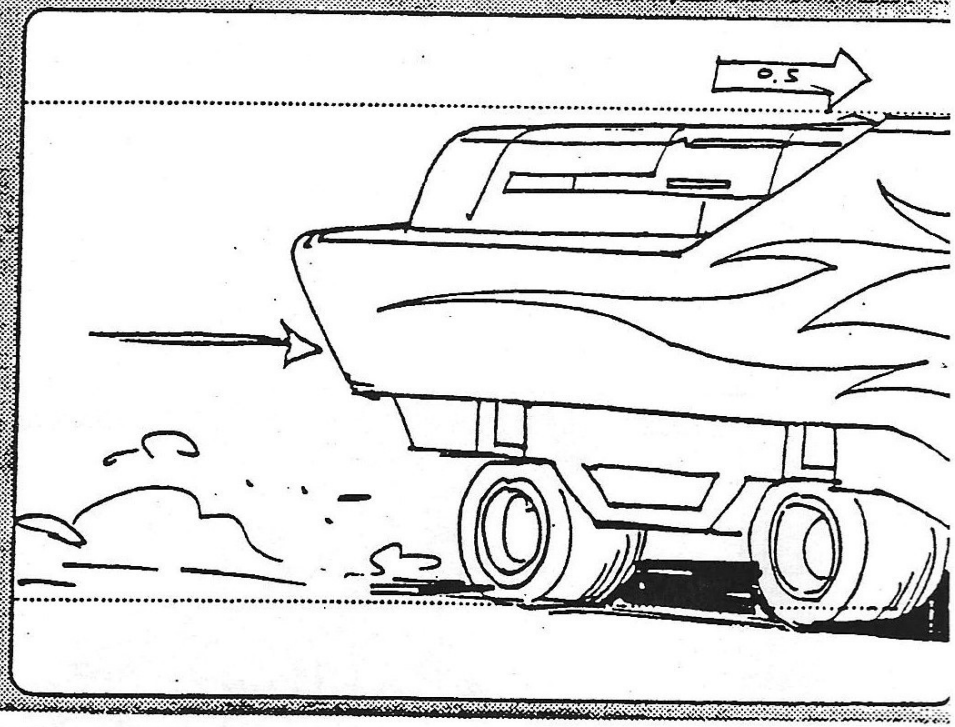
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

ACTION L.S. RODIMUS PRIME. HE TRANSFORMS INTO HIS TRUCK MODE.

DIAL RODIMUS PRIME Autobots! Transform . . .

MUSIC/SFX





ACTION ...SPIKE AND DANIEL RUN IN AND CLIMB INTO HIS CAB...

DIAL RODIMUS PRIME (CONT) (V.O.) ... and roll out!

MUSIC/SFX

CAMERA

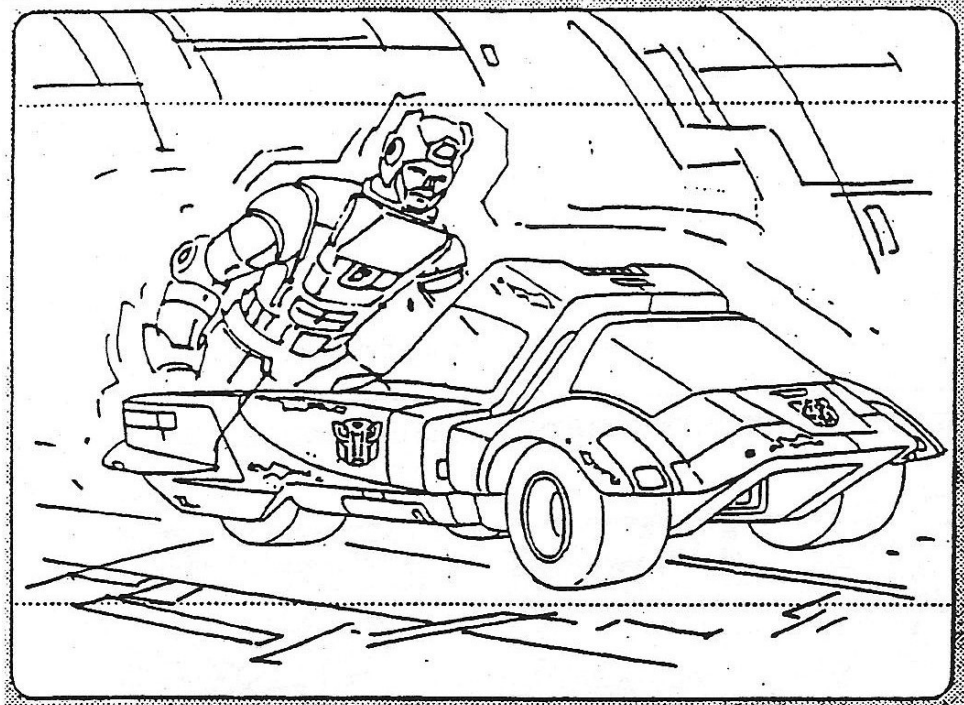
ACTION ...RODIMUS PRIME THEN ROLLS OUT.

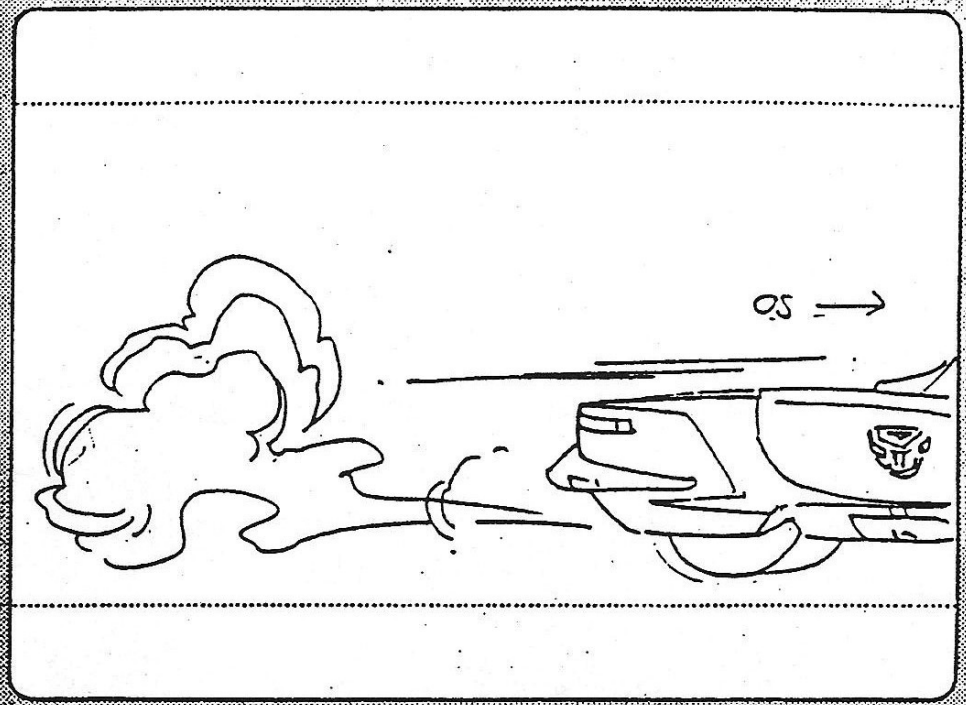
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





TION M.L.S. KUP TRANSFORMS AND...

IL KUP I knew you had potential, lad.

SIC/SFX

MERA

ACTION ...ZOOMS O.S.

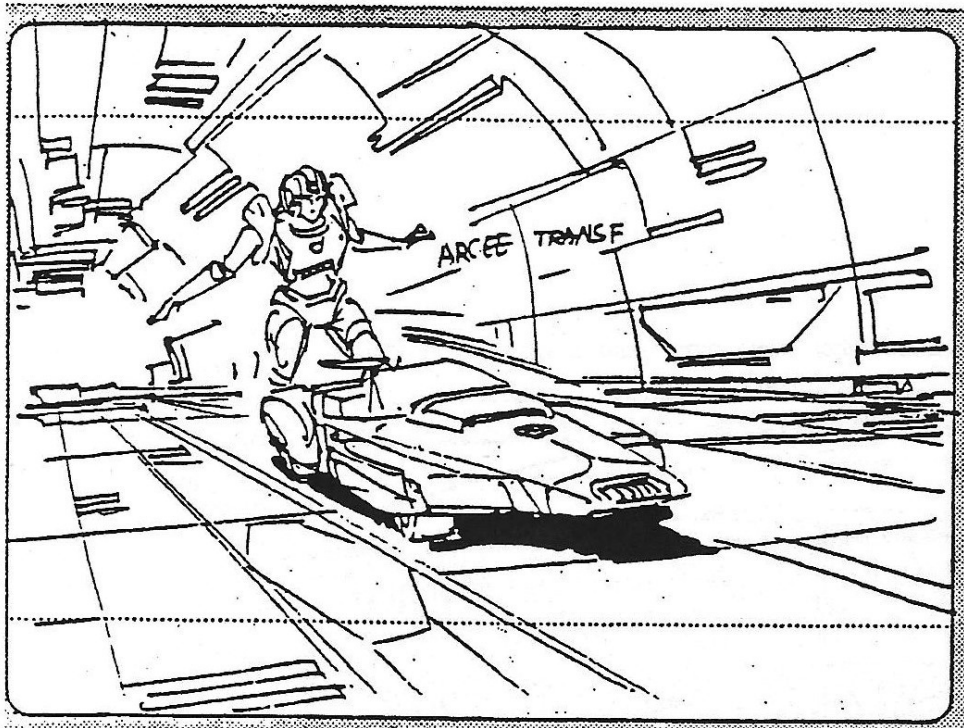
DIAL

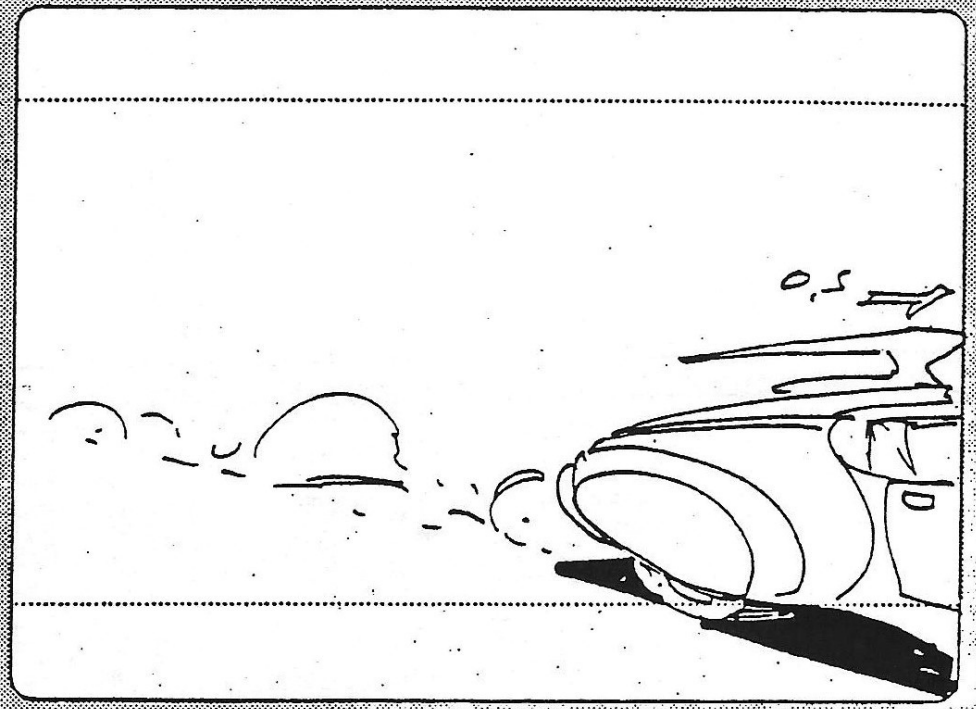
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-61 SC. CONT SEQ. 3 / Page 54





TION L.S. ARCEE. SHE TRANSFORMS INTO AUTO MODE...

L

SIC/SFX

MERA

ACTION ...AND SPEEDS O.S.

DIAL

MUSIC/SFX

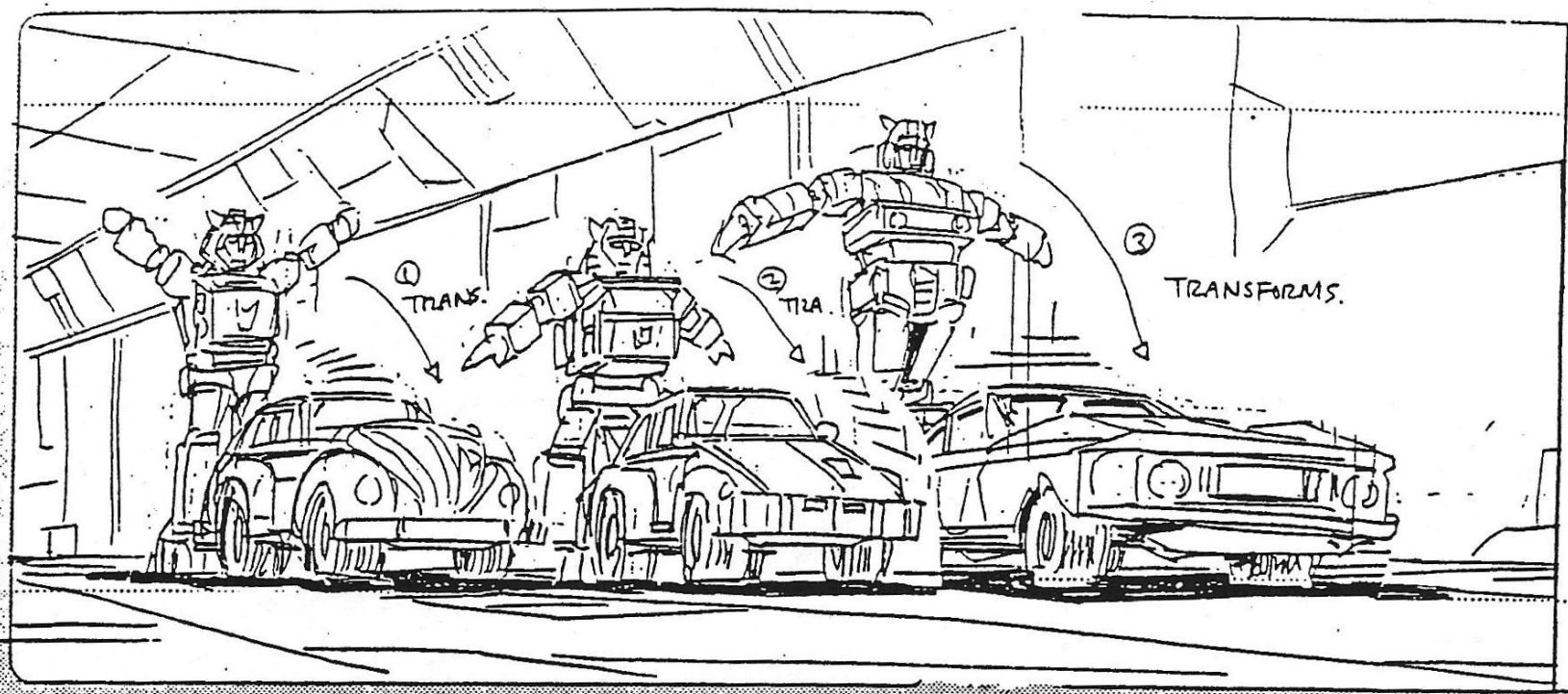
CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 3, -0 C START

STOP

55



ACTION L.S. BUMBLEBEE, CLIFFJUMPER, AND JAZZ TRANSFORM INTO AUTO MODE...

DIAL

MUSIC/SFX

CAMERA

ACTION

DIAL

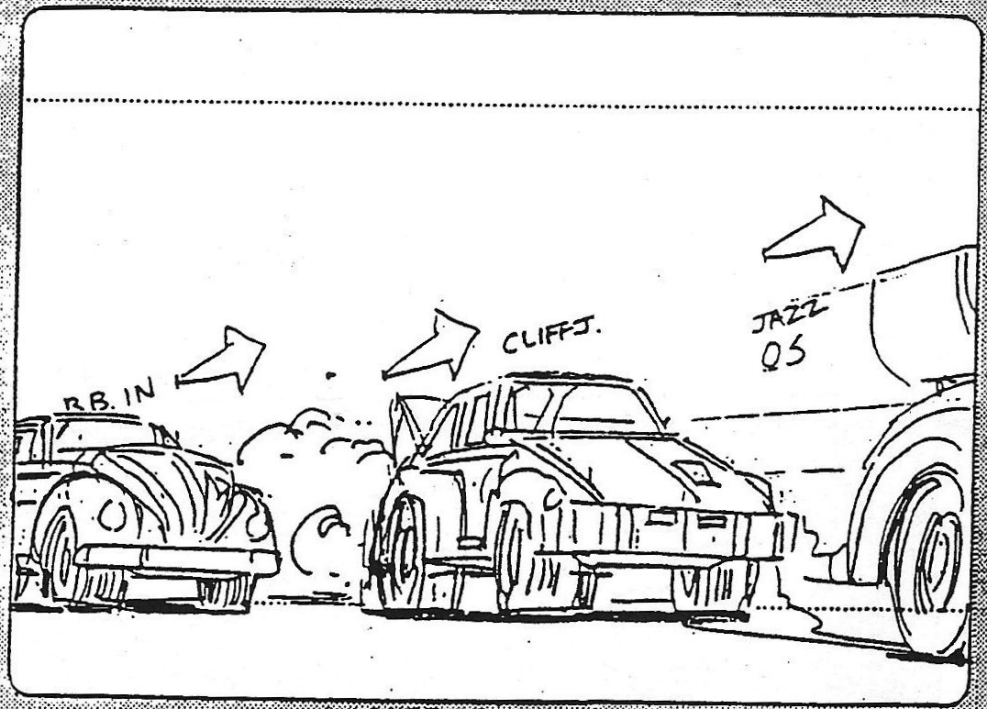
MUSIC/SFX

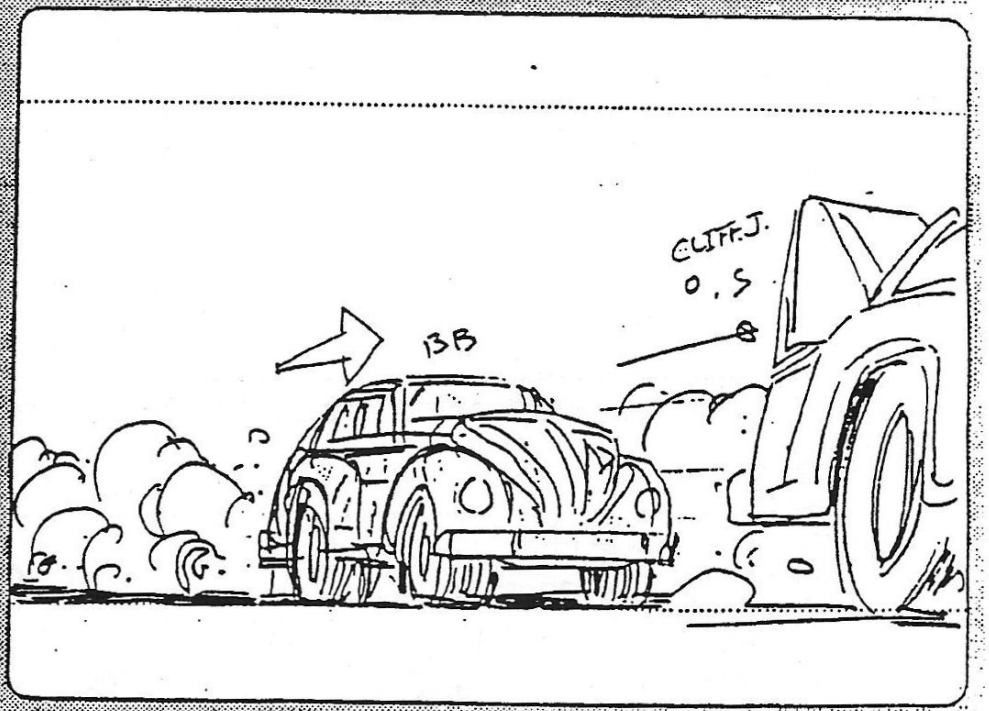
CAMERA

TF RAW
From G1 to Beast Hunters and Beyond!!!!

SC. CONT 31—62

SC. CONT





ACTION THEN THEY RACE O.S. FIRST JAZZ...

DIAL

MUSIC/SFX

CAMERA

ACTION ...THEN CLIFFJUMPER...

DIAL

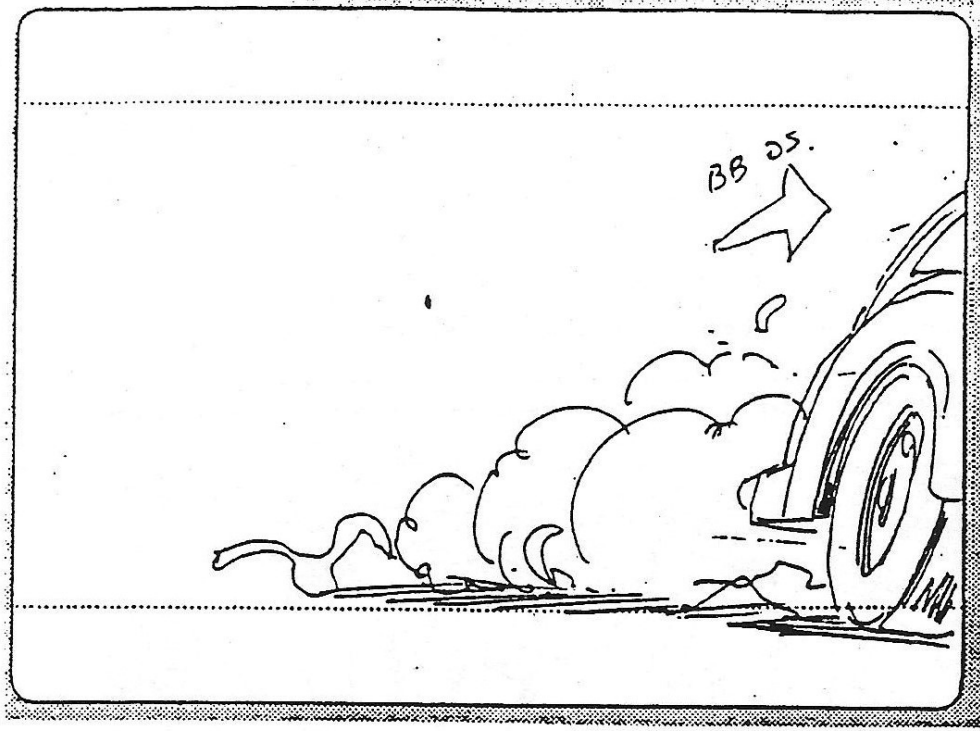
MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-62

SC.



TION
...FINALLY BUMBLEBEE.

L

SIC/SFX

AERA

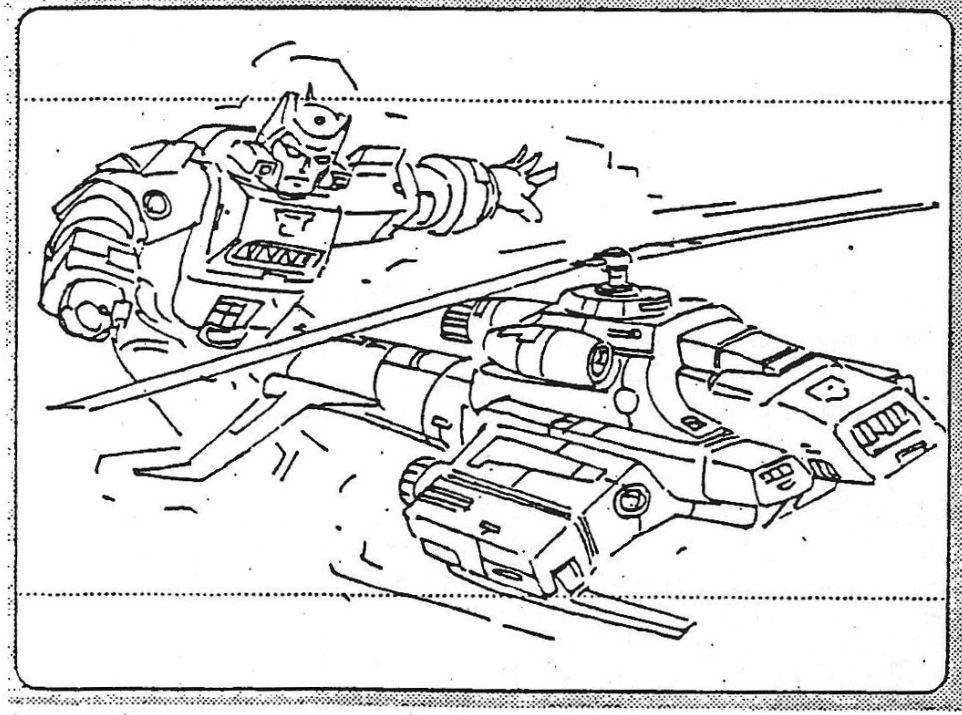
ACTION

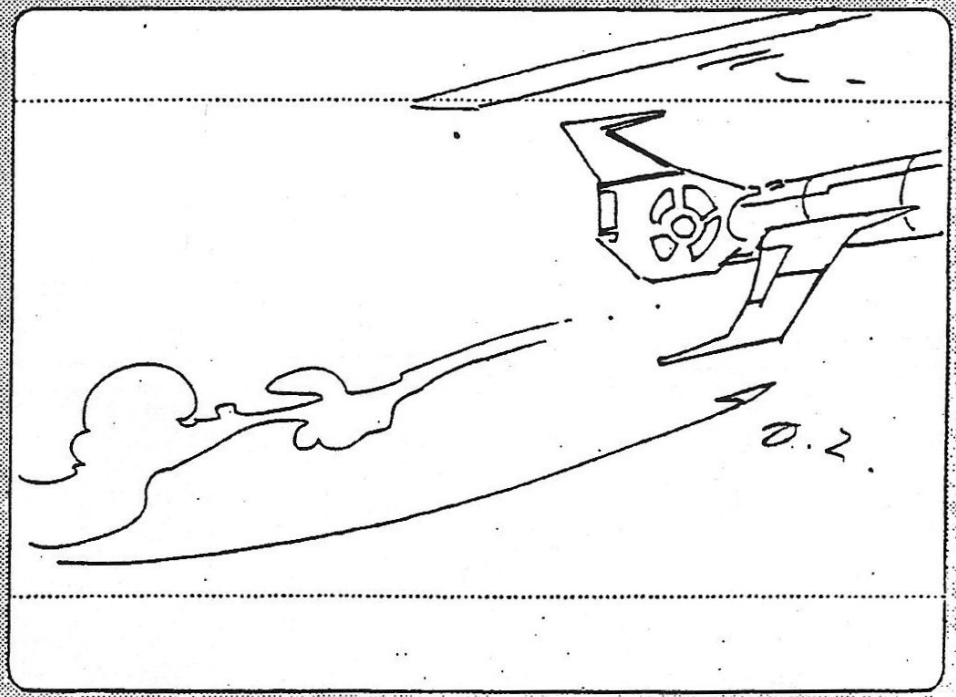
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





NO PAGE 59 NEXT SCENE 31-64

TION. M.L.S. SPRINGER. HE TRANSFORMS INTO COPTER MODE AND...

IL

SFC. SFX

ACTION ...FLIES AWAY O.S.

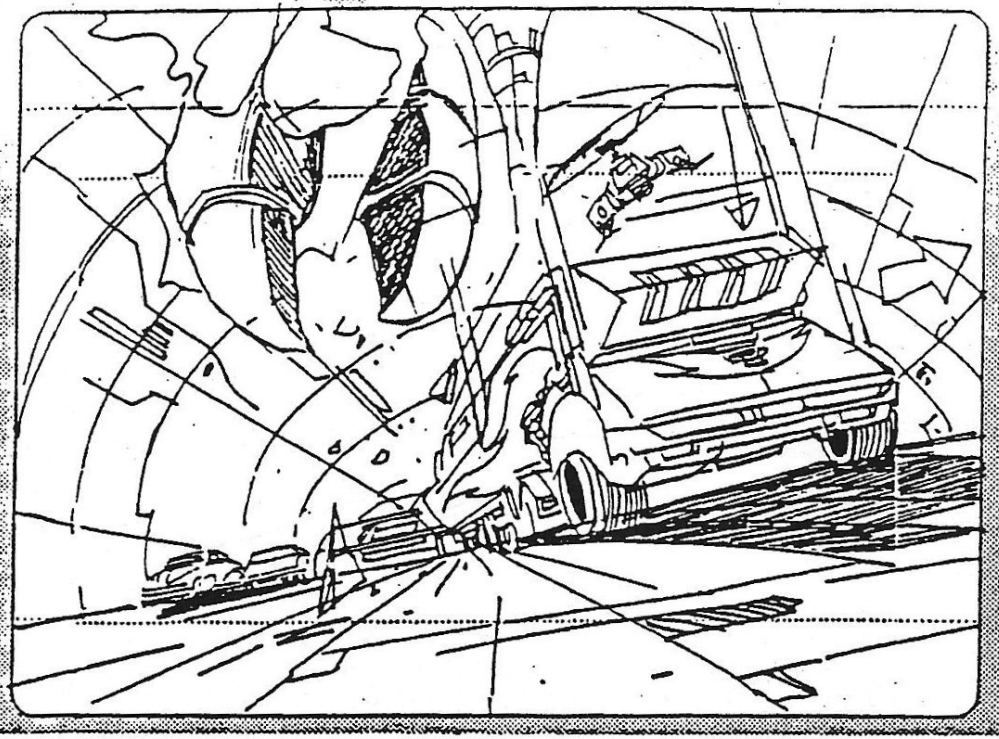
DIAL.

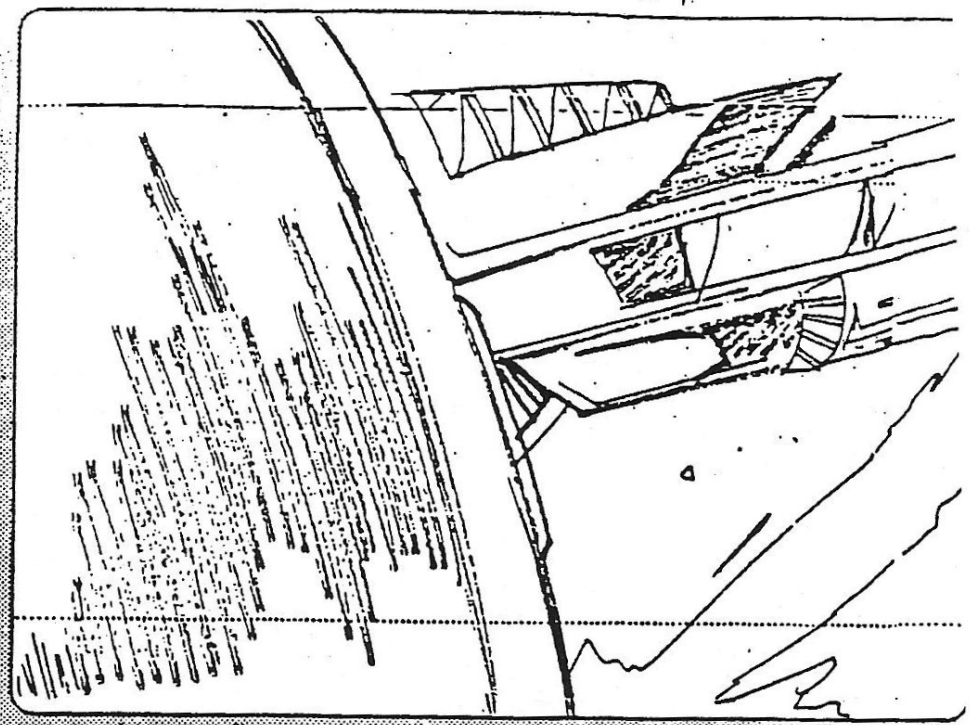
MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 31-CT FOLLOW PAN SC. CONT SEQ. 3 Page 60





ACTION X.L.S. THE GROUP OF AUTOBOTS IN AUTO, TRUCK AND HELICOPTER MODE ROAR FOREARD AS UNICRON'S HAND RIPS THROUGH THE WALL BEHIND THEM, THEY SPEED ON...

DIAL

MUSIC/SFX

CAMERA

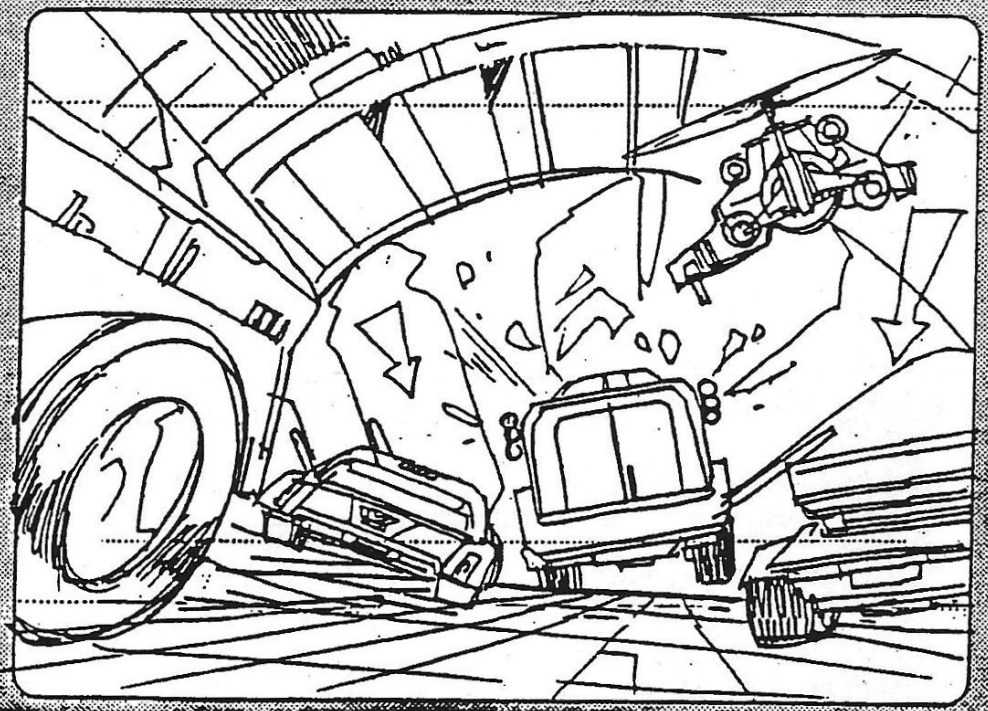
ACTION ...AND PAST US.

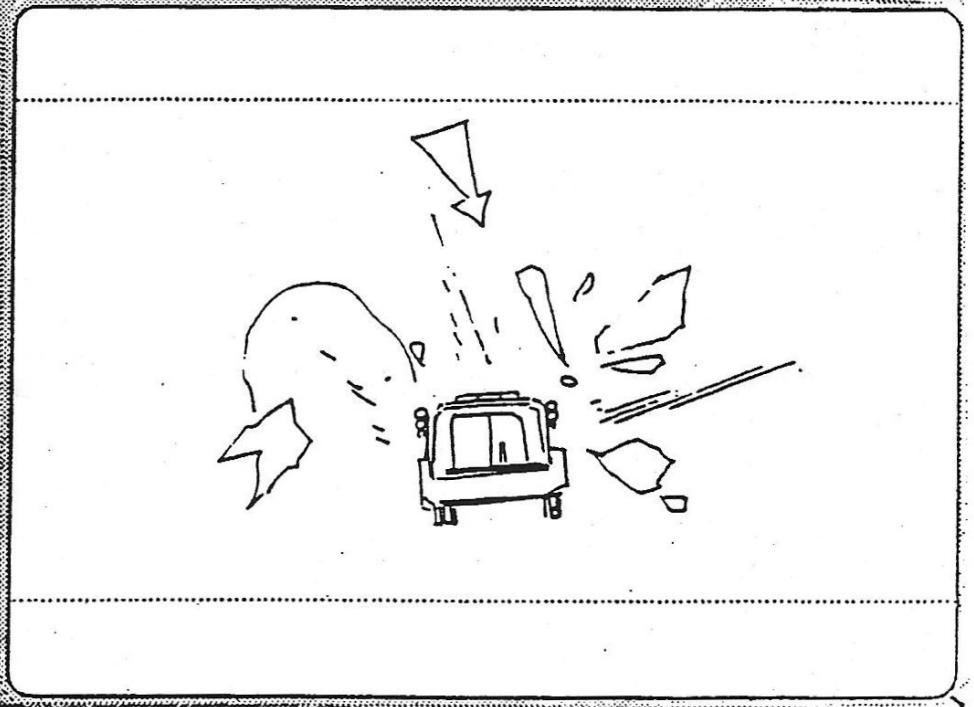
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!





ACTION
...THEY ZOOM AWAY INTO THE DISTANCE, TOWARD UNICRON'S GOOD EYE.

DIAL

MUSIC/SFX

CAMERA

ACTION THEY CRASH THROUGH IT.

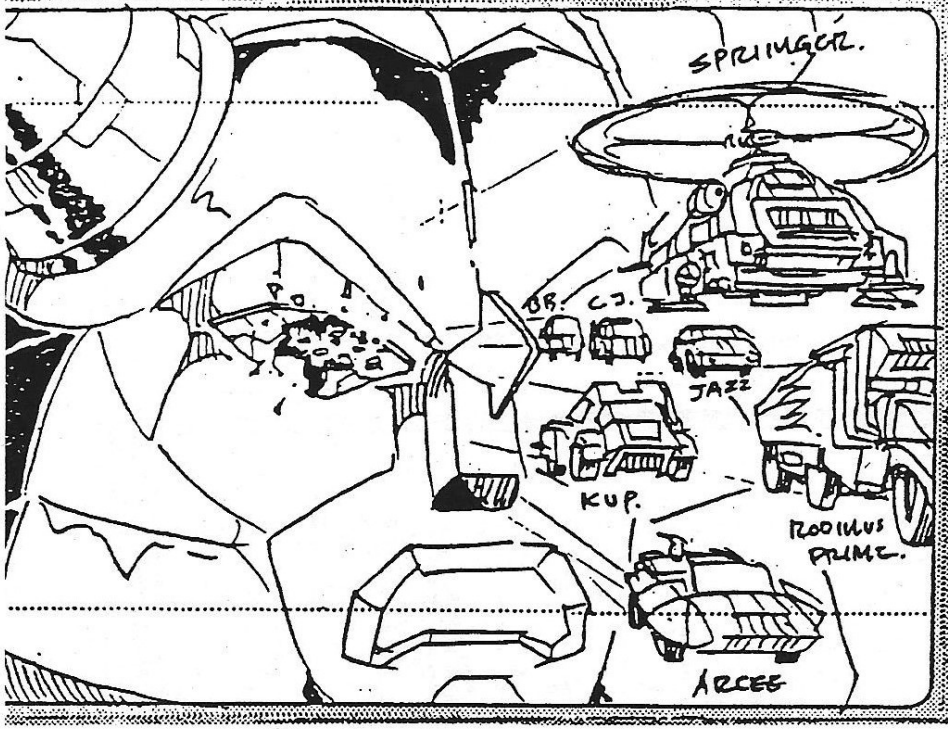
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-65



ON C.U. UNICRON'S FACE. THE AUTOBOTS CRASH OUT THROUGH HIS EYE INTO THE FREEDOM OF SPACE.

D/SFX

SC. 31-66 TRUCK BACK SEQ. 31 Page 62

ACTION X.C.U. UNICRON'S FACE. BOTH OF HIS EYES ARE NOW SHATTERED.

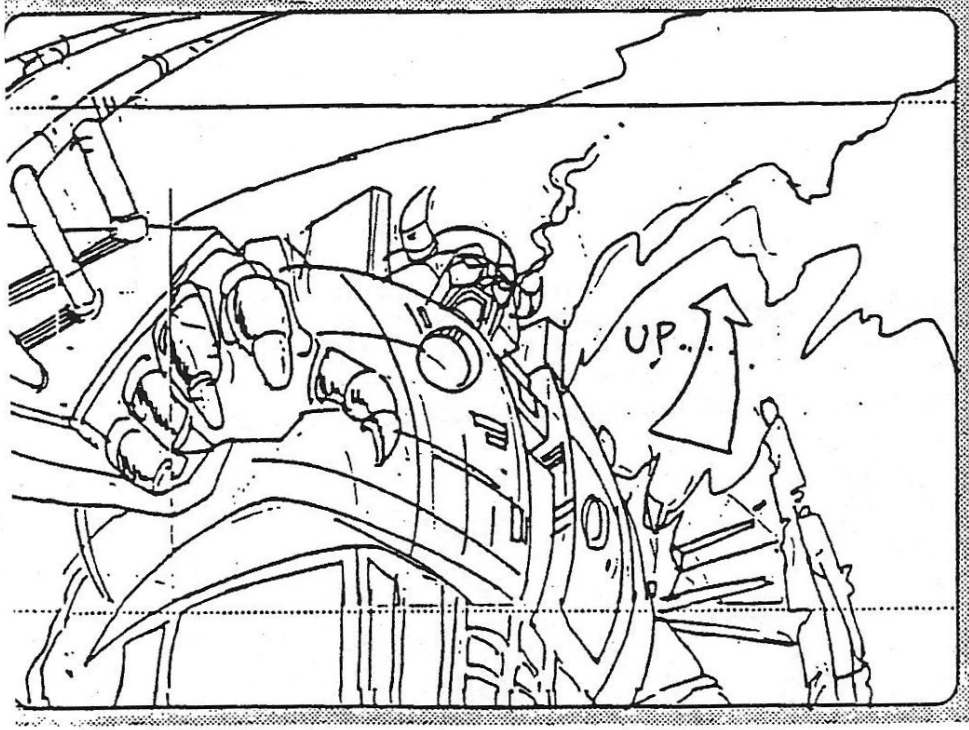
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31- 67



ION M.S. UNICRON. HE LETS OUT A LOUD AGONIZED ROAR. THE EFFECTS OF THE MATRIX SPREAD THROUGHOUT HIS BODY AND SPILL OUT OF HIM INVISIBLE FUMES. HE STARTS TO FLY UP FROM CYBERTRON.

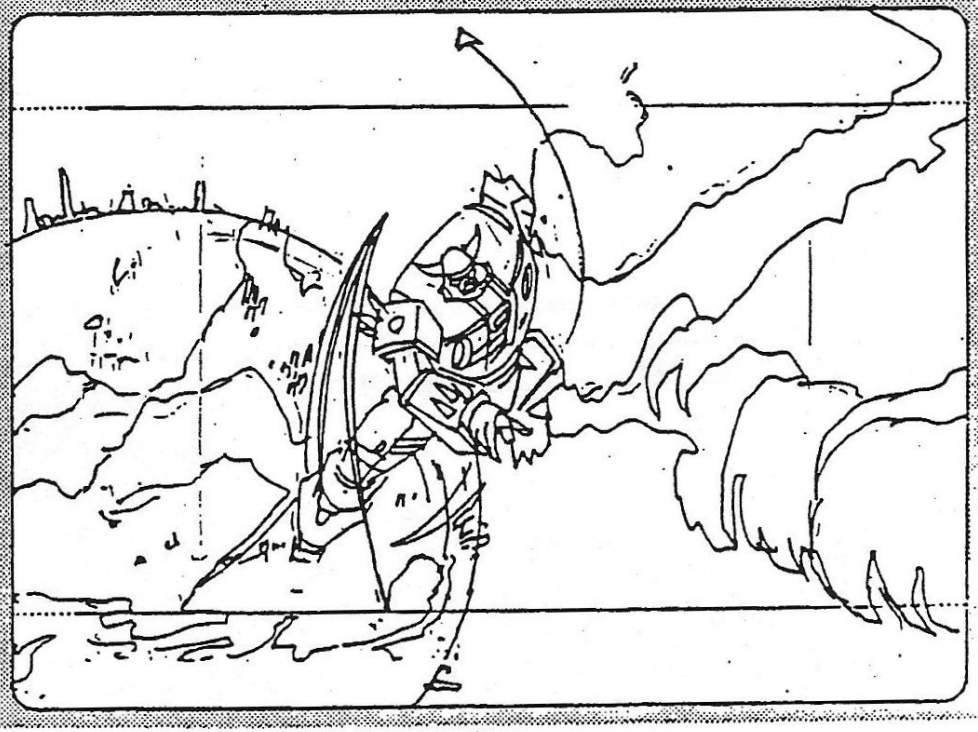
UNICRON Destiny. You cannot destroy...

C/SFX

CAMERA

SC. 31-68

SEQ. 3/Page 63



ACTION X.L.S. UNICRON. HE LEAVES THE PLANET CYBERTRON AND FLIES UP INTO SPACE...FUMES OF THE MATRIX SPILL INTO SPACE.

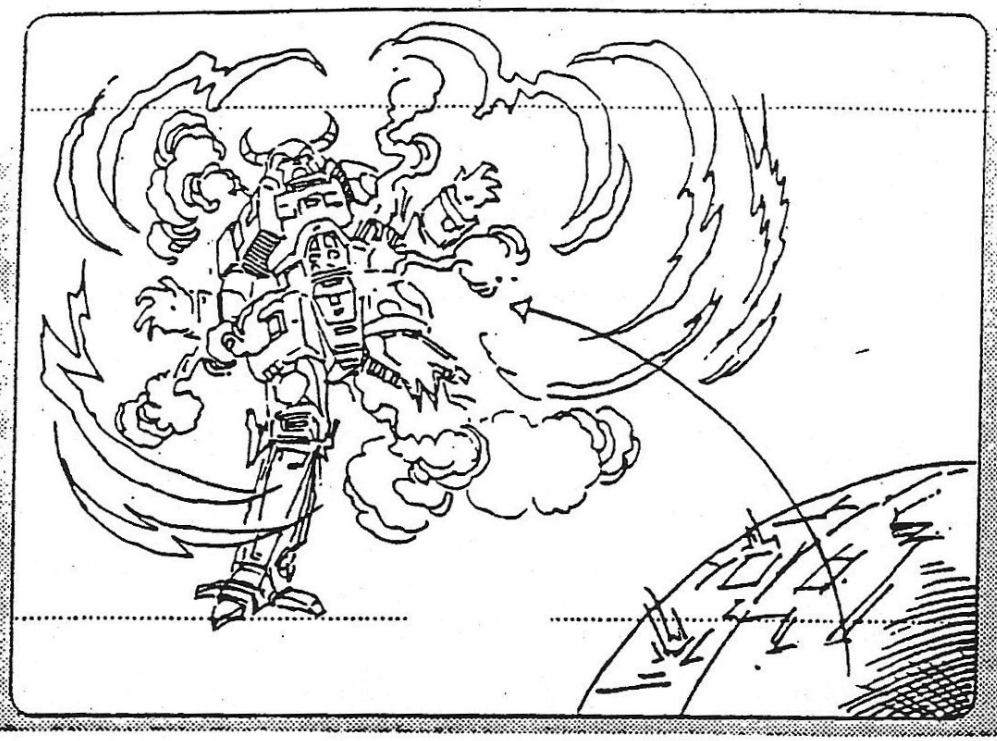
DIAL UNICRON (CONT) ...my destiny.

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-



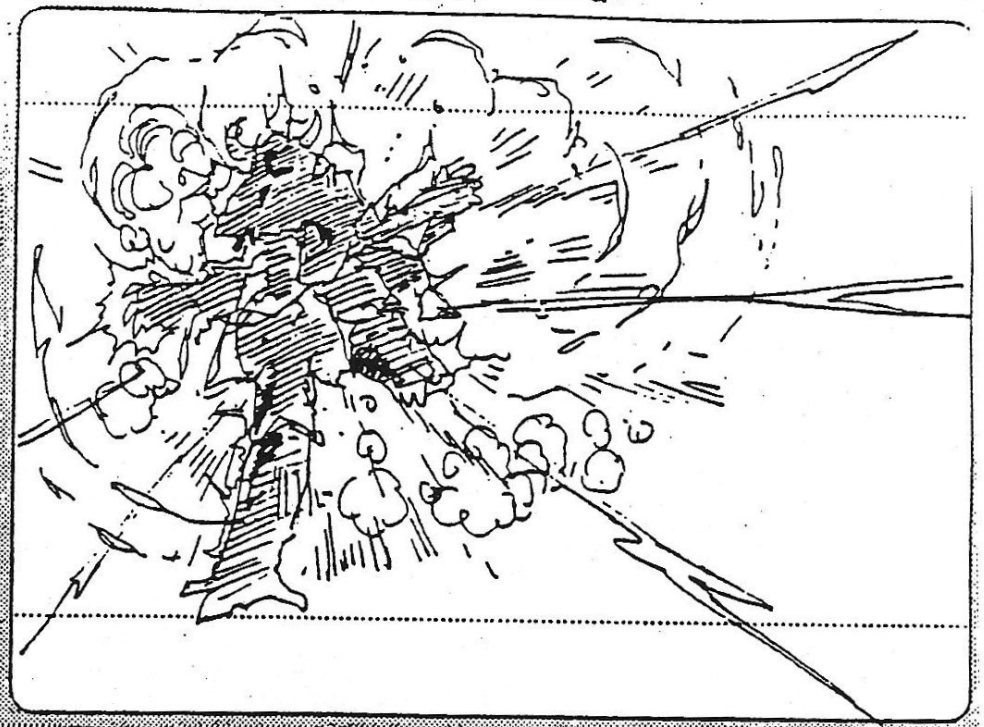
ACTION WE FOLLOW UNICRON AS HE FLIES HIGH ABOVE CYBERTRON THROUGH THE FORCE OF THE MATRIX, WHERE HE EXPLODES FIRST WITH A SMALL BLAST WHICH SHATTERS HIS FRAME...

DIAL

MUSIC/SFX

SC. CONT

SEQ. 31 Page 67



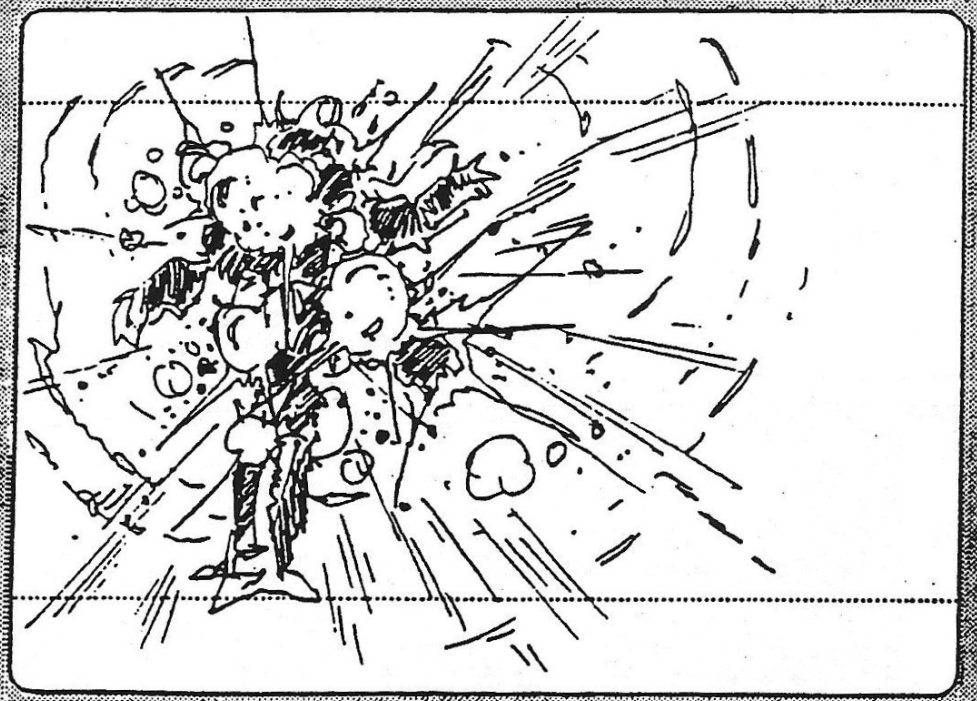
ACTION HE EXPLODES FOR A SECOND TIME...

DIAL

MUSIC/SFX

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT 31-68



ACTION FOLLOWED BY A SERIES OF RAPID EXPLOSIONS...

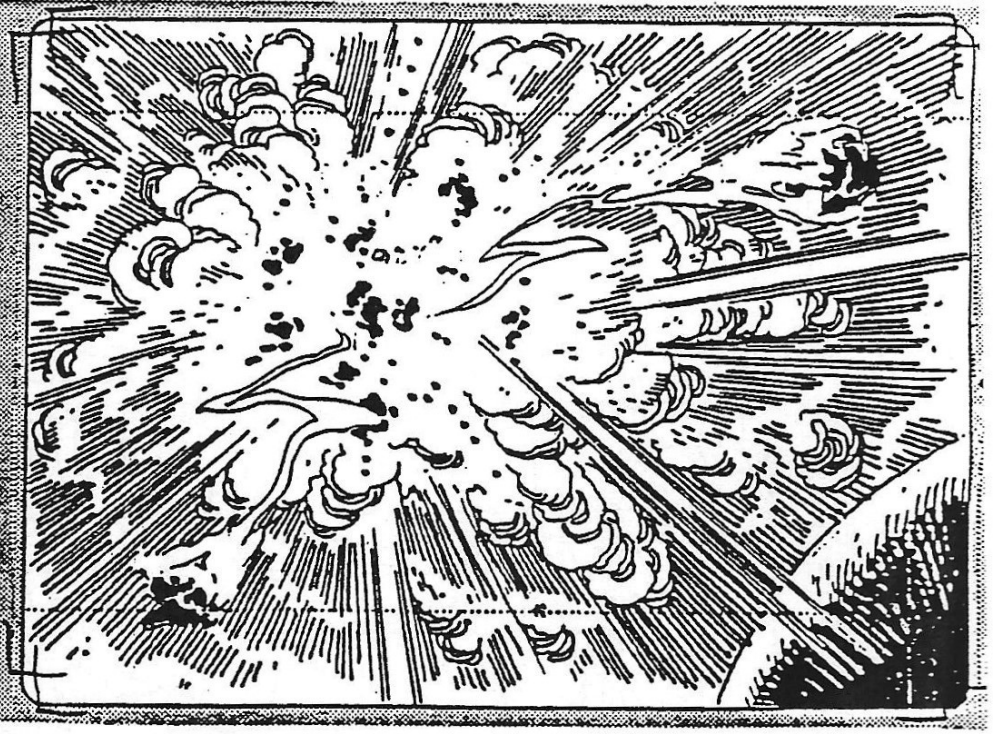
DIAL

MUSIC/SFX

CAMERA

SC. CONT CAM SHAKE

Page 65



ACTION ...THEN A VIOLENT EXPLOSION COMPLETELY DESTROYS UNICRON AND SENDS OUT PRISMIC COLORS OF BLINDING LIGHT.

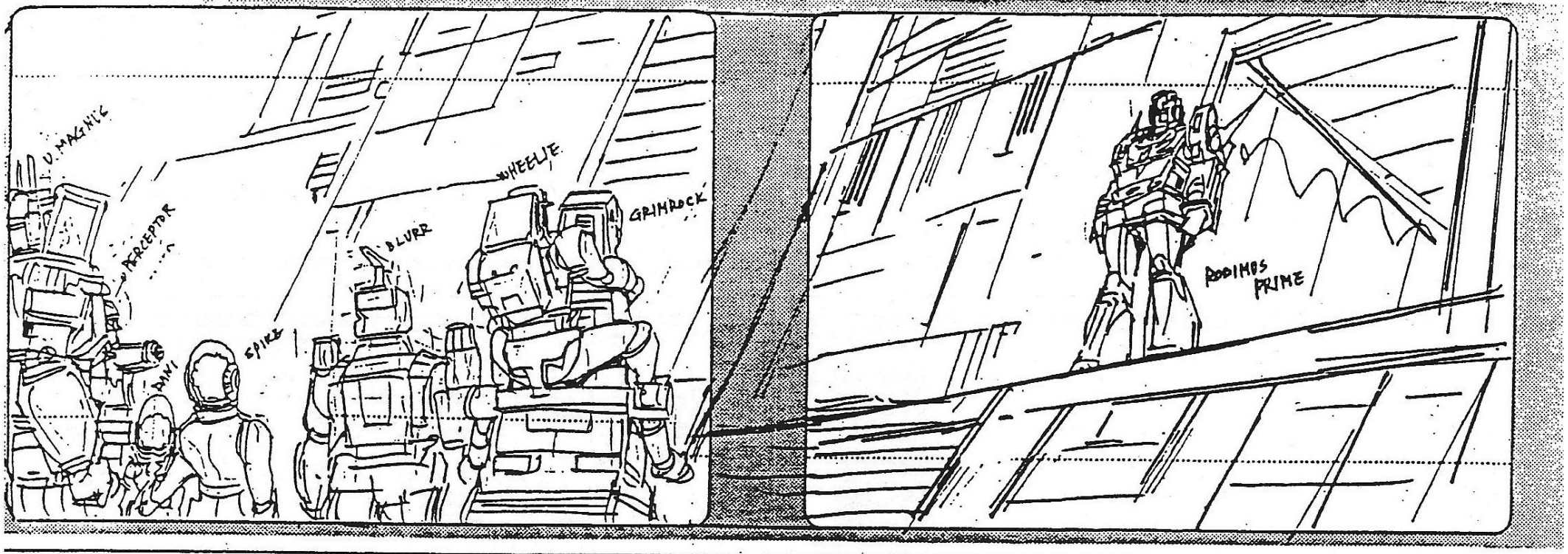
DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!!

SC. 31-70 START PAN STOP Page 66



TION M.S. ALL THE AUTOBOTS LINED UP ON THE PLANET CYBERTRON
WE PAN OVER TO SEE

L

SIC/SFX

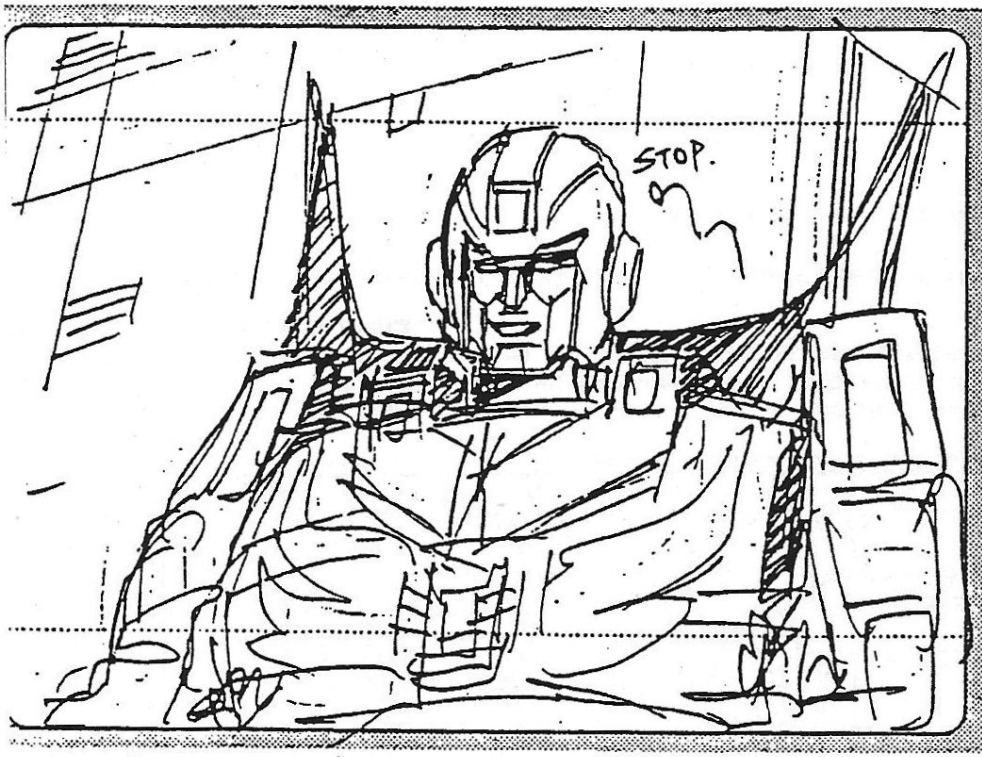
ACTION RODIMUS PRIME STEP OUT OF A DOORWAY.

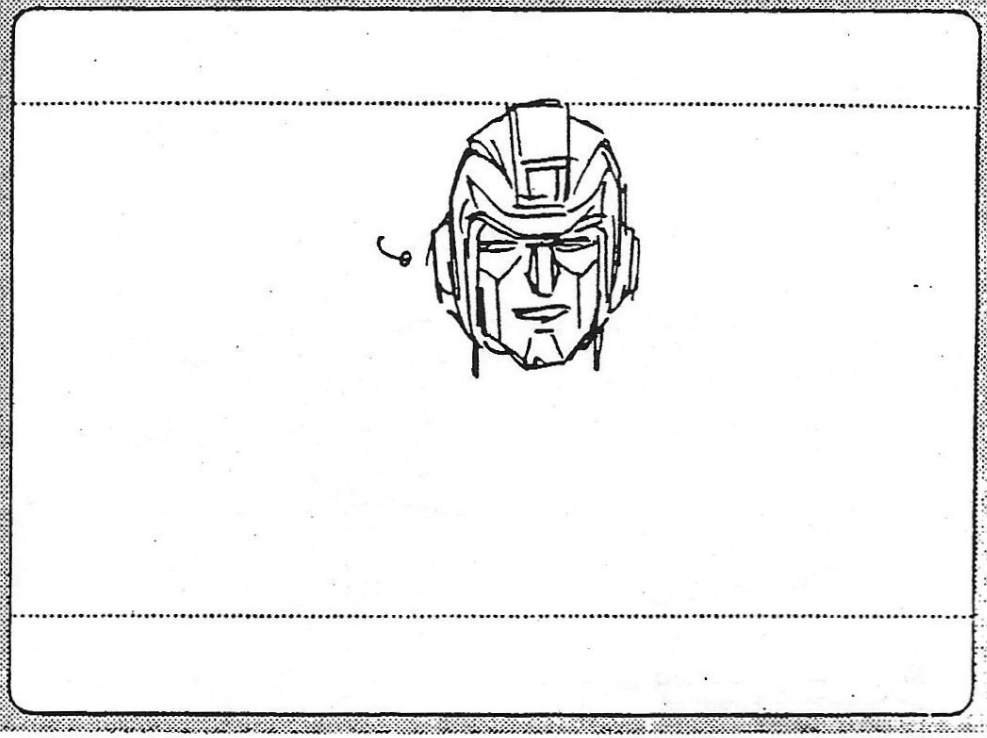
DIAL

MUSIC/SFX

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. 31-71 SC. CONT Page 67





ION M.S. RODIMUS PRIME. HE STEPS FORWARD, STOPS...

RODIMUS PRIME Let this ...

C/SFX

ACTION ...AND LOOKS OVER THE O.S. GROUP OF FRIENDS.

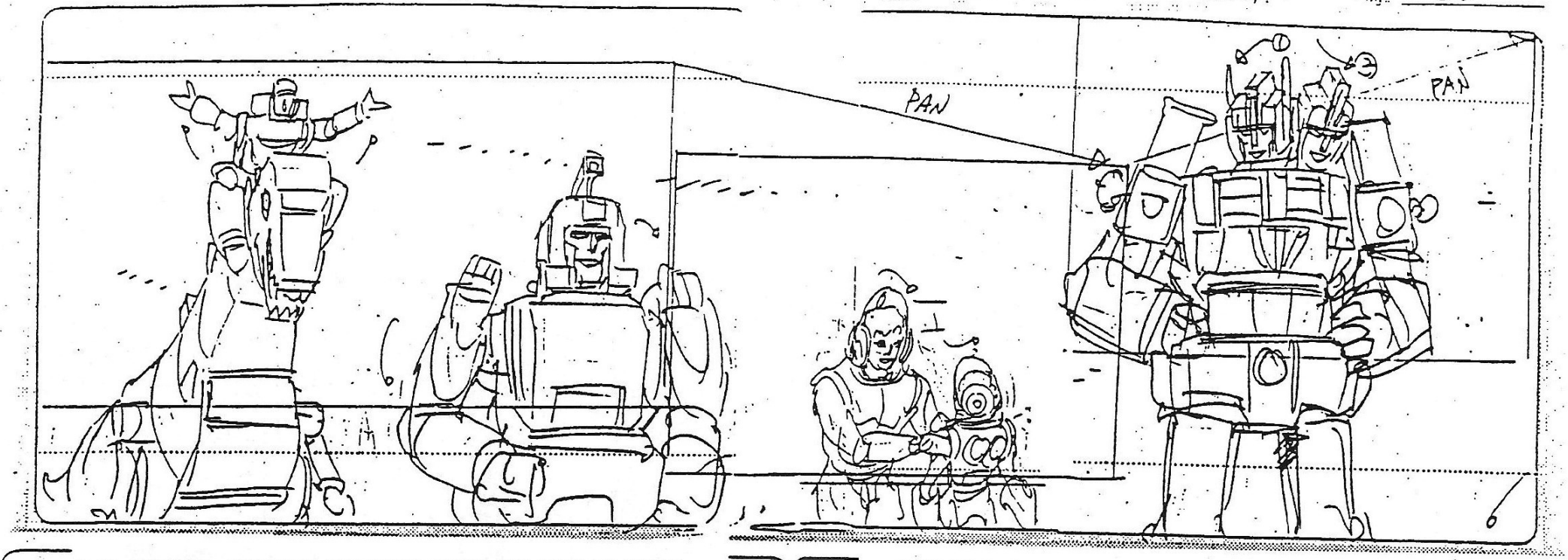
DIAL RODIMUS PRIME (CONT) ...mark the end...

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-12 START → CONT. PAGE 06



ACTION M.S. WHEELIE, GRIMLOCK AND BLURR SMILE AND WAVE AS BLURR LOOKS OVER AND DOWN WE PAN AND TRUCK IN DOWN TO SPIKE AND DANIEL. SPIKE SMILES AT BLURR, THEN HE AND DANIEL SMILE AT EACH OTHER...

DIAL RODIMUS PRIME (CONT) of the Cybertrons wars...

As we march forward....

MUSIC/SFX

ACTION ...THEN AS DANIEL LOOKS UP AND SMILES WE PAN UP TO ULTRA MAGNUS WHO IS SMILING AND LOOKING DOWN AT DANIEL. HE TURNS AND STILL SMILING LOOKS THE OTHER WAY. WE CONTINUE TO PAN OVER TO...

DIAL RODIMUS PRIME (CONT) to a new age of peace...

MUSIC/SFX

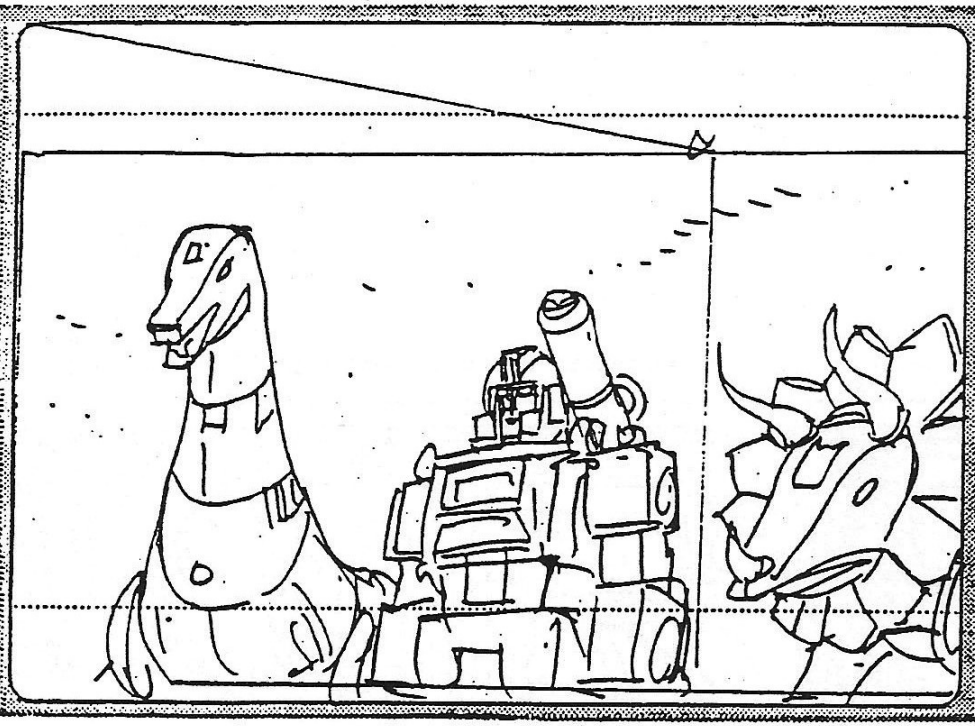
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT PAN ▷ CONT 31-72 STOP

SC.

SEQ. 31

Page 69



ACTION SLUDGE, PERCEPTOR AND SLAG ALL ENJOYING THEIR VICTORY.

DIAL RODIMUS PRIME (CONT) ...and happiness.

MUSIC/SFX

CAMERA

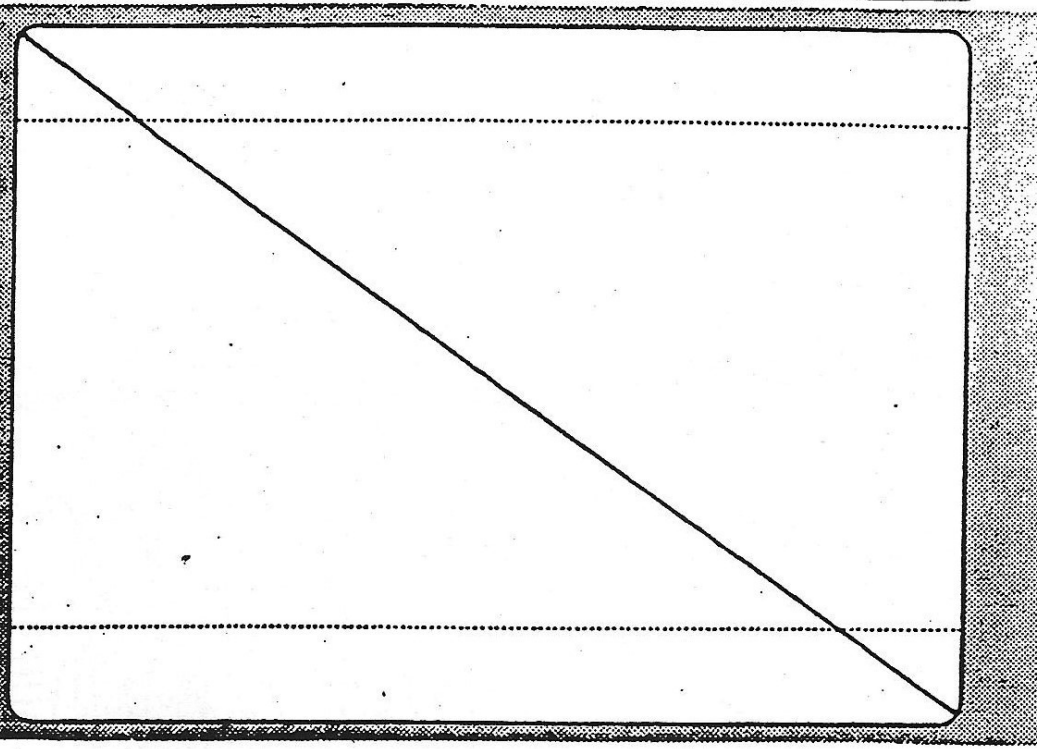
ACTION

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!



ION M.S. RODIMUS PRIME. HE LIFTS UP HIS ARM IN A SALUTE.

RODIMUS PRIME (CONT) 'Til all are one.

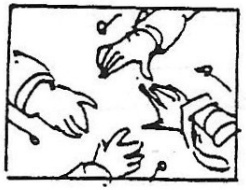
IC/SFX

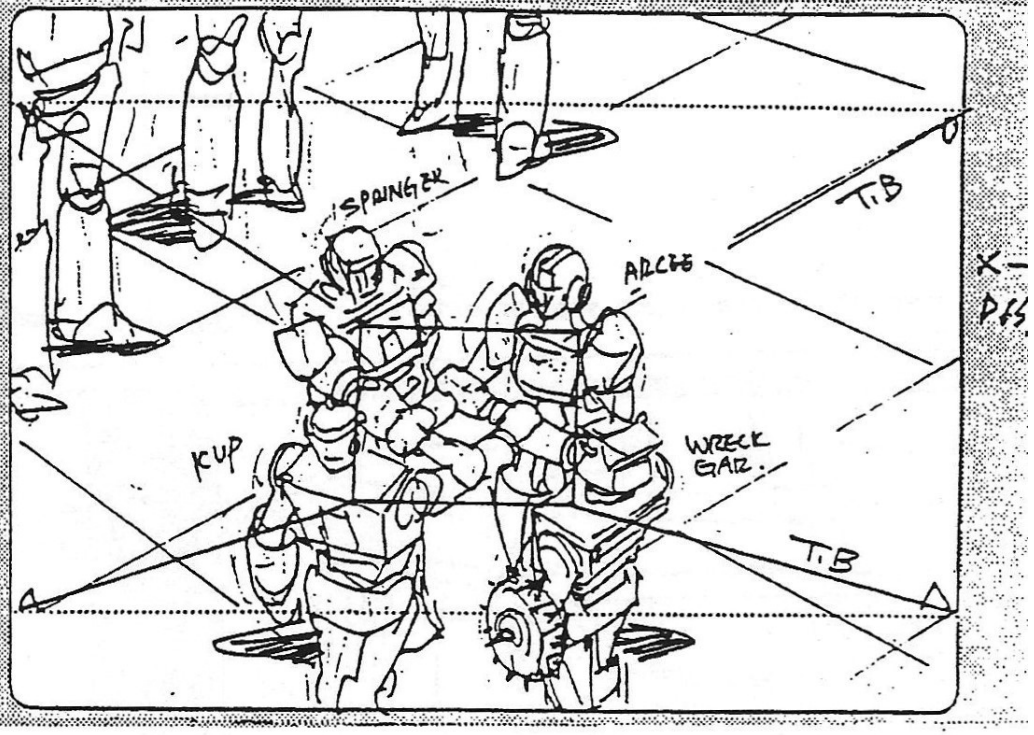
ACTION

DIAL

MUSIC/SFX

TF RAW From Generation 1 to Beast Hunters and Beyond!!!!





ON C.U. THE HAND OF KUP, SPRINGER, ARCEE AND WRECK GAR. THEY REACH IN TO EACH OTHER...

C/SFX

FX

ACTION ...WE TRUCK OUT AS THEY JOIN THEIR HANDS IN A SYMBOL OF UNITY.

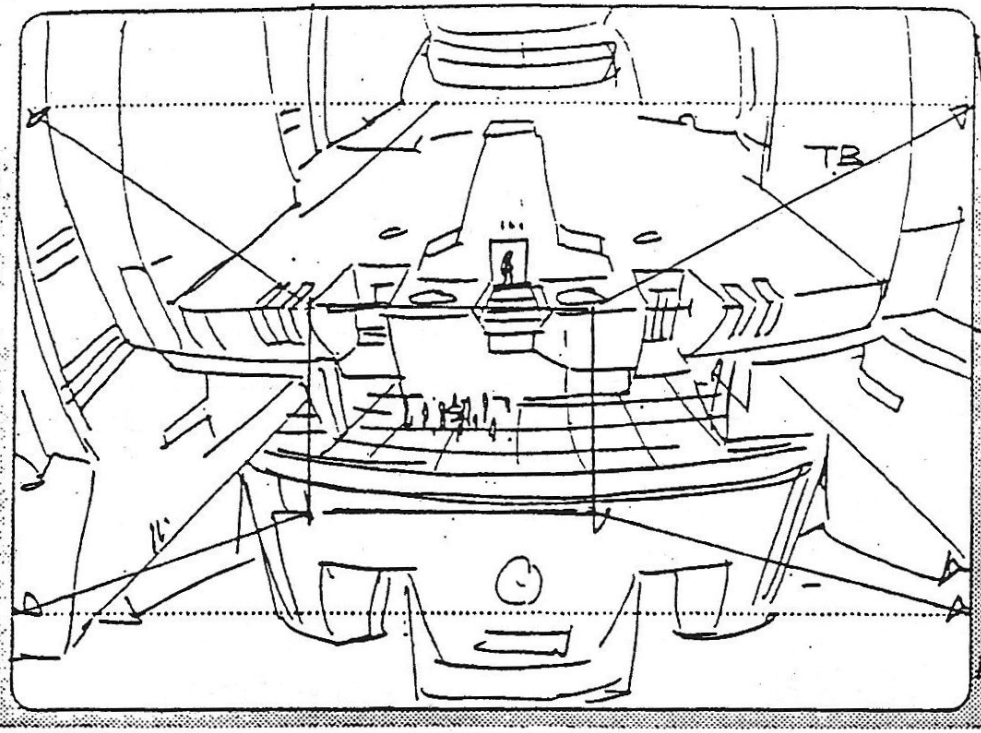
DIAL SPRINGER KUP ARCEE WRECK-GAR 'Til all are one.

MUSIC/SFX

CAMERA

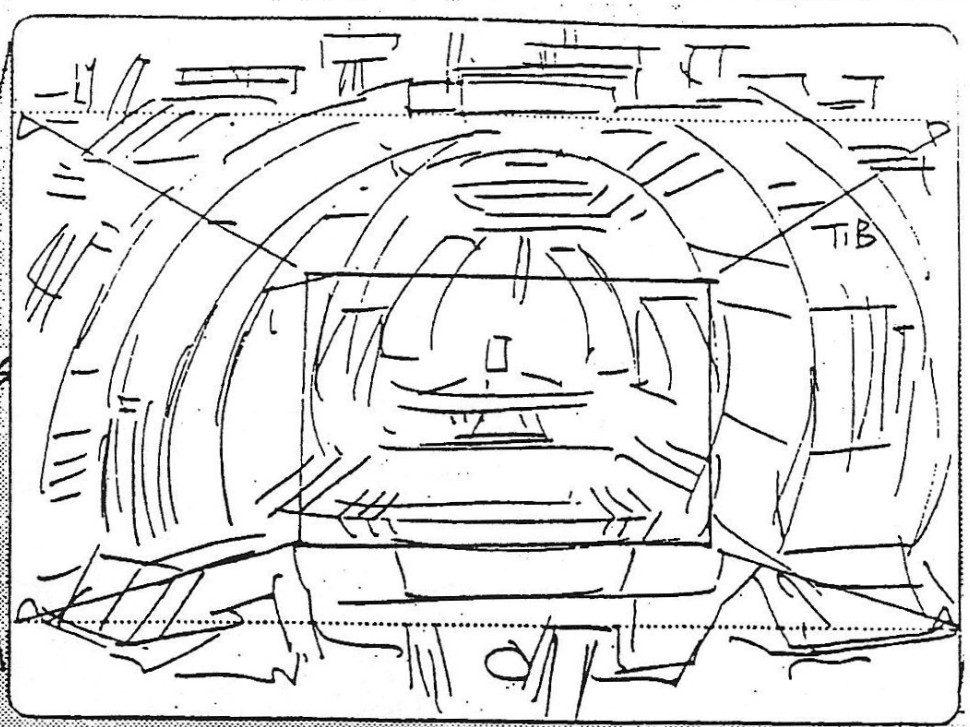
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-75 TRUCK OUT



X-DISS

SC. 31-76 TRUCK OUT



ACTION X.L.S. THE ENTIRE GROUP OF AUTOBOTS ON CYBERTRON. WE TRUCK OUT.

DIAL ALL "Til all are one.

MUSIC/SFX

CAMERA

ACTION ...AND DISSOLVE ON TO A WIDER SHOT OF CYBERTRON AND CONTINUE TRUCKING BACK.

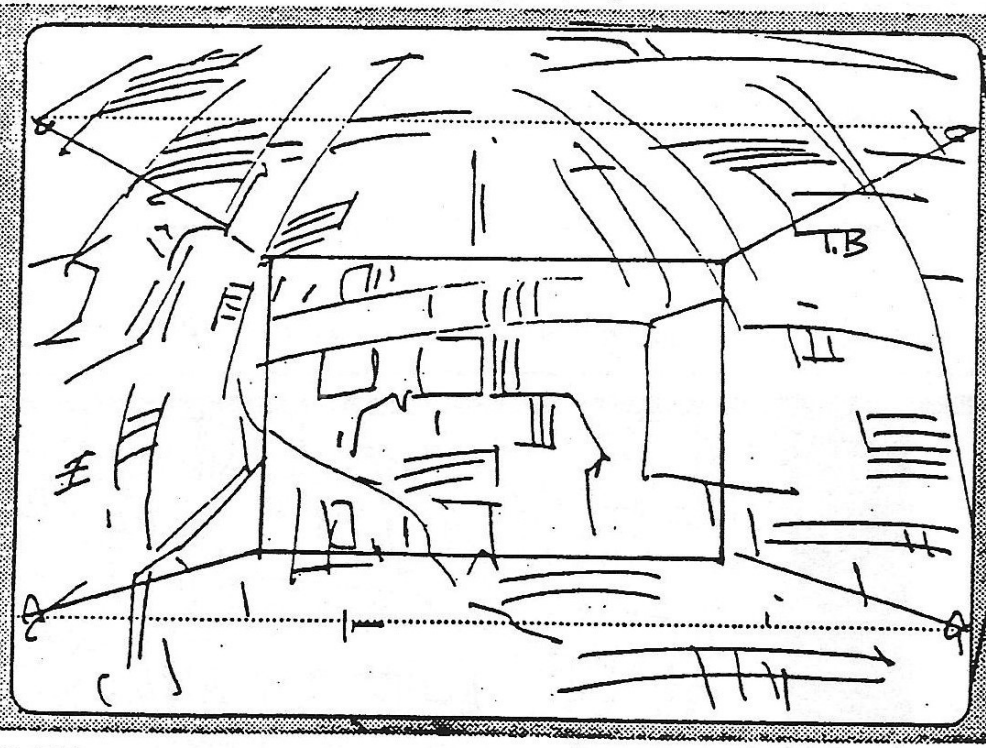
DIAL

MUSIC/SFX

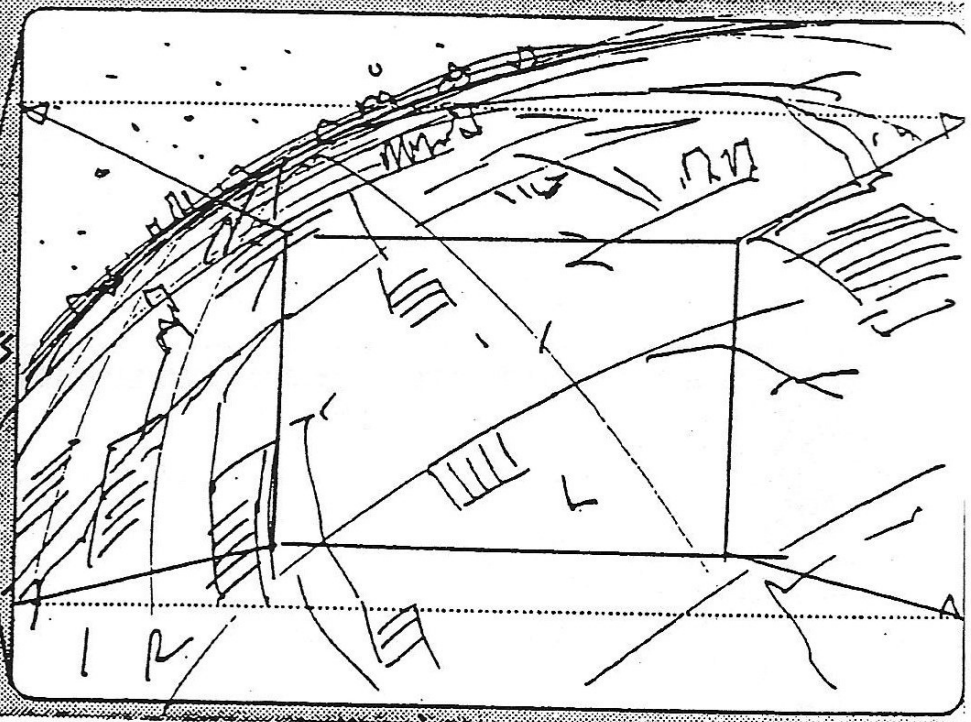
CAMERA

TF RAW
Generation 1 to Beast Hunters and Beyond!!!!

SC. 31-77 TRUCK OUT



SC. 31-78 TRUCK OUT SEQ. 31 Page 73



ACTION
DISSOLVING TO AN EVEN WIDER SHOT OF CYBERTRON, TRUCK OUT.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

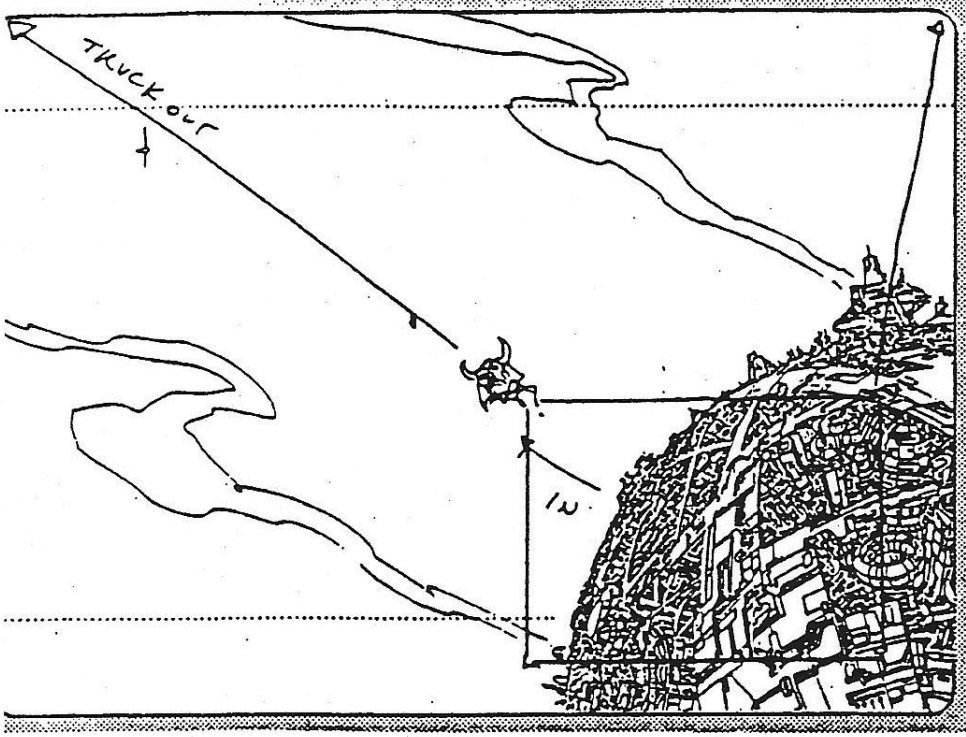
ACTION
DISSOLVE TO A WIDE SHOT, TRUCK OUT.

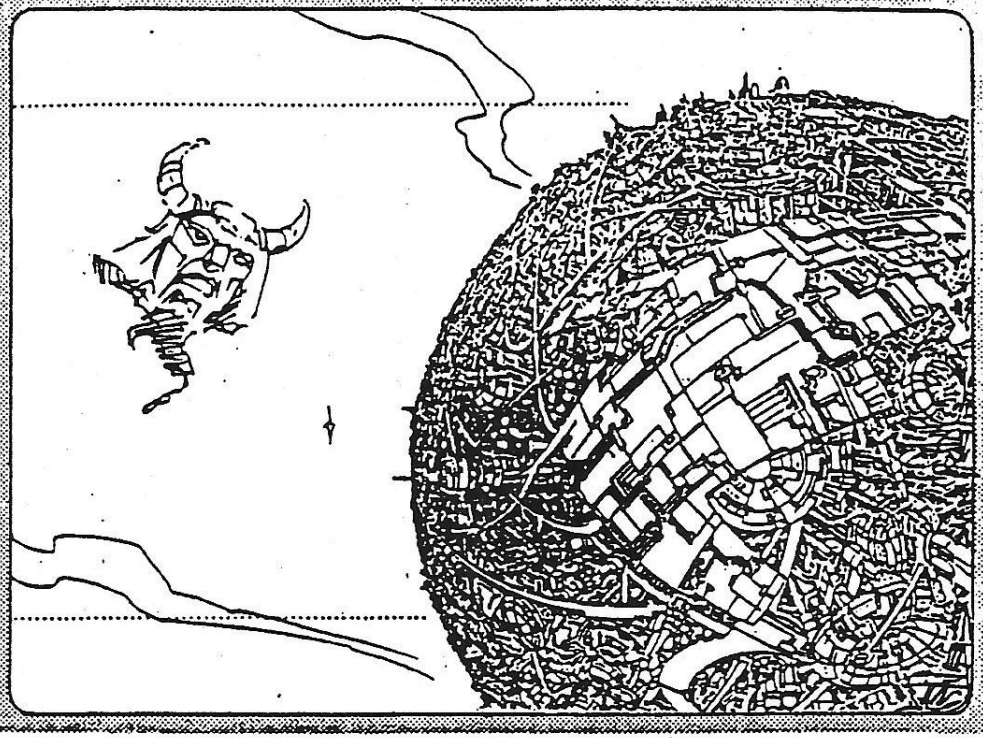
DIAL

MUSIC/SFX

CAMERA

SC. 31-79 TRUCK OUT SC. CONT SEQ. 31 Page 74





ON WE DISSOLVE TO M.S. CYBERTRON. WE TRUCK OUT TO A WIDER VIEW OF CYBERTRON WITH THE MATRIX'S RAINBOW SKY. UNICRON'S HEAD COMES INTO VIEW FROM BEHIND CYBERTRON...

C/SFX

ERA

ACTION ...AND MOVES TOWARD US, AS CYBERTRON PASSES BELOW. WE FOLLOW THE HEAD OF UNICRON AS IT...

DIAL

MUSIC/SFX

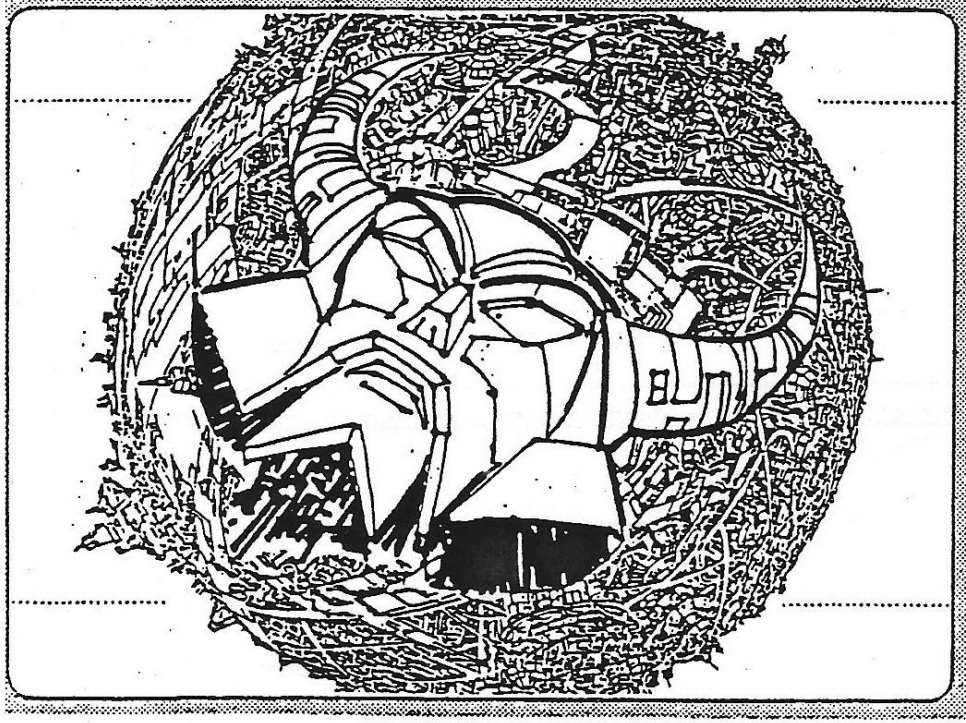
CAMERA

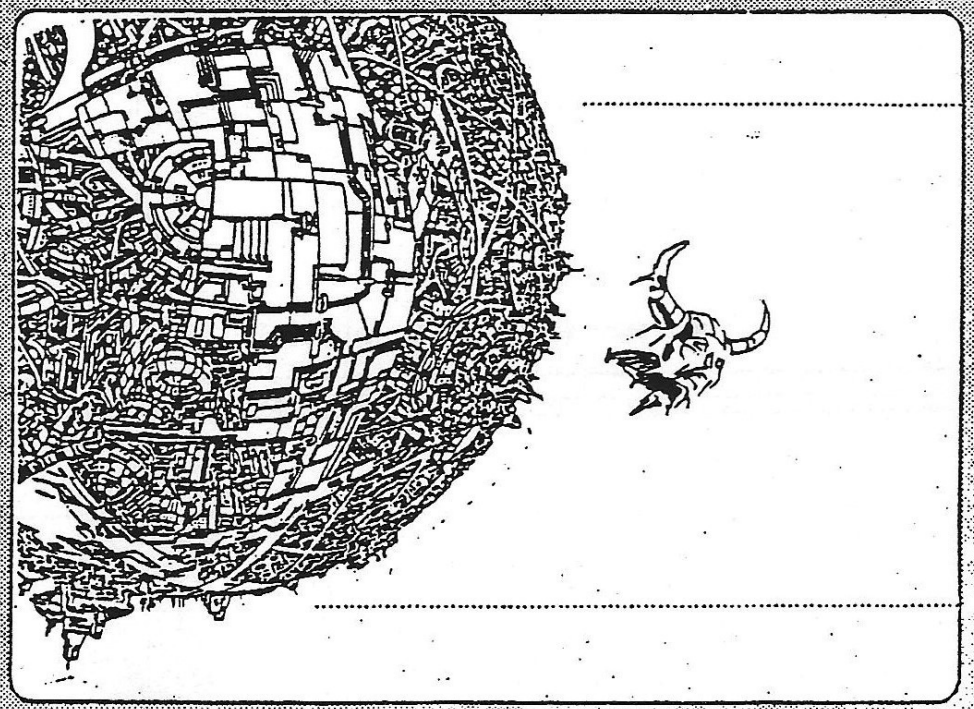
TF RAW
From Generation 1 to Beast Hunters and Beyond!!!

SC. CONT 79

SC. CONT

SEQ. 31 Page 75





TION ...FLIES IN ITS CIRCULAR ORBIT PAST US...

L

SIC/SFX

AERA

ACTION ...AND GLIDES AWAY...

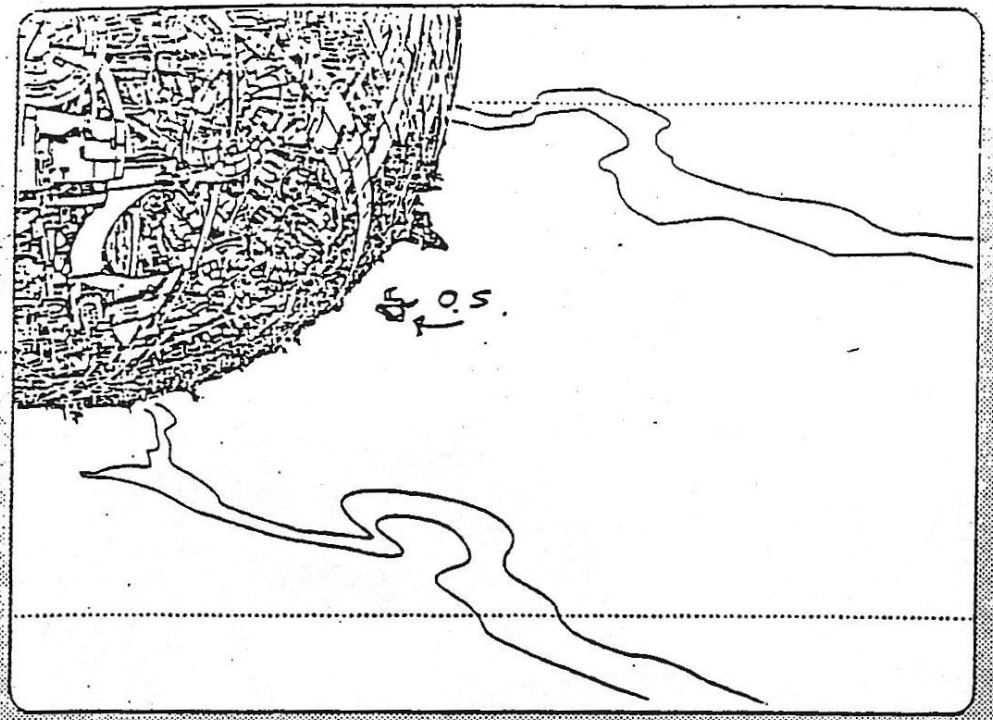
DIAL

MUSIC/SFX

CAMERA

TFRAW
From Generation 1 to Beast Hunters and Beyond!!!!

SC. CONT. 17



ACTION UNTIL IT PASSES O.S. BEHIND CYBERTRON.

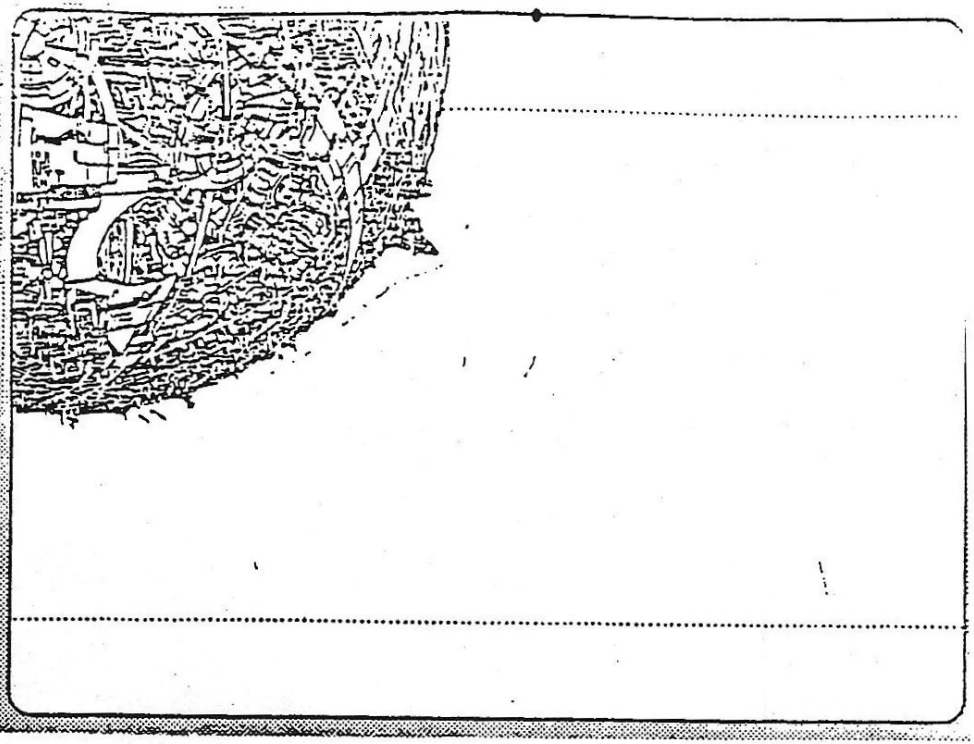
DIAL

MUSIC/SFX

CAMERA

SC. CONT

SEQ. 31 PAGE



ACTION CYBERTRON HOLDS IN ITS POSITION.

DIAL

MUSIC/SFX

CAMERA

TF RAW
From Generation 1 to Beast Hunters and Beyond!!!!

TRANSFORMERS THE MOVIE
TRANSFORMERS
TRANSFORMERS
TRANSFORMERS ROBOTS IN DISGUISE
TRANSFORMERS ARMADA THE UNICRON BATTLES
TRANSFORMERS ENERGON
TF RAW
超神マスターフォース
トランスフォーマーV
SCRAMBLE CITY
発動編
ビーストウォーズ
カーロボット